Subject: GLCtrl problem in Linux after switching to GTK backend
Posted by Tom1 on Tue, 25 Feb 2014 15:05:50 GMT
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Hi,

Compiling and linking GLCtrl in Linux after switching to GTK backend does not work anymore.

I had to add two include directories to my GCC4.8 build method in order to compile:

/usr/include/gtkglext-1.0
/usr/lib/gtkglext-1.0/include

Additionally, I had to change the 'when' condition from 'GTK' to '(LINUX | BSD) & !NOGTK & GUI' for library dependencies for GLCtrl:

gdkglext-x11-1.0 gtkglext-x11-1.0

These were required for compiling + linking reference/GLDrawDemo or reference/OpenGL. However, the resulting executables do not work properly. A PANIC: Invalid memory access! is generated for GLDrawDemo and OpenGL simply draws trash in its window.

With X11 flag added, everything appears to work as it used to before.

Best regards,

Tom