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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

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#### File Attachments

1) [1-2.jpg](#), downloaded 800 times

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- 2) [3-4.jpg](#), downloaded 849 times
- 3) [5-6.jpg](#), downloaded 818 times
- 4) [7-8.jpg](#), downloaded 752 times

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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 - the code goes for "maximize window" early on in the code and that used to catch 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

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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

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- 1) [Screenshot from 2014-10-31 17:32:56.jpg](#), downloaded 693 times
- 2) [Screenshot from 2014-10-31 17:33:15.jpg](#), downloaded 715 times
- 3) [Screenshot from 2014-10-31 17:34:01.jpg](#), downloaded 710 times

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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 recommended to use X11 backend for OpenGL. How to do that? Screenshot:

OpenGL tested on native linux with Nvidia drivers.

Sincerely,  
Klugier

#### File Attachments

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- 1) [OpenGL-X11.png](#), downloaded 658 times

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