Subject: How to add "GLEW" or "GLee" to GLCtrl?
Posted by navi on Sun, 06 May 2012 07:35:11 GMT
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Objective: trying to use GL_ARB_vertex_buffer_object aka VBO with U++ GLCtrl in Win32

Problem: Trying to add GLEW or GLee to U++ project with GLCtrl. so I copied the "GLEW" and "GLee" folder to "MinGW\include\" folder and tried adding
#include <glew/glew.h>
in GLCtrl.h just before
#include <GL/gl.h>
#include <GL/glu.h>
near line 15. but getting the following error when try to call the GLEW function "glewInit()"

```
GLenum err = glewInit();
if (GLEW_OK != err)
{
 ...
}
```

ERROR:
----- CtrlLib (GUI GCC FORCE_SIZE BLITZ WIN32) (1 / 10)
----- GLCtrl (GUI GCC FORCE_SIZE BLITZ WIN32) (2 / 10)
BLITZ: GLPicking.cpp Win32GLCtrl.cpp X11GLCtrl.cpp GLCtrl.cpp
----- CtrlCore (GUI GCC FORCE_SIZE BLITZ WIN32) (3 / 10)
----- Draw (GUI GCC FORCE_SIZE BLITZ WIN32) (4 / 10)
----- plugin/bmp (GUI GCC FORCE_SIZE BLITZ WIN32) (5 / 10)
----- RichText (GUI GCC FORCE_SIZE BLITZ WIN32) (6 / 10)
----- Core (GUI GCC FORCE_SIZE BLITZ WIN32) (7 / 10)
----- plugin/z (GUI GCC FORCE_SIZE BLITZ WIN32) (8 / 10)
----- plugin/png (GUI GCC FORCE_SIZE BLITZ WIN32) (9 / 10)
----- MySecondGL (GUI MAIN GCC FORCE_SIZE BLITZ WIN32) (10 / 10)
BLITZ: My_OGL_Obj_Lib.cpp cube.cpp box_calc.cpp Sheet2D.cpp
main.cpp
GLCtrl: 4 file(s) built in (0:00.74), 187 msecs / file, duration = 2203 msecs, parallelization 88%
MySecondGL: 5 file(s) built in (0:01.67), 334 msecs / file, duration = 2438 msecs, parallelization 85%
Linking...
C:/upp_portable_win32/out/uppsrc/MySecondGL/MINGW.Blitz.Force_Size.Gui.Main\main.o:main.cpp:(.text$_ZN4MyGL6GLInit
 Ev+0xe): undefined reference to `_imp__glewInit'
collect2: ld returned 1 exit status

There were errors. (0:06.31)

I'm a newbie to programming. Just started to learn U++ and discover the wonderful world of U++ and OpenGL Programming. Have no experience in programming Win32, MFC or any other framework. Since I started with OpenGL, I have manage to use immediate mode drawing using

glBegin() glEnd(), using vertex array and glDrawElements() and etc. naturally wanted to progress into VBO and eventually to GLSL. so far with immediate mode no GL extension was required thus had no big drama avoiding GLUT as framework. I really want to use U++ instead of GLUT as U++ is object oriented and works in window mode and supports rich library of Widgets and Controls. how can I successfully add GLEW and GLee to U++ GLCtrl?

File Attachments

1) MySecondGL.zip, downloaded 406 times

Subject: Re: How to add "GLEW" or "GLee" to GLCtrl?
Posted by unodgs on Sun, 06 May 2012 07:42:00 GMT
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Take a look at WinGl package. You can just copy glew related files from there to your project and add following settings to upp project:
-D_WIN32 -DGLEW_STATIC

Subject: Re: How to add "GLEW" or "GLee" to GLCtrl?
Posted by navi on Sun, 06 May 2012 10:05:00 GMT
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Quote:Take a look at WinGl package. You can just copy glew related files from there to your project and add following settings to upp project:
-D_WIN32 -DGLEW_STATIC

where is the WinGL package?

Subject: Re: How to add "GLEW" or "GLee" to GLCtrl?
Posted by unodgs on Sun, 06 May 2012 10:56:59 GMT
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http://code.google.com/p/upp-mirror/source/browse/#svn%2Ftru nk%2Frainbow%2FWinGl

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Subject: Re: How to add "GLEW" or "GLee" to GLCtrl?
Posted by navi on Mon, 07 May 2012 09:35:52 GMT
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Quote:
Take a look at WinGl package. You can just copy glew related files from there to your project and

add following settings to upp project:
-D_WIN32 -DGLEW_STATIC

http://code.google.com/p/upp-mirror/source/browse/#svn%2Ftru nk%2Frainbow%2FWinGl

Thank you very much unodgs. Much appreciate your help!! I made the silly mistake of #define GLEW_STATIC after the #include <glew files>. Looking at WinGL.h found the correct way. also I used the modified glew files from the WinGL project as you said.

```
#ifndef GLEW_STATIC
   #define GLEW_STATIC
#endif

#include <glew/glew.h>
#include <glew/wglew.h>
```
