Subject: Upp and OpenSceneGraph
Posted by nlneilson on Sun, 30 Jan 2011 01:15:11 GMT
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Would it be practical to use Upp to work with OpenSceneGraph?
http://www.openscenegraph.org/projects/osg

I don't want to use MS VC if it can be avoided other than the compiler.

Subject: Re: Upp and OpenSceneGraph
Posted by koldo on Sun, 30 Jan 2011 15:28:09 GMT
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nlneilson wrote on Sun, 30 January 2011 02:15Would it be practical to use Upp to work with
OpenSceneGraph?
http://www.openscenegraph.org/projects/osg

I don't want to use MS VC if it can be avoided other than the compiler.
Yes, it would be nice. Surely it can be done in Windows with MinGW.

Subject: Re: Upp and OpenSceneGraph
Posted by nlneilson on Sun, 30 Jan 2011 23:26:54 GMT
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koldo wrote on Sun, 30 January 2011 16:28
Yes, it would be nice. Surely it can be done in Windows with MinGW.

Good, maybe I will try it.
I now have MinGW-gcc440_1

I have just spent about 10 hours trying to get something to work following their outdated
instructions with EclipseCDT on Win XP, I have a thread on their forum to get some updated
instructions or help.

Eclipse is great for Java but over the years have tried it for C++ but never liked it.

Eventually what I would like to do is http://osgearth.org/ which is similar and may have been
influenced by NASA WW in C#

edit: The pre-built dependencies, all of the basics, for Win 32 and 64bit is a 21.2 MB .zip

Neil

Subject: Re: Upp and OpenSceneGraph
Posted by koldo on Mon, 31 Jan 2011 08:18:29 GMT
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Hello Neil

There is a page about OSG integration with windows toolkits. It could serve:

  http://www.openscenegraph.org/projects/osg/wiki/Community/Wi ndowingToolkits

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Subject: Re: Upp and OpenSceneGraph
Posted by nlneilson on Tue, 01 Feb 2011 22:43:06 GMT
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Hi Koldo

Thanks for the link.

I spent the last two days trying get OSG to do anything.
Most of that time was following a setup example for a MinGW build and using Eclipse. That example is apparently outdated and maybe broken. I did get the SVN code to compile with MinGW.

Yesterday I started with a setup example with VC++ 10 which is OK as far as compiling their latest SVN code.

Once I get one of the small example apps to run then will pull that into Upp.

Linking to the OSG bin, include and lib in Upp I will need to tinker with.

OsgEarth is basically an add on or plug in to OSG but big.
One thing I am pretty good at is getting rid of stuff that is not needed for what I want to accomplish.

I have Upp set up and works OK with MINGW, MSC9 and MSC10.

Neil

Subject: Re: Upp and OpenSceneGraph
Posted by nlneilson on Wed, 02 Feb 2011 14:29:42 GMT
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In TheIde how would the Build Path for
C:\OpenSceneGraph\include and \lib be set?

Subject: Re: Upp and OpenSceneGraph
Posted by koldo on Wed, 02 Feb 2011 14:45:25 GMT

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nlneilson wrote on Wed, 02 February 2011 15:29In TheIde how would the Build Path for C:\OpenSceneGraph\include and \lib be set?

Go to Setup/Build Methods, choose in Methods the compiler, and in INCLUDE directories and LIB directories tabs, add the paths to OSG.

Subject: Re: Upp and OpenSceneGraph
Posted by nlneilson on Wed, 02 Feb 2011 18:33:09 GMT

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Found it, thanks Koldo!

Neil

Subject: Re: Upp and OpenSceneGraph
Posted by koldo on Thu, 03 Feb 2011 08:07:24 GMT

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Hello nlneilson

In addition, if you want to compile using MinGW and have problems, you can go to the DevCpp tutorials, as that environment only uses MinGW.

Subject: Re: Upp and OpenSceneGraph
Posted by nlneilson on Thu, 03 Feb 2011 10:20:09 GMT

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Hi Koldo

That seems to be old and not maintained, five different links to download it didn't work.

OSG with the OsgEarth extension has 3D rendering of a globe and can/does use the images from the NASA servers.

Once I get it running it will mainly be stripping everything out that is not necessary.

Upp has been good for the control window apps that work good.

To compile the latest code from the SVN with MinGW it was just use Cmake and set a few things then

```
cd c:\OpenSceneGraph
mingw32-make
mingw32-make install
```

It took about 1.5 hours but compiled without errors.
With the MS VC++ 10 it compiled OK after a few tries.

If a few header files need to be changed that can be done in Upp.

Neil