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## Ogre ImGui binding

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### Re: Ogre ImGui binding



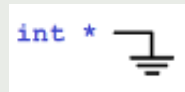
by **only\_a\_ptr** » Sun Jun 18, 2017 11:48 pm

**[SOLVED]** – It's working perfectly under both OpenGL and DirectX9 for me.

Texture filtering... why didn't I think of that? 😊 Thanks!

0 x

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**only\_a\_ptr**  
Halfling

Posts: 61  
Joined: Sun Apr 26, 2009 8:43 pm  
Contact:

### Re: Ogre ImGui binding



by **only\_a\_ptr** » Mon Jul 10, 2017 10:21 am

BUMP!

@Crashy Any reason why you set required GLSL version to "150"? This appears to be causing issues for users with OGRE 1.9 and linux:

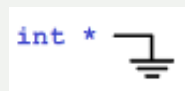
[https://github.com/RigsOfRods/rigs-of-r ... -310236651](https://github.com/RigsOfRods/rigs-of-r...-310236651)

I'm under impression a much lower version requirement would do:

[https://github.com/RigsOfRods/rigs-of-r ... -310245578](https://github.com/RigsOfRods/rigs-of-r...-310245578) I'm going to research further, but I'd still like to ask.

0 x

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**only\_a\_ptr**  
Halfling

Posts: 61  
Joined: Sun Apr 26, 2009 8:43 pm  
Contact:

### Re: Ogre ImGui binding



by **Crashy** » Mon Jul 10, 2017 10:29 am

No, if it's working on lower version, you can change it. The shader is really simple, it shouldn't be a problem.

0 x

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**Crashy**  
Google Summer of Code Student



Posts: 964  
Joined: Wed Jan 08, 2003 9:15 pm  
Location: Lyon, France  
Contact:

**Re: Ogre ImGui binding**by **Garibalde** » Mon Aug 21, 2017 3:27 pm

Hi

I am trying to integrate imgui into my basic Ogre application. I don't have OIS as I am using SDL.

I tried ChaosCreate 2.1 ogre integration however this version Ogre 1.10.8 doe snot seem to have OgreFastArray.h so I cant compile (I guess its a 2.1 upgrade).


If there a way to integrate it into Ogre 1.10.8. Seem some have it working in 1.9 is that with OIS? or SDL?

Thanks

0 x

Garibalde  
VIRMED Simulation Technologies Inc.  
<http://www.virmed.com>

**Garibalde**  
Halfling

 Posts: 63  
 Joined: Thu Apr 16, 2009 2:38 am  
 Location: Montreal, Quebec  
 Contact: 
**Re: Ogre ImGui binding**by **Crashy** » Mon Aug 21, 2017 3:40 pm

Hi, you'll need to use my version when using Ogre 1.x, however, some changes are required to use SDL instead of OIS. It should be easy though. Input related functions are

**CODE: SELECT ALL**

```
virtual bool mouseMoved( const OIS::MouseEvent &arg );
virtual bool mousePressed( const OIS::MouseEvent &arg,
OIS::MouseButtonID id );
virtual bool mouseReleased( const OIS::MouseEvent &arg,
OIS::MouseButtonID id );
//Inherhited from OIS::KeyListener
virtual bool keyPressed( const OIS::KeyEvent &arg );
virtual bool keyReleased( const OIS::KeyEvent &arg );
```


Just change them to take SDL input events instead of OIS.

0 x

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**Crashy**


Google Summer of Code Student


 Posts: 964  
 Joined: Wed Jan 08, 2003 9:15 pm  
 Location: Lyon, France  
 Contact: 
**Re: Ogre ImGui binding**by **Garibalde** » Tue Aug 22, 2017 2:58 am

Ok I have tried to make the change from OIS to SDL as i am using Ogre 1.10.8

However i have some strange issues. I am implementing the default GUIs in

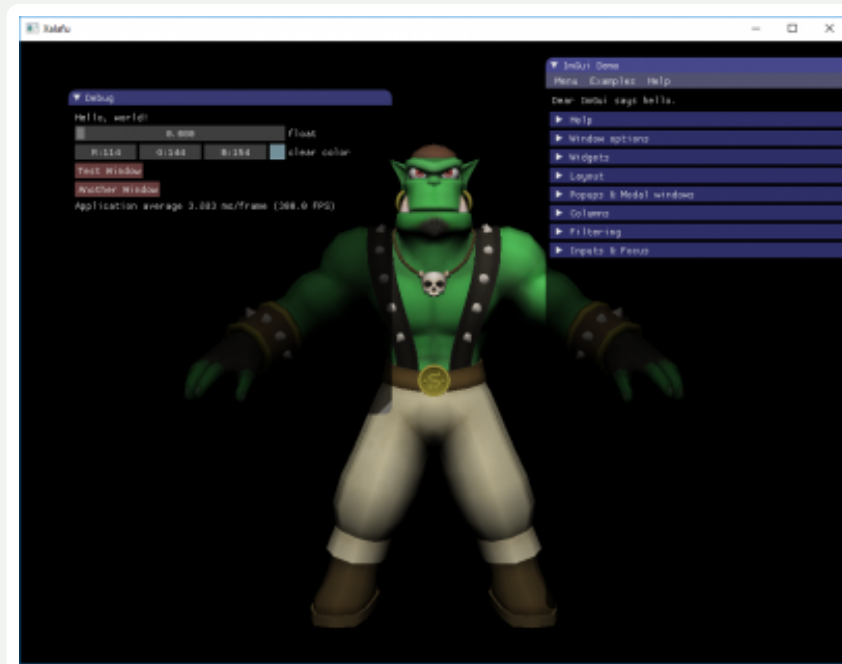
**Garibalde**  
Halfling

 Posts: 63  
 Joined: Thu Apr 16, 2009 2:38 am  
 Location: Montreal, Quebec  
 Contact: 

the Demo in the Ogre application.

I see the menus but interaction with it is messed up. I cant pickup the windows and move them and i can click

on any of the buttons. I was able to do this in the demo application in ImGui.



I have made changes to the virtual functions to pass in SDL events.

CODE: SELECT ALL

```
//Inherited from OIS::MouseListener
virtual bool mouseMoved(const OgreBites::MouseMotionEvent
&arg);
virtual bool mouseWheelRolled(const
OgreBites::MouseWheelEvent& arg);
virtual bool mousePressed(const OgreBites::MouseButtonEvent
&arg);
virtual bool mouseReleased(const
OgreBites::MouseButtonEvent &arg);
//Inherited from OIS::KeyListener
virtual bool keyPressed(const OgreBites::KeyboardEvent&
evt);
```

I have changes the code the in the function to reflect this in  
ImGuiManager.cpp:

CODE: SELECT ALL

```
bool ImGuiManager::keyPressed(const OgreBites::KeyboardEvent&
evt)
{
    ImGuiIO& io = ImGui::GetIO();
    io.KeysDown[evt.keysym.sym] = true;

    //VM++ if(evt.text>0)
    //VM++ {
    //VM++     io.AddInputCharacter((unsigned short)arg.text);
    //VM++ }

    return true;
}
bool ImGuiManager::keyReleased(const OgreBites::KeyboardEvent&
```

I then called these functions from my OGRE class which handles inputs

CODE: SELECT ALL

```
bool SurSimMain::mouseMoved(const OgreBites::MouseMotionEvent
&arg)
{
    //! Update SDL with the mouse moved
    Ogre::ImGuiManager::getSingleton().mouseMoved(arg);
}

bool SurSimMain::mouseWheelRolled(const
OgreBites::MouseWheelEvent& evt)
{
    //! Update SDL with the mouse Wheel rolled.
    Ogre::ImGuiManager::getSingleton().mouseWheelRolled(evt);
}
```

In the OGRE Setup() I create an instance and initialised it.

CODE: SELECT ALL

```
//! Initialize ImGui
Ogre::ImGuiManager::createSingleton();
Ogre::ImGuiManager::getSingleton().init(mSceneMgr);
```

Finally in the frameRenderingQueued() I create newframe() on each pass.  
and call my GUI code (Copy of the example code).

CODE: SELECT ALL

```
void SurSimMain::LoadGUIInterfaces()
{
    {
        static float f = 0.0f;
        ImGui::Text("Hello, world!");
        ImGui::SliderFloat("float", &f, 0.0f, 1.0f);
        ImGui::ColorEdit3("clear color", (float*)&clear_color);
        if (ImGui::Button("Test Window")) show_test_window ^= 1;
        if (ImGui::Button("Another Window")) show_another_window ^=
1;
        ImGui::Text("Application average %.3f ms/frame (%.1f FPS)",
1000.0f / ImGui::GetIO().Framerate, ImGui::GetIO().Framerate);
    }
}
```

My interaction with the gui pages are nothing like that of the demo. It seems my inputs are not registering or are random. I am unable to move the windows around or click on any of the menu buttons. A few highlight as i pass over them.

What am i missing?

Thanks

0 x

Garibalde  
VIRMED Simulation Technologies Inc.  
<http://www.virmed.com>



## Re: Ogre ImGui binding



by **Garibalde** » Tue Aug 22, 2017 8:57 pm

I resolved the issue:

Seems SDL mouse buttons start from 1-5 and in ImGui assumes 0-4

So I changed the following in ImGuiManager.cpp

CODE: SELECT ALL

```
bool ImGuiManager::mousePressed(const OgreBites::MouseButtonEvent
&arg)
{
    ImGuiIO& io = ImGui::GetIO();
    if(arg.button<=5)
    {
        io.MouseDown[arg.button-1] = true;
    }
    return true;
}

bool ImGuiManager::mouseReleased(const
OgreBites::MouseButtonEvent &arg)
{
    return false;
}
```

0 x

**Garibalde**  
Halfling

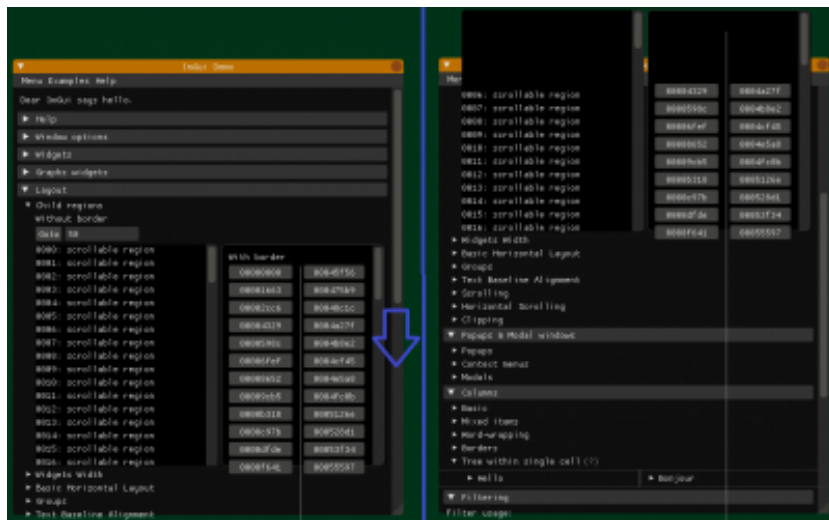
Posts: 63  
Joined: Thu Apr 16, 2009  
2:38 am  
Location: Montreal,  
Quebec  
Contact:

Garibalde  
VIRMED Simulation Technologies Inc.  
<http://www.virmed.com>

## Re: Ogre ImGui binding

by **only\_a\_ptr** » Tue Sep 19, 2017 10:42 am

There's one last nuisance about this GUI integration: it doesn't do window content clipping (or 'scissoring', I'm not sure of the proper term). All elements which don't completely fit into a scrollable region "pop out", as seen on the following screenshots:



User 'ChaosCreator' mentioned that before: [viewtopic.php?p=531059#p531059](#) – it's on the bottom of his post. I looked into his code shortly – seems easy enough to get right:

<https://bitbucket.org/ChaosCreator/imgu...er.cpp-175>

**[UPDATE]:** Done. Code available in my testbed repo:

<https://github.com/only-a-ptr/ogre-imgu.../ror-style>

0 x

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