Subject: GLUT
Posted by keltor on Wed, 23 May 2012 11:25:18 GMT
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Simple and to the point: Is there a way to use GLUT in GLCtrl?

Long version: I have GLUT installed and working, and I can also run (and fiddle with) the OpenGL example in the Reference package. However, I would like to draw spheres, cones and such with GLUT.

If I add the #include <GL/glut.h> but do nothing with it, there's no problem and it runs fine. But if I then try to run a function such as glutSolidSphere, the program compiles but it doesn't run properly. To be more specific, the main window starts but gets destroyed immediately.

I am a little confused by the functions that I should and should not call, since GLCtrl takes care of part of them. Are there any other initialisations I should run before drawing glut objects? Or is there simply no way to make it work? I haven't found any glut examples in the docs and forum, so I am rather lost here. Any help would be appreciated.

Thanks,

Kel

Subject: Re: GLUT
Posted by BioBytes on Fri, 25 May 2012 19:30:06 GMT
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Hi Keltor,

If I am not wrong, GLUT toolkit is not open source as Mark Kilgard maintains the copyright.

Did you study in detail the U++ example "OpenGl" in reference assembly ? the code uses GlCtrl.

I think there is a lot of features that could interest you .

Regards

Biobytes

Subject: Re: GLUT
Posted by keltor on Sat, 26 May 2012 19:05:54 GMT
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Hi BioBytes,

Thanks for the reply. I didn't think of the license aspect of the problem...

I haven't got much experience with OpenGL, but I do understand (I think) the example you mentioned. I just thought that it would be more convenient to use the GLUT library instead of manually drawing spheres or tori...

Well, I guess I can do it "the hard way" nonetheless.

Thanks again.

Subject: Re: GLUT
Posted by keltor on Thu, 31 May 2012 08:38:44 GMT
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I had set this problem aside, but I just realised that instead of GLUT, one could use freeglut, which is open source and comes with an unrestrictive license (X-Consortium license).

So, if anyone manages to integrate freeglut with U++, I think this would be taking GLCtrl to a new, more practical, dimension...