

OpenGL visualization in QT:

1. Download the source code attached and unzip.
2. The code base is portable and can be runned in any OS with mingw compiler with 32 bits.
3. Open the .pro file in QT
4. Open test_opengl.pro and look at the last line
5. Make sure that path exists in your computer
6. Run code
7. Alter the code where specified. You need add your code only in MyThread class in *run()* function.
8. Use QT Network for TCP/IP connection: concentrate on broadcastreceiver example: <http://doc.qt.io/qt-5/qtnetwork-broadcastreceiver-example.html>
9. Again, write your code only in *run()* function