
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?

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 <GLCtrl/GLCtrl.h>` in your header file ?

Regards

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 "Idc.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 relase 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.
