Subject: Form with OpenGL Display object
Posted by Antin_Kravs on Tue, 03 Apr 2012 20:58:31 GMT
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Hi) I wan't to lern U++, i alredy know smth. about console C++, but now i'm realy don`t want to work with C# or .NET, and in my University i must do some task using OpenGL. How can i make program like this using Upp:

I mean just how to put Display into form,and controll it using buttons) how to draw image using OpenGL i know)
I saw some Examples, but without forms)
thnx for reading)
Sory for bad Eng.

Subject: Re: Form with OpenGL Display object
Posted by navi on Tue, 08 May 2012 07:21:35 GMT
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Then add #include <GLCtrl/GLCtrl.h> in main.cpp of your project.
Then write your derive your class using the GLCtrl class and override the following method

```
// Overridable methods for derived controls

// Called after succesful OpenGL initialization
virtual void GLInit();

// Called just before OpenGL termination
virtual void GLDone();

// Called on resize events
virtual void GLResize(int w, int h);

// Called on paint events
virtual void GLPaint();
```

Once you have your GL class ready, you can add your GL class and other widgets like buttons and stuff from CtrlCore into your windows using the win.Add() function like below.

```
GUI_APP_MAIN{
   TopWindow win;
   MyGL gl;
```

```
    win.Add(gl.LeftPos(10, 700).TopPos(10, 700));
    win.Sizeable().Zoomable();
    win.Open();
    win.Run();
}
```

See the attachment in this post. In that package I did something similar, but haven't add the widgets yet. Still working through my GL codes.
