Wt - Feature #2305

Qt3D

10/08/2013 08:56 PM - Anonymous

Status:	New	**Start date:**	10/08/2013
Priority:	Normal	**Due date:**	
Assignee:	Wim Dumon	**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			

Description

Hello,

Is there any planned development for something similar to Qt3D that would work with the WGLWidget ?

Some sort of scene node based graph.

History

#1 - 10/09/2013 12:16 PM - Wim Dumon

No. I admit I haven't looked at supporing a scene graph, but my first idea would be to see if it's possible to support an exising scene graph library in Wt rahter than to construct a new one. Ideas welcomed.

A 3D charting library is however in the pipeline.

BR,

Wim.

#2 - 10/10/2013 08:10 PM - Alan Jesser

You might be able to borrow ideas from http://www.openscenegraph.org/ which tries to follow the STL format. There is also a JS library that someone created based on it. http://osgjs.org/

Both have more than just scene graph features but looking at it might prove useful.

#3 - 11/01/2013 07:07 PM - Mathieu Vadnais

Funny you mentioned OSG. I just found this... -> https://github.com/ReWeb3D/wtgles2

#4 - 11/07/2013 07:03 PM - Wim Dumon

Nice, I didn't know about that!

Wim.

#5 - 02/10/2014 11:10 AM - Koen Deforche

- Assignee changed from Koen Deforche to Wim Dumon

#6 - 02/18/2014 11:21 PM - Koen Deforche

- Target version deleted (3.3.2)

#7 - 08/19/2014 08:51 PM - Mathieu Vadnais

Would it be possible to merge the ReWeb3D fork back into the master branch of Wt ? If it is, I would submit a pull request (as I have done some work on that).

Mathieu

#8 - 11/11/2014 04:55 PM - Prasad Dixit

ReWeb3D's wt wrapper exists because OpenGLES2 applications are not easily portable to Wt because of the way WGLWidget's 'gl' interface is designed. Although technically it seems very possible. (See: http://redmine.webtoolkit.eu/issues/3606#change-10026)

I found myself writing a wrapper for WGLWidget because I also have code base for a 3D application written using OpenGL ES. I am trying to port it to Wt but WGLWidget's functions don't have 1-1 mapping with OpenGL ES ('gl' prefix for enums and functions is dropped. Functions parameters are

different in some cases). As we are developing Desktop/mobile and Web app simultaneously, it is not a one time port. It will be a continuous work and not having 1-1 mapping with OpenGL ES is a going to be a inefficient and will result in unnecessary waste of time and maintenance overhead.

Wt is a C toolkit for Web closely emulating Qt. That being said, I should be able to port code written in C, OpenGL ES, and Qt with as minimal modification as possible. That is what make Wt attractive to me. Current interface of WGLWidget breaks that 'promise'.

As Wt becomes more popular (which I hope it will), there will be many developers who will find themselves in a similar situation as me. I hope Wt team takes notice of my concern. I think Qt's QGLWidget has done its OpenGL ES interface smart and right. I hope Wt's WGLWidget offers similar interface and developers don't need to develop there own wrappers.

#9 - 11/11/2014 05:25 PM - Alan Jesser

Someone correct me if I'm wrong but I don't believe the WGLWidget was designed to emulate OpenGL ES it was designed as a wrapper for WebGL. The server side rendering was added later, IIRC.