Subject: GLCtrl problem
Posted by koldo on Sat, 31 Dec 2016 11:25:57 GMT
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Hello all

Trying to compile reference/OpenGL in Windows, a couple of problems avoided it:

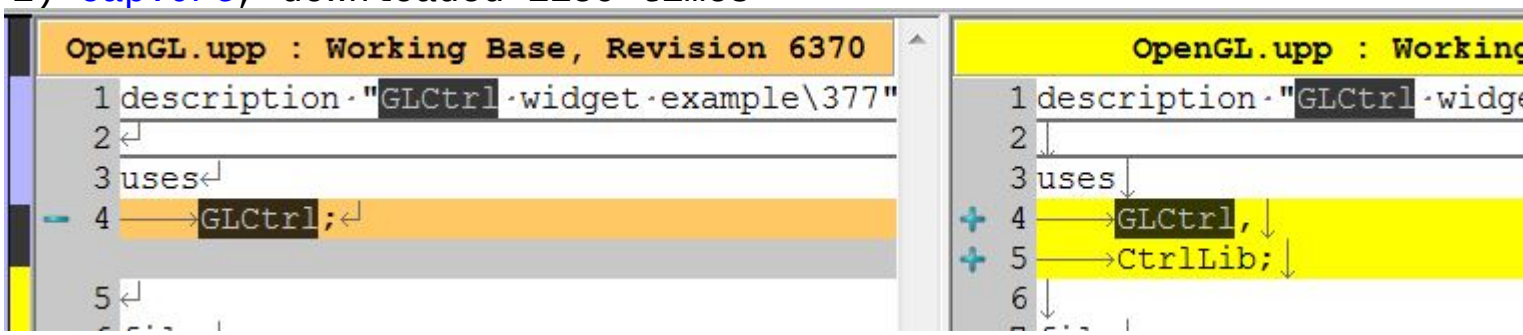
- CtrlLib is not included

- GlCtrl for MinGW wants to link with "glaux"

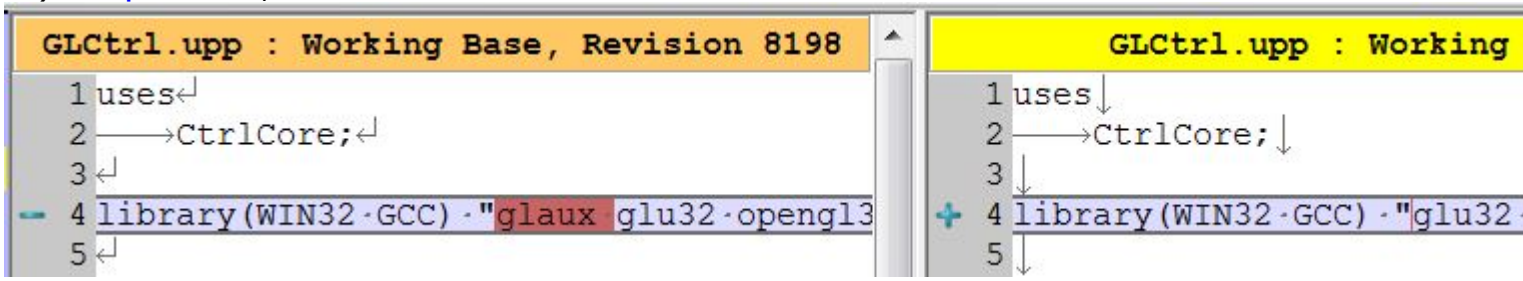
Just by including CtrlLib in reference/OpenGL and removing glaux in GlCtrl package, both in MinGW and MSC the demo compiles and runs perfectly.

File Attachments

1) cap.JPG, downloaded 1159 times



2) cap2.JPG, downloaded 1196 times



Subject: Re: GLCtrl problem
Posted by mirek on Thu, 05 Jan 2017 12:59:06 GMT
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Thanks, fixed.

Subject: Re: GLCtrl problem
Posted by Y ++ on Fri, 30 Jun 2017 14:00:16 GMT
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@koldo Thanks, I would not have found by myself. Note: I have removed "glaux" via menu "Project\Package organizer..", where are your screenshots come from ?

@mirek You've written "fixed". Where can I find the version of u++ you fixed ?

Subject: Re: GLCtrl problem
Posted by mirek on Fri, 30 Jun 2017 16:08:38 GMT
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http://www.ultimatepp.org/www$uppweb$nightly$en-us.html

Subject: Re: GLCtrl problem
Posted by Klugier on Fri, 30 Jun 2017 20:07:31 GMT
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Hello,

This patch is not on the trunk. Take a look at .upp file of GLCtrl (https://github.com/ultimatepp/mirror/blob/master/uppsrc/GLCt rl/GLCtrl.upp):

```
uses
 CtrlCore; // No CtrlLib dependency

library(WIN32 GCC) "glaux glu32 opengl32";

library(LINUX | BSD) "GL GLU";

library((LINUX | BSD) & !X11 & !NOGTK) "gdkglext-x11-1.0 gtkglext-x11-1.0";

file
 GLCtrl.h,
 GLPicking.cpp,
 Win32GLCtrl.cpp,
 X11GLCtrl.cpp,
 GtkGLCtrl.cpp,
GLCtrl.cpp;
```

Anyway, this is not the problem here. OpenGL was working without CtrlLib for the long time. I believe the latest Core modification causes the CtrlLib dependency on the linking level. Mirek have you got any suspicion in this area?

Sincerely,
Klugier