

---

Subject: GLCtrl problem

Posted by [koldo](#) on Sat, 31 Dec 2016 11:25:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello all

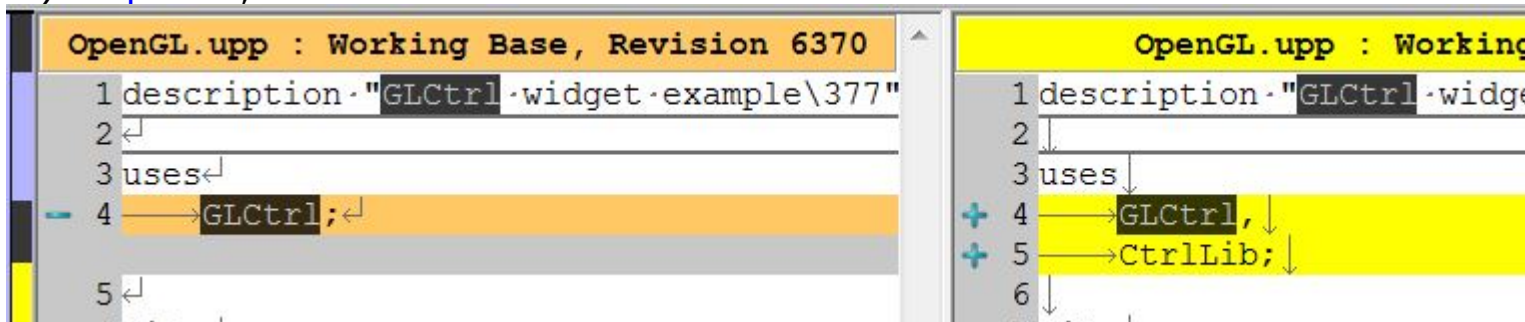
Trying to compile reference/OpenGL in Windows, a couple of problems avoided it:

- CtrlLib is not included
- GLCtrl for MinGW wants to link with "glaux"

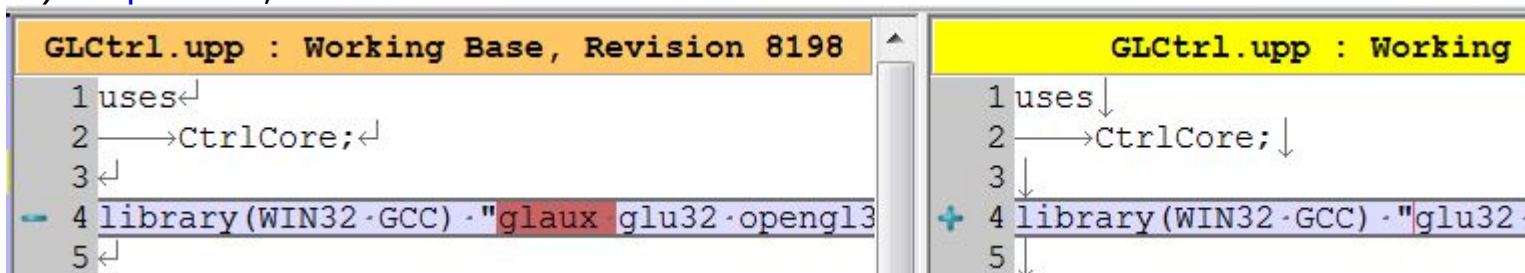
Just by including CtrlLib in reference/OpenGL and removing glaux in GLCtrl package, both in MinGW and MSC the demo compiles and runs perfectly.

## File Attachments

1) [cap.JPG](#), downloaded 913 times



2) [cap2.JPG](#), downloaded 947 times



---

Subject: Re: GLCtrl problem

Posted by [mirek](#) on Thu, 05 Jan 2017 12:59:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Thanks, fixed.

---

---

Subject: Re: GLCtrl problem  
Posted by [Y ++](#) on Fri, 30 Jun 2017 14:00:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

@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  
[View Forum Message](#) <> [Reply to Message](#)

---

[http://www.ultimatepp.org/www\\$suppweb\\$nightly\\$en-us.html](http://www.ultimatepp.org/www$suppweb$nightly$en-us.html)

---

---

Subject: Re: GLCtrl problem  
Posted by [Klugier](#) on Fri, 30 Jun 2017 20:07:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hello,

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

---