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Subject: glutBitmapCharacter undefined reference.  
Posted by [witriol](#) on Thu, 23 May 2013 15:03:42 GMT  
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Sorry my english is very poor

I found a short function:

```
virtual void GLPaint()
{
StdView();
glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);
glMatrixMode (GL_PROJECTION);
.....
void RenderBitmapString(float x, float y, String a)
{
char c;
	glColor3f(1.0, 0.0, 0.0); //print in red
	glRasterPos2f(x, y);
	int k=0;
	for (c=a[k]; k<a.GetCount(); k++)
		glutBitmapCharacter(GLUT_BITMAP_9_BY_15, c);
}
.....
}
```

I tried many to many font type but never work. I copied the types from the GL/glu.h or GL/freeglut.h or GL/glut.h.

We a/home/ek/upp/\_out/MyApps/ldc/GCC4.Debug.Debug\_Full.Gui.Main.Shared.Sse2/main.o: In function `OpenGLExample::RenderBitmapString(float, float, Upp::String)':  
/home/ek/MyApps/ldc/main.cpp:82: undefined reference to `glutBitmap9By15'  
/home/ek/MyApps/ldc/main.cpp:82: undefined reference to `glutBitmapCharacter' always get this error message:

What am I doing wrong?

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Subject: Re: glutBitmapCharacter undefined reference.  
Posted by [BioBytes](#) on Fri, 24 May 2013 19:10:31 GMT  
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Hi,

Did you add the statement #include <GLCtri/GLCtri.h> in your header file ?

Regards

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Subject: Re: glutBitmapCharacter undefined reference.

Posted by [witriol](#) on Fri, 24 May 2013 20:41:42 GMT

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Yes I did.

This are the included headers:

```
#include "ldc.h"  
#include <GLCtrl/GLCtrl.h>  
##include <GL/glut.h>  
##include <GL/glu.h>  
#include <GL/freeglut.h>
```

And I added "-lglut" the debug link options, and the release link options. I found an interesting thing. If I use Ubuntu linux 12.04 LTS, the compiling does not work. But I use Gentoo linux (the gcc its same) the compiling its work, but it's crashes. The UPP serie is same the last stable 5485.

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