

InfermonSAGA Dev Report

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Abstract

In this article, the development processes and plans are logged.

1 Main Goal

2 Roadmap

3 Dependencies

This section, the third-party dependencies will be logged and explained about how they are used in this specific project.

3.1 GLAD

The glad is used for the version that support the multiple-window graphics. The configuration for this dependence is according to [1, gladMultiwinMx]. We need to do this once in the top CMakeLists.txt.

```
1 set(GLAD_SOURCES_DIR "${PROJECT_SOURCE_DIR}/glad")
2 add_subdirectory("${GLAD_SOURCES_DIR}/cmake" glad_cmake)
3 glad_add_library(glad REPRODUCIBLE MX API gl:core=4.3)
```

Remember to include glad right before glfw as follow.

```
1 #include <glad/gl.h>
2 #include <GLFW/glfw3.h>
```

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3.2 GLFW

The main graphics dependencies is glfw3. I used its sources code form its Github repository.

And Simply use this two line in CMakeLists.txt is okay.

```
1   add_subdirectory(glfw)
2   include_directories(glfw/include)
```

Then include GLFW in the file use it.

```
1   #include <GLFW/glfw3.h>
```

3.3 IMGUI

I choose to use the maximum features of the imgui, which contains "docking" and "Multi Viewports"

To set up imgui with the glad and glfw is according to [2, setupImGui].

To set up imgui with "Multi Viewports" feature is according to [3, text].

References

- [1] https://github.com/Dav1dde. glad multiwin mx. https://github.com/Dav1dde/glad/tree/glad2/example/c++/multiwin_mx. Accessed: 2025-01-24.
- [2] <https://github.com/Dav1dde. imgui for glfw opengl. https://github.com/ocornut/imgui/wiki/Getting-Started#example-if-you-are-using-glfw--openglwebgl>. Accessed: 2025-01-24.
- [3] <https://github.com/ocornut. imgui multi viewports. https://github.com/ocornut/imgui/wiki/Multi-Viewports>. Accessed: 2025-01-24.