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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.

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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.

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