

inVRs - Feature #51

Implement non-GUI version of OpenSGApplicationBase

11/07/2012 08:38 PM - Johannes Zarl-Zierl

Status:	New	Start date:	11/07/2012
Priority:	Normal	Due date:	12/31/2013
Assignee:	Johannes Zarl-Zierl	% Done:	0%
Category:	Tools	Estimated time:	0.00 hour
Target version:			
Resolution:			

Description

Most of the time the glut window of OpenSGApplicationBase is not used anyways, and as mentioned in bug #19 using the GLUT window to display something can easily lead to a huge performance loss.

For Applications using CAVESceneManager, a better default would be to make the main application GUI-less entirely, as the rendering exclusively takes place in the renderservers.

History

#1 - 08/28/2013 11:50 AM - Johannes Zarl-Zierl

- Due date set to 12/31/2013