Subject: GLCtrl is too primitive
Posted by o_wild on Mon, 23 Jan 2012 06:33:35 GMT
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Hi,is there anybody who can make a 3D CAD program using GLCtrl? if there is, congratulations! GLCtrl is at too low a level to have any practical value. Why not try some libraries? For example, Coin and its GUI bindings. or G3D,or OpenCASCADE. I try to use pre-compiled Coin/SoWin Libs in my upp program but its obviously designed for MSVC ,so no progress is made. Is it possible to integrate Coin or other Libs into the Upp package?
Thanks in advance.

Subject: Re: GLCtrl is too primitive
Posted by dolik.rce on Mon, 23 Jan 2012 07:36:36 GMT
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o_wild wrote on Mon, 23 January 2012 07:33Hi,is there anybody who can make a 3D CAD program using GLCtrl? if there is, congratulations! GLCtrl is at too low a level to have any practical value. Why not try some libraries? For example, Coin and its GUI bindings. or G3D,or OpenCASCADE. I try to use pre-compiled Coin/SoWin Libs in my upp program but its obviously designed for MSVC ,so no progress is made. Is it possible to integrate Coin or other Libs into the Upp package?
Thanks in advance.
Hi o_wild,
I think GLCtrl is designed to be simple. But you are right that at some point using library is a must. Now there is OpenCASCADE package in bazaar, thanks to Max and his efforts to build a CAD system

Best regards,
Honza