
Subject: : AmigaOS4

Topic: : BlitzMax for AmigaOS4.x

Re: BlitzMax for AmigaOS4.x

Author: : DStastny

Date: : 2018/2/20 3:13:25

URL:

@All

Thanks for encouragement.

@ChrisH

Thanks for insight. I will spend some time on the wiki as well as adding additional tested examples to the repository.

There is significant html documentation with many examples but without working IDE to glue it together I should gather more links to assist newcomers.

Here is the fun sample code of a triangle in OpenGL 😊

```
Strict
' create a graphics window '
GLGraphics 640,480,0 ' 0 for window mode 24/32 for Fullscreen depending on graphics driver '
' create pixmap 64x64 '
Local p:TPixmap = CreatePixmap(64,64,PF_RGB888)
' map it red AARRGGBB '
p.ClearPixels($FFFF0000)
' main loop '
While Not AppTerminate() And Not KeyHit( KEY_ESCAPE )
' some simple OpenGL'
glClear GL_COLOR_BUFFER_BIT
glBegin GL_TRIANGLES
glColor3d(1.0,0.0,0.0)
glVertex2i 0,1
glColor3d(0.0,1.0,0.0)
glVertex2i 1,-1
glColor3d(0.0,0.0,1.0)
glVertex2i -1,-1
glEnd
glColor3d(1.0,1.0,0.0)
' helper function to text '
GLDrawText "Red Pixmap", 10, 10
```

~~Draw Pixmap *note this is slow*~~

GLDrawPixmap(p,10,30)

Flip

Wend

Doug