Subject: glut init-error.
Posted by witriol on Tue, 28 May 2013 14:32:36 GMT
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I tried to compile this short function.

```
struct OpenGLUT2 : GLCtrl
{

void init(void)
    {
    glClearColor(0.0, 0.0, 0.0, 0.0);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    glOrtho(0.0, 1.0, 0.0, 1.0, -1.0, 1.0);
    }

void RenderBitmapString(float x, float y, String a)
 {
   char c;
   glColor3f(1.0, 1.0, 0.0);
   glRasterPos2f(x, y);
 void * font = GLUT_BITMAP_TIMES_ROMAN_10;
   int k=0;
   for (c=a[k]; k<a.GetCount(); k++)
     glutBitmapCharacter(font, c);
 }

virtual void GLPaint()
 {
        glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
        init();
        glutMainLoop();
 }

};


.............


 OpenGLExample2 gl;
 ldc app;

 gl.SetFrame(InsetFrame());

 app.Add(gl.HSizePos(10, 320).VSizePos(10, 200));
```

```
app.Sizeable(true);
app.Maximize(true);
app.Run();
```

The translation is okay, but I try to use (Linux), this error message:
ek@programozas:~/upp/_out/MyApps/GCC4.Debug.Debug_Full.Gui.Shared.Sse2$ ./ldc
freeglut ERROR: Function <glutMainLoop> called without first calling 'glutInit'.

```
virtual void GLPaint()
 {
 StdView();
 char fakeParam[] = "fake";
       char *fakeargv[] = { fakeParam, NULL };
       int fakeargc = 1;

       glutInit( &fakeargc, fakeargv );
       glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
       init();
       //glutDisplayFunc(display);
       //glutKeyboardFunc(keyboard);
       glutMainLoop();
 }
```

Heap leaks detected! Fatal IO error 11 on X server :0.0.
If you prepare the glutInit this is the error massage:
/GCC4.Debug.Debug_Full.Gui.Shared.Sse2$ ./ldc
Heap leaks detected!
ldc: Fatal IO error 11 on X server :0.0.

What am I doing wrong?

Subject: Re: glut init-error.
Posted by slashupp on Fri, 03 Nov 2017 09:58:46 GMT
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I know this is old, but I hit same problem and solved it like below,
putting this here for next guy :)

give your class a ctor in which you do the following to let
glut initialize properly:

```
OpenGLUT2::OpenGLUT2()
{
 char *myargv[1];
 int myargc=1;
 myargv [0]=strdup(GetExeTitle().ToStd().c_str());
 glutInit(&myargc, myargv);
 //...whatever else you need in the ctor...
}
```

Fake parameters does not work - it must either be an exact copy of what was passed to main, or at least supply correct data as above.
