Subject: GLCtrl for a newbie
Posted by giol on Sun, 26 Oct 2014 14:53:22 GMT
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Hello Guys

Starting these last days my first experience with Ultimate, I'd like to thank you very much for your great job.

But, instead of simple speaking about the problem of a newbie, I think much better to show you my start with Theide by images.

So, my first hard experience as non skilled user started only when I tried to treat the OpenGL packages in the "reference" assembly, after some examples well compiled without problems.

Maybe it's not irrelevant to inform you about my best interests on the 3D graphics.

So, now, by images, these are the first hitches for a newbie:

First error...Avoided:

Second error...I tried many versions, but the follow is my only one.

At last...The GLDrawDemo starts:

I work with the last Cinnamon Linux Mint 17 - Qiana (Ubuntu Trusty Tahr 14.04), GCC 4.8.2 and NVIDIA UNIX x86_64 Kernel Module 331.38.

It's all by now, until next time when I'll talk about the more complicated experience with Ultimate and OCE (Opencascade).

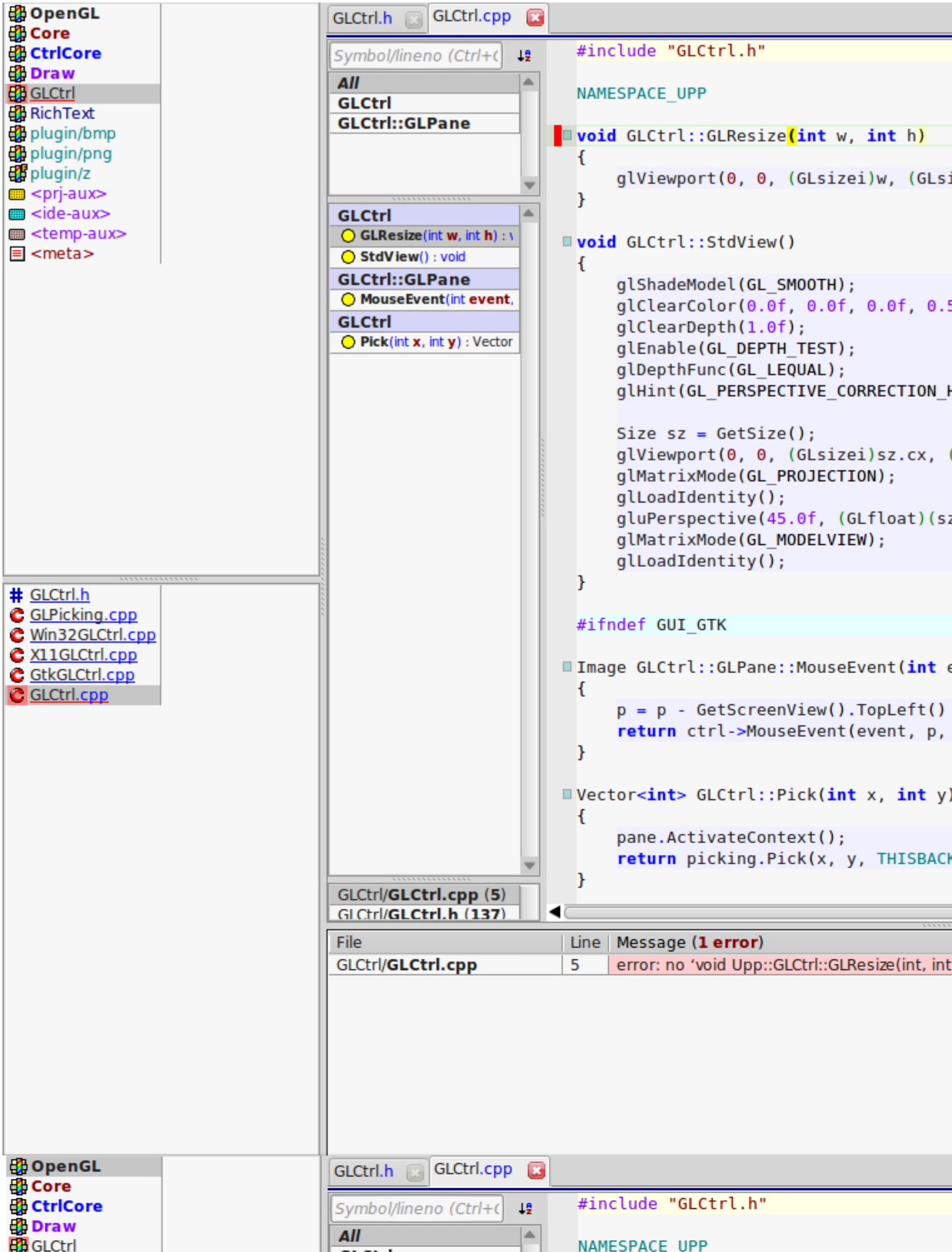
Thank you Guys.

Bye.

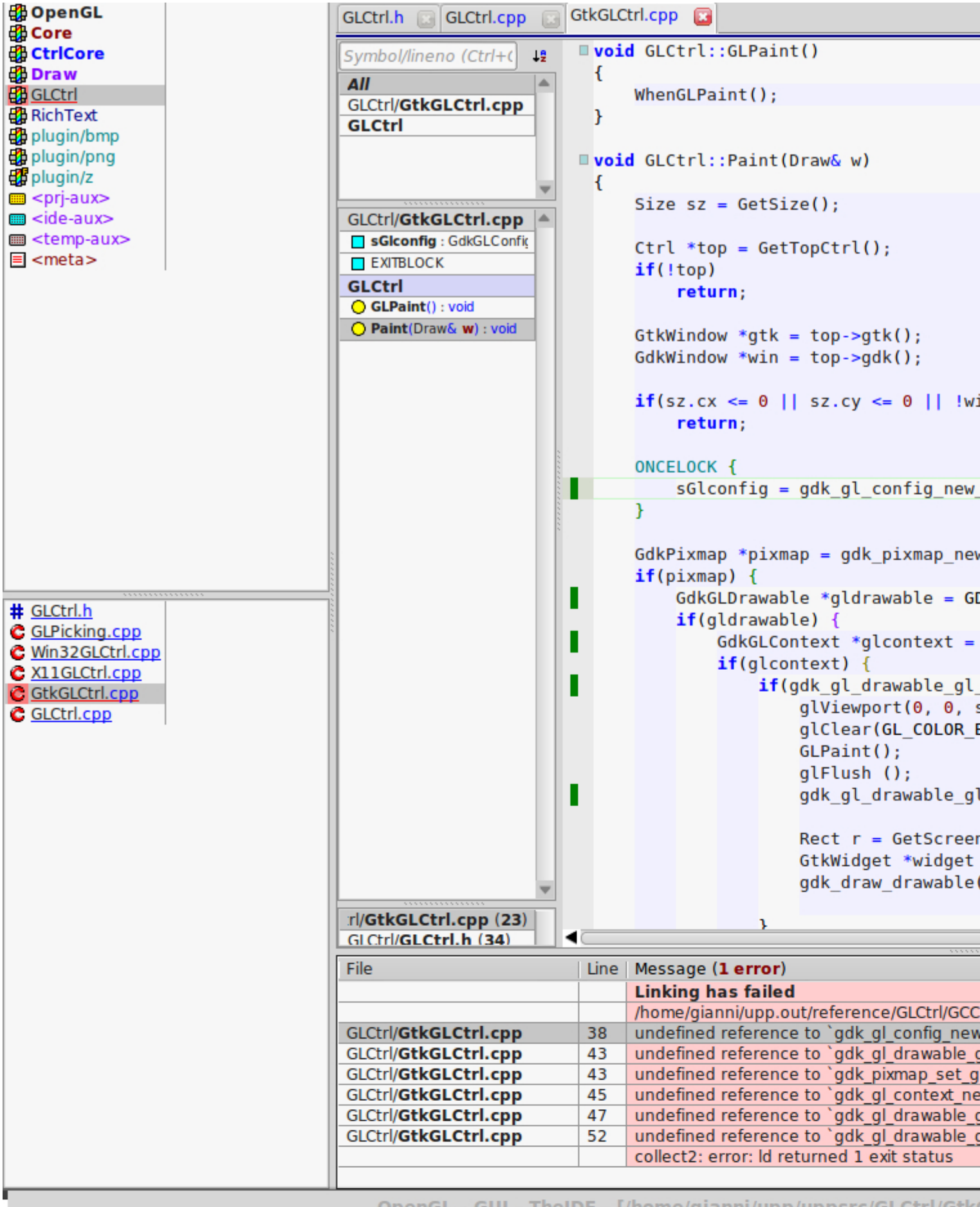
Giol

File Attachments

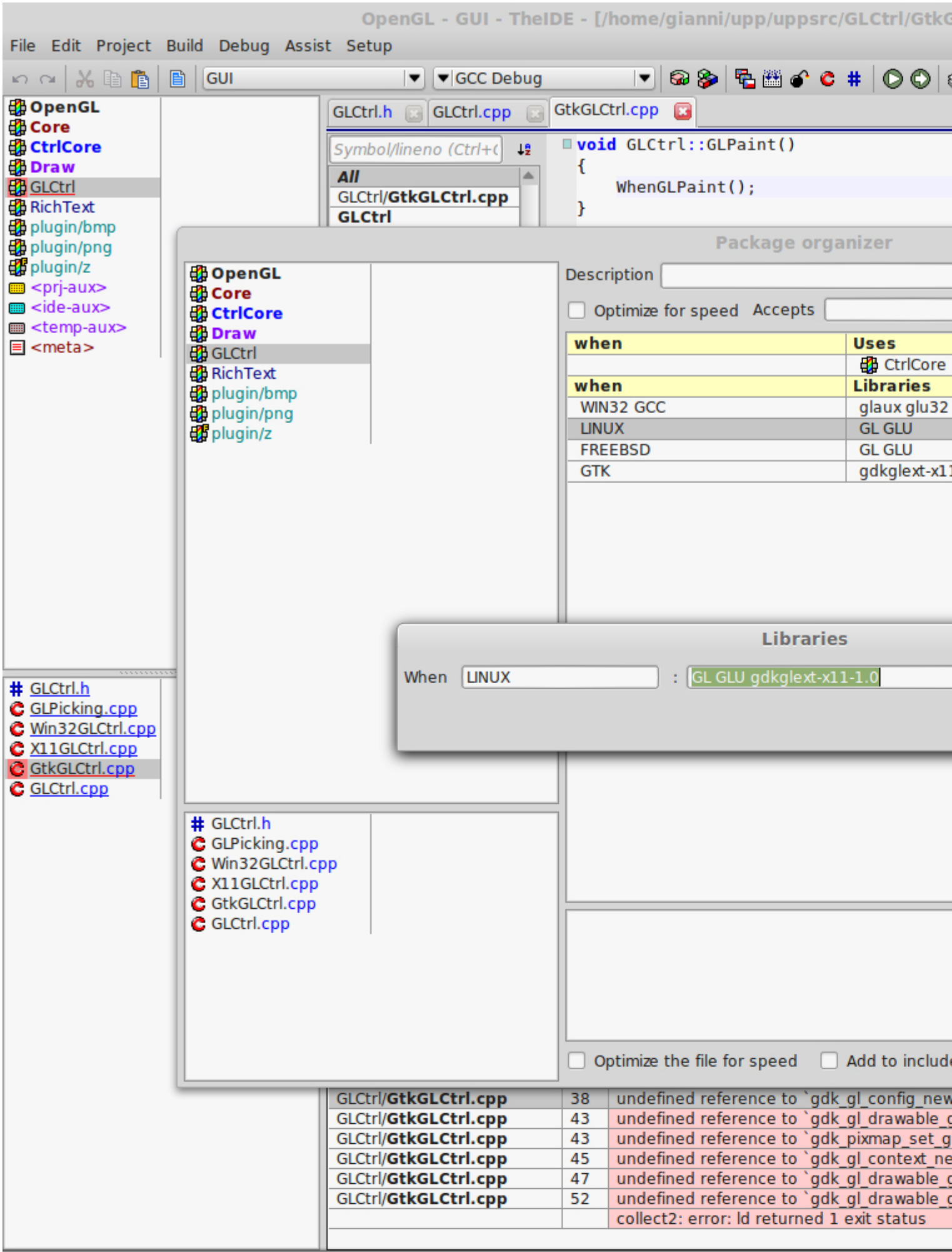
1) 1-2.jpg, downloaded 1543 times


OpenGL
Core
CtrlCore
Draw
GLCtrl
RichText
plugin/bmp
plugin/png
plugin/z
<prj-aux>
<ide-aux>
<temp-aux>
<meta>
GLCtrl.h
GLPicking.cpp
Win32GLCtrl.cpp
X11GLCtrl.cpp
GtkGLCtrl.cpp
GLCtrl.cpp
GLCtrl.h
GLCtrl.cpp
Symbol/lineno (Ctrl+(
All
GLCtrl
GLCtrl::GLPane
GLCtrl
GLResize(int w, int h) : \
StdView() : void
GLCtrl::GLPane
MouseEvent(int event,
GLCtrl
Pick(int x, int y) : Vector
GLCtrl/GLCtrl.cpp (5)
GLCtrl/GLCtrl.h (137)
#include "GLCtrl.h"
NAMESPACE_UPP
void GLCtrl::GLResize(int w, int h)
{
glViewport(0, 0, (GLsizei)w, (GLsi
}
void GLCtrl::StdView()
{
glShadeModel(GL_SMOOTH);
glClearColor(0.0f, 0.0f, 0.0f, 0.5
glClearDepth(1.0f);
glEnable(GL_DEPTH_TEST);
glDepthFunc(GL_LEQUAL);
glHint(GL_PERSPECTIVE_CORRECTION_H
Size sz = GetSize();
glViewport(0, 0, (GLsizei)sz.cx,
glMatrixMode(GL_PROJECTION);
glLoadIdentity();
gluPerspective(45.0f, (GLfloat)(sz
glMatrixMode(GL_MODELVIEW);
glLoadIdentity();
}
#ifndef GUI_GTK
Image GLCtrl::GLPane::MouseEvent(int e
{
p = p - GetScreenView().TopLeft()
return ctrl->MouseEvent(event, p,
}
Vector<int> GLCtrl::Pick(int x, int y)
{
pane.ActivateContext();
return picking.Pick(x, y, THISBACK
}
File
Line
Message (1 error)
GLCtrl/GLCtrl.cpp
5
error: no 'void Upp::GLCtrl::GLResize(int, int
OpenGL
Core
CtrlCore
Draw
GLCtrl
GLCtrl.h
GLCtrl.cpp
Symbol/lineno (Ctrl+(
All
#include "GLCtrl.h"
NAMESPACE_UPP

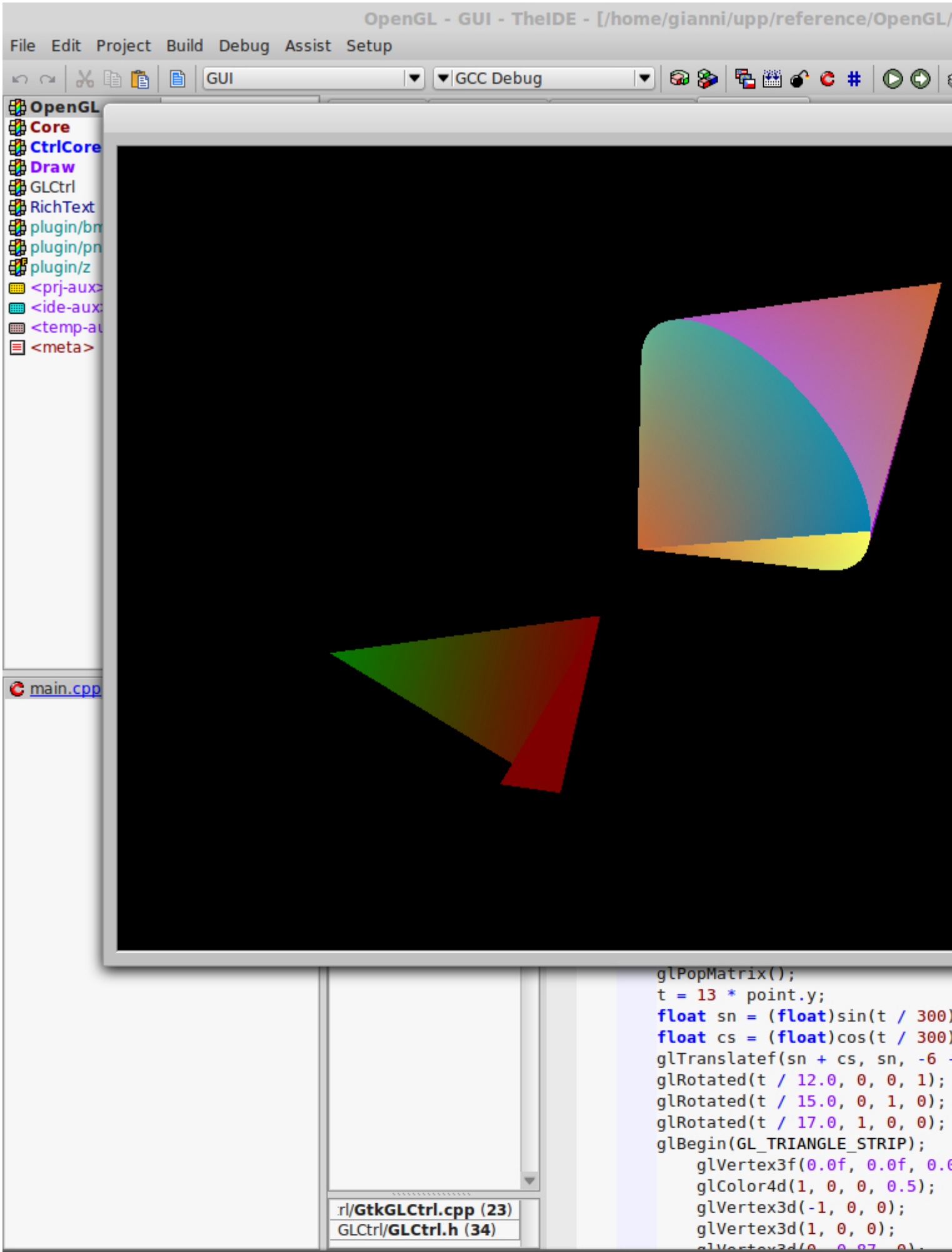
2) 3-4.jpg, downloaded 1608 times


OpenGL
Core
CtrlCore
Draw
GLCtrl
RichText
plugin/bmp
plugin/png
plugin/z
<prj-aux>
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GLCtrl.h
GLPicking.cpp
Win32GLCtrl.cpp
X11GLCtrl.cpp
GtkGLCtrl.cpp
GLCtrl.cpp
GLCtrl.h
GLCtrl.cpp
GtkGLCtrl.cpp
Symbol/lineno (Ctrl+(
All
GLCtrl/GtkGLCtrl.cpp
GLCtrl
GLCtrl/GtkGLCtrl.cpp
sGlconfig : GdkGLConfig
EXITBLOCK
GLCtrl
GLPaint() : void
Paint(Draw& w) : void
void GLCtrl::GLPaint()
{
WhenGLPaint();
}
void GLCtrl::Paint(Draw& w)
{
Size sz = GetSize();
Ctrl *top = GetTopCtrl();
if(!top)
return;
GtkWindow *gtk = top->gtk();
GdkWindow *win = top->gdk();
if(sz.cx <= 0 || sz.cy <= 0 || !wi
return;
ONCELOCK {
sGlconfig = gdk_gl_config_new
}
GdkPixmap *pixmap = gdk_pixmap_new
if(pixmap) {
GdkGLDrawable *gldrawable = GD
if(gldrawable) {
GdkGLContext *glcontext =
if(glcontext) {
if(gdk_gl_drawable_gl
glViewport(0, 0, s
glClear(GL_COLOR_B
GLPaint();
glFlush ();
gdk_gl_drawable_gl
Rect r = GetScreen
GtkWidget *widget
gdk_draw_drawable(
}
rl/GtkGLCtrl.cpp (23)
GLCtrl/GLCtrl.h (34)
File
Line
Message (1 error)
Linking has failed
/home/gianni/upp.out/reference/GLCtrl/GCC
GLCtrl/GtkGLCtrl.cpp 38 undefined reference to `gdk_gl_config_new
GLCtrl/GtkGLCtrl.cpp 43 undefined reference to `gdk_gl_drawable_
GLCtrl/GtkGLCtrl.cpp 43 undefined reference to `gdk_pixmap_set_g
GLCtrl/GtkGLCtrl.cpp 45 undefined reference to `gdk_gl_context_ne
GLCtrl/GtkGLCtrl.cpp 47 undefined reference to `gdk_gl_drawable_
GLCtrl/GtkGLCtrl.cpp 52 undefined reference to `gdk_gl_drawable_
collect2: error: ld returned 1 exit status
OpenGL - GUI - TheIDE - [/home/gianni/upp/uppsrc/GLCtrl/Gtk
File Edit Project Build Debug Assist Setup
GUI
GCC Debug

3) 5-6.jpg, downloaded 1568 times


OpenGL - GUI - TheIDE - [/home/gianni/upp/uppsrc/GLCtrl/GtkG
File Edit Project Build Debug Assist Setup
GUI
GCC Debug
OpenGL
Core
CtrlCore
Draw
GLCtrl
RichText
plugin/bmp
plugin/png
plugin/z
<prj-aux>
<ide-aux>
<temp-aux>
<meta>
GLCtrl.h
GLCtrl.cpp
GtkGLCtrl.cpp
Symbol/lineno (Ctrl+(
All
GLCtrl/GtkGLCtrl.cpp
GLCtrl
void GLCtrl::GLPaint()
{
WhenGLPaint();
}
Package organizer
Description
Optimize for speed
Accepts
when
Uses
CtrlCore
when
Libraries
WIN32 GCC
glaux glu32
LINUX
GL GLU
FREEBSD
GL GLU
GTK
gdkglext-x1
Libraries
When
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GLPicking.cpp
Win32GLCtrl.cpp
X11GLCtrl.cpp
Optimize the file for speed
Add to includ
GLCtrl/GtkGLCtrl.cpp 38 undefined reference to `gdk_gl_config_new
GLCtrl/GtkGLCtrl.cpp 43 undefined reference to `gdk_gl_drawable_
GLCtrl/GtkGLCtrl.cpp 43 undefined reference to `gdk_pixmap_set_g
GLCtrl/GtkGLCtrl.cpp 45 undefined reference to `gdk_gl_context_ne
GLCtrl/GtkGLCtrl.cpp 47 undefined reference to `gdk_gl_drawable_
GLCtrl/GtkGLCtrl.cpp 52 undefined reference to `gdk_gl_drawable_
collect2: error: ld returned 1 exit status

4) 7-8.jpg, downloaded 1510 times


OpenGL - GUI - TheIDE - [/home/gianni/upp/reference/OpenGL/
File Edit Project Build Debug Assist Setup
GUI
GCC Debug
OpenGL
Core
CtrlCore
Draw
GLCtrl
RichText
main.cpp
glPopMatrix();
t = 13 * point.y;
float sn = (float)sin(t / 300)
float cs = (float)cos(t / 300)
glTranslatef(sn + cs, sn, -6
glRotated(t / 12.0, 0, 0, 1);
glRotated(t / 15.0, 0, 1, 0);
glRotated(t / 17.0, 1, 0, 0);
glBegin(GL_TRIANGLE_STRIP);
glVertex3f(0.0f, 0.0f, 0.0
glColor4d(1, 0, 0, 0.5);
glVertex3d(-1, 0, 0);
glVertex3d(1, 0, 0);
rl/GtkGLCtrl.cpp (23)
GLCtrl/GLCtrl.h (34)

Subject: Re: GLCtrl for a newbie
Posted by mirek on Wed, 29 Oct 2014 08:47:26 GMT
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Hi,

thanks for the tutorial.

I have however somewhat unrelated question: Last time, when I was testing Cinnamon, it had a nasty bug when "zoom window on opening" effect was on - theide goes for "maximize window" early on in the code and that used to caught cinnamon WM by surprise, resulting in weird "semistate" when window was 'maximized' but zoomed down.

Have you experienced any such troubles with current version of Cinnamon, or have they fixed it already? (For me this was one of reasons to avoid Cinnamon and go with MATE).

Mirek

Subject: Re: GLCtrl for a newbie
Posted by giol on Fri, 31 Oct 2014 16:58:51 GMT
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Hi Mirek,

Many thanks to you.

I have to say that only recently I started with Mint Cinnamon 16 after a long period past with Debian.
The new Cinnamon 17 does not seem to have such problems.
In the Cinnamon 16 I encountered problems only with the Welcome plug-in of Qt Creator (see Link)

As you can see in the following pictures, my Cinnamon 17 UWord test doesn't seem to fail:

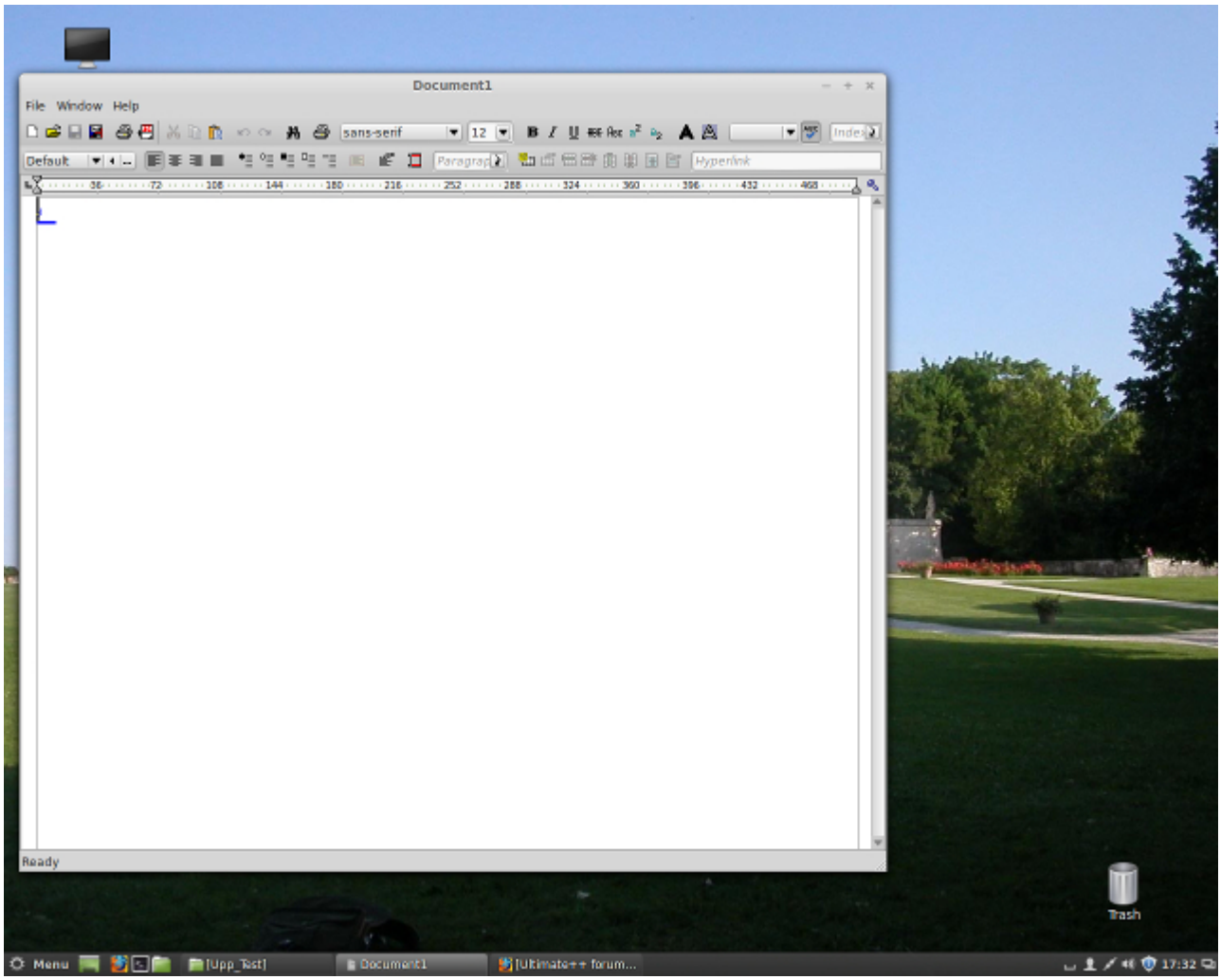
I'm doing some tests with OCE.
The OCE_Test, after some troubles, finally works.
Soon I will let you know my results.

Bye.

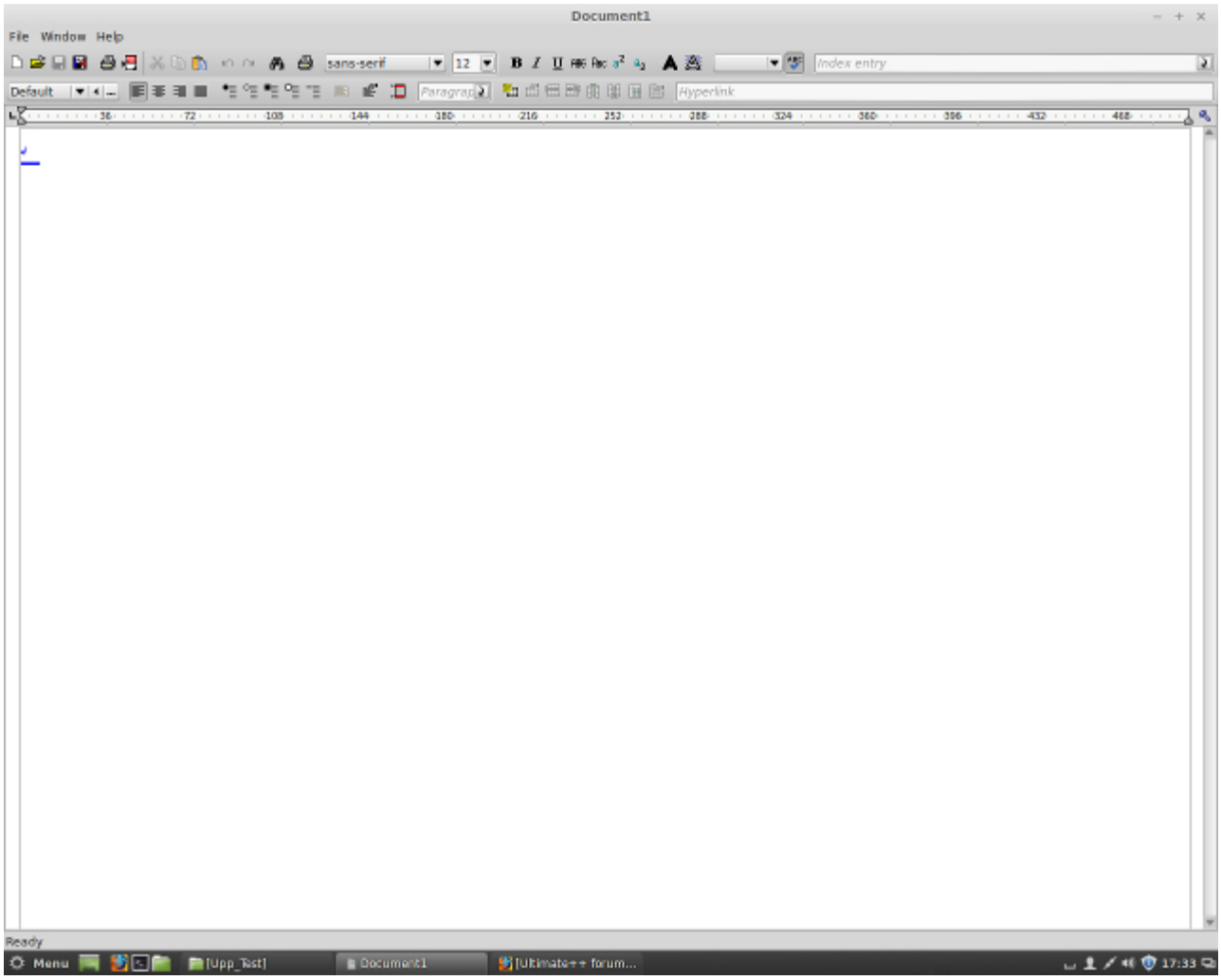
Gio

File Attachments

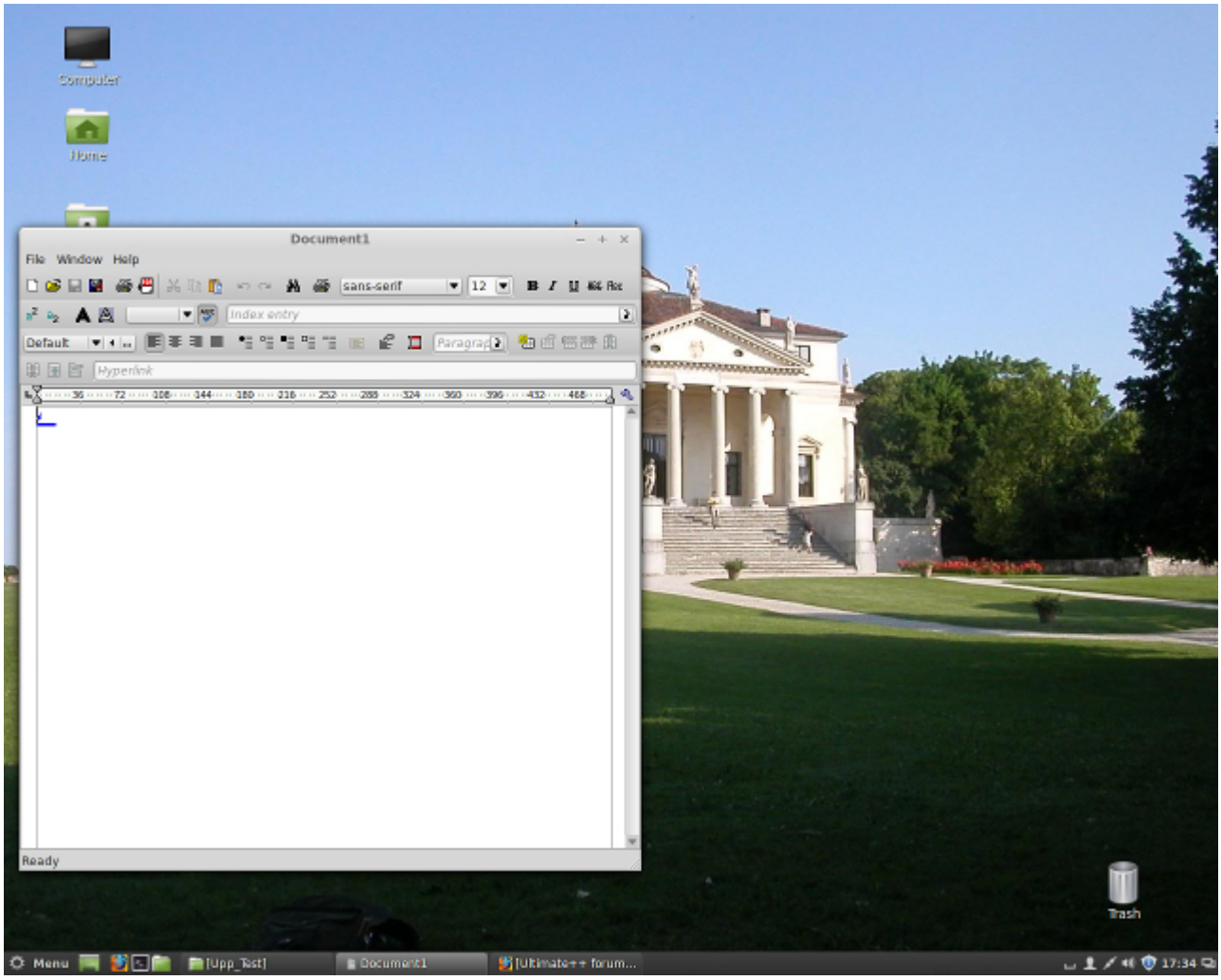
1) Screenshot from 2014-10-31 17:32:56.jpg, downloaded 1301 times



2) Screenshot from 2014-10-31 17:33:15.jpg, downloaded 1327 times



3) Screenshot from 2014-10-31 17:34:01.jpg, downloaded 1319 times



Subject: Re: GLCtrl for a newbie
Posted by Klugier on Thu, 20 Nov 2014 17:32:01 GMT
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Hello,

Some time ago, I have post compilation issue patch for GTK inspired by your post (It is not on trunk yet). Link: http://www.ultimatepp.org/redmine/issues/918. But, GTK OpenGL performance is very bad. Moreover it can lead to graphics artifacts. So, currently it is highly recomended to use X11 backend for OpenGL. How to do that? Screenshot:

OpenGL tested on native linux with Nvidia drivers.

Sincerely,
Klugier

File Attachments

1) OpenGL-X11.png, downloaded 1026 times

