CH11_009

TWO NEW GUICONTROLS

Exercise Files

"gpgt/engine/answers/chapter11/guiHelloWorld.cc"
"gpgt/engine/answers/chapter11/guiRenderShapes.cc"

Synopsis

This is NOT actually an exercise. Because I did not cover the creation of new instances of GuiControl in the book, I decided to include two simple examples of new controls.

1. guiHelloWorld.cc – This file implements a new GuiControl that renders a colored box and prints a user-specified message inside.

2. guiRenderShapes.cc – This file implements a new GuiControl that renders a triangle using standard OpenGl commands.

Both of these examples are very short. I tried to remove most of the extraneous code you usually find in a GuiControl implementations so that you can easily understand what is going on.

I feel confident that with the knowledge of editing game classes you have gained from the other discussions in chapter 11 that you should easily be able to understand these examples and to use them as starting points for your own work.

Also, don't forget a GuiControl template is supplied on the accompanying disk.

Prerequisites
- *ch1_001.pdf "Using The Kit"*
- *ch10_001.pdf "Compiling Torque in Windows" and/or ch10_002.pdf "Compiling Torque in OSX"*