Subject: 3d plot library / widget
Posted by forlano on Fri, 18 May 2012 16:36:48 GMT
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Hello,

I miss something like scatter but in 3D. Even better to use a 3D library like dislin (http://www.dislin.de/) with rendering in some our lovely ctrl. But this is too much to hope.

Have you ever integrated U++ with some other 3D library? I would like just to plot the coordinates (x,y,z) coming from a differential equation and not to realize a game. Maybe I would like to create an animation with the feeded data.

Any suggestion is highly appreciated.

Edit: Just now I found http://mathgl.sourceforge.net/ that looks very interesting and it seems to work with opengl... maybe our glctrl can be useful in some way.

Luigi

Subject: Re: 3d plot library / widget
Posted by koldo on Fri, 18 May 2012 19:10:18 GMT
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It is a pity. The license of both libraries is not close to BSD license ...

Subject: Re: 3d plot library / widget
Posted by keltor on Wed, 23 May 2012 11:51:02 GMT
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Actually, MathGL is either GPL, or LGPL if you don't include a few extras. Wouldn't the latter be a good candidate? It can be used for commercial and non-commercial purposes, like in the BSD case, and besides, U++ already ships with SDL which is released under LGPL.

I've tested MathGL before, it's a wonderful piece of software. I'd love to see it implemented in U++...