

OpenGL

- New
- Open
- Close
- Close Solution
- Save Selected Items Ctrl+S
- Save Selected Items As...
- Save All Ctrl+Shift+S
- Export Template...
- Page Setup...
- Print... Ctrl+P
- Account Settings...
- Recent Files
- Recent Projects and Solutions
- Exit Alt+F4

- Project... Ctrl+Shift+N**
- Web Site... Shift+Alt+N
- Team Project...
- Repository...
- File... Ctrl+N
- Project From Existing Code...

Create a private code repo and backlog for your project  
 See how easy it is to get started with cloud services  
 Discover ways to extend and customize the IDE

Ready to Cloud-power your experience?  
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### News

**Modern ASP.NET Web Forms Development – Dependency Injection**  
 We've all read various 'best practices' posts about this framework and that framework from expert developers in the community. They'll cover topics regarding ho...  
 NEW четверг, октября 20, 2016

**Test & Feedback – Collaborate with your team**  
 In the previous blogs, we have gone through the first two steps – Capture your findings and Create artifacts. In this blog, we will take you through the third step i.e...  
 NEW четверг, октября 20, 2016

**Application Insight Analytics: Schema updates**  
 We have enhanced the schema of Analytics, the powerful query language of Visual Studio Application Insights. We've separated metrics into performanceC...  
 NEW четверг, октября 20, 2016

**Windows Server 2016 Hyper-V large-scale VM performance for in-memory transaction processing**  
 With Windows Server 2016, Microsoft has significantly bumped up the Hyper-V Virtual Machine (VM) scale limit to embrace new scenarios such as running e-co...

### New on Microsoft Platforms

- Windows
- Microsoft Azure
- ASP.NET and Web

### Featured Videos

- NEW** IntelliTrace Experience  
12:13
- NEW** Windows Presentation Foundation Application Develop...  
15:49
- What's New in C# 6.0

- system-client
- SPTD
- deep-server-console
- deep-server-core
- deep-server
- deep
- spm\_Editor2
- tias-tools
- theGame
- tiGantt

# New Project



Recent

.NET Framework 4.5

Sort by: Default

Search Installed Templates (Ctrl+E)

Installed

Templates

Visual C#

Windows

Universal

Windows 8

Classic Desktop

SideWaffle

Web

Bridge.NET

Cloud

DuoCode

Extensibility

LightSwitch

Office SharePoint

SharpJS

Silverlight

Text

|  |                           |           |
|--|---------------------------|-----------|
|  | Windows Forms Application | Visual C# |
|  | WPF Application           | Visual C# |
|  | Console Application       | Visual C# |
|  | Shared Project            | Visual C# |
|  | Class Library             | Visual C# |
|  | Class Library (Portable)  | Visual C# |
|  | WPF Browser Application   | Visual C# |
|  | Empty Project             | Visual C# |
|  | Windows Service           | Visual C# |

**Type:** Visual C#  
A project for creating an application with a Windows Forms user interface

Online

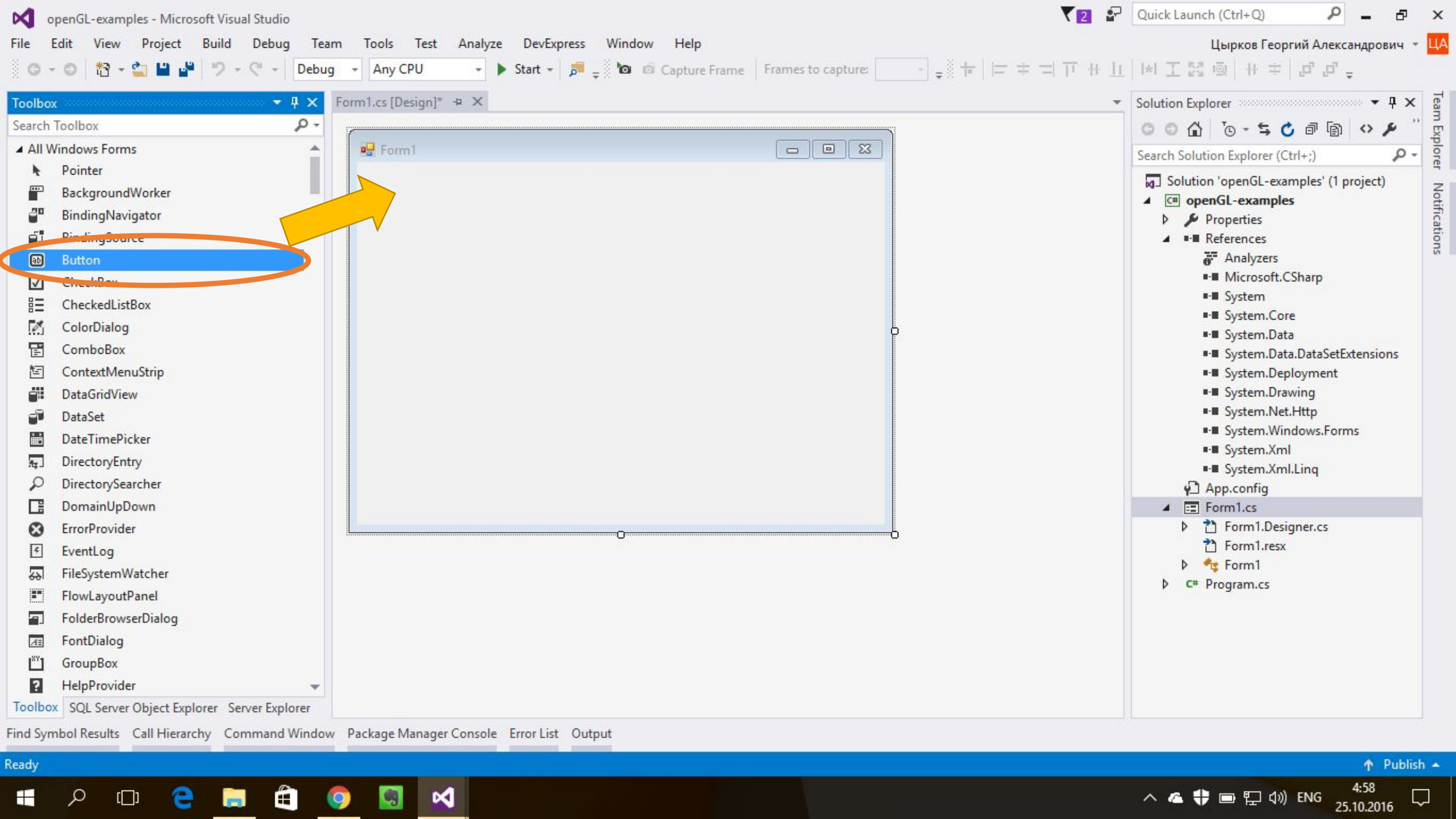
[Click here to go online and find templates.](#)

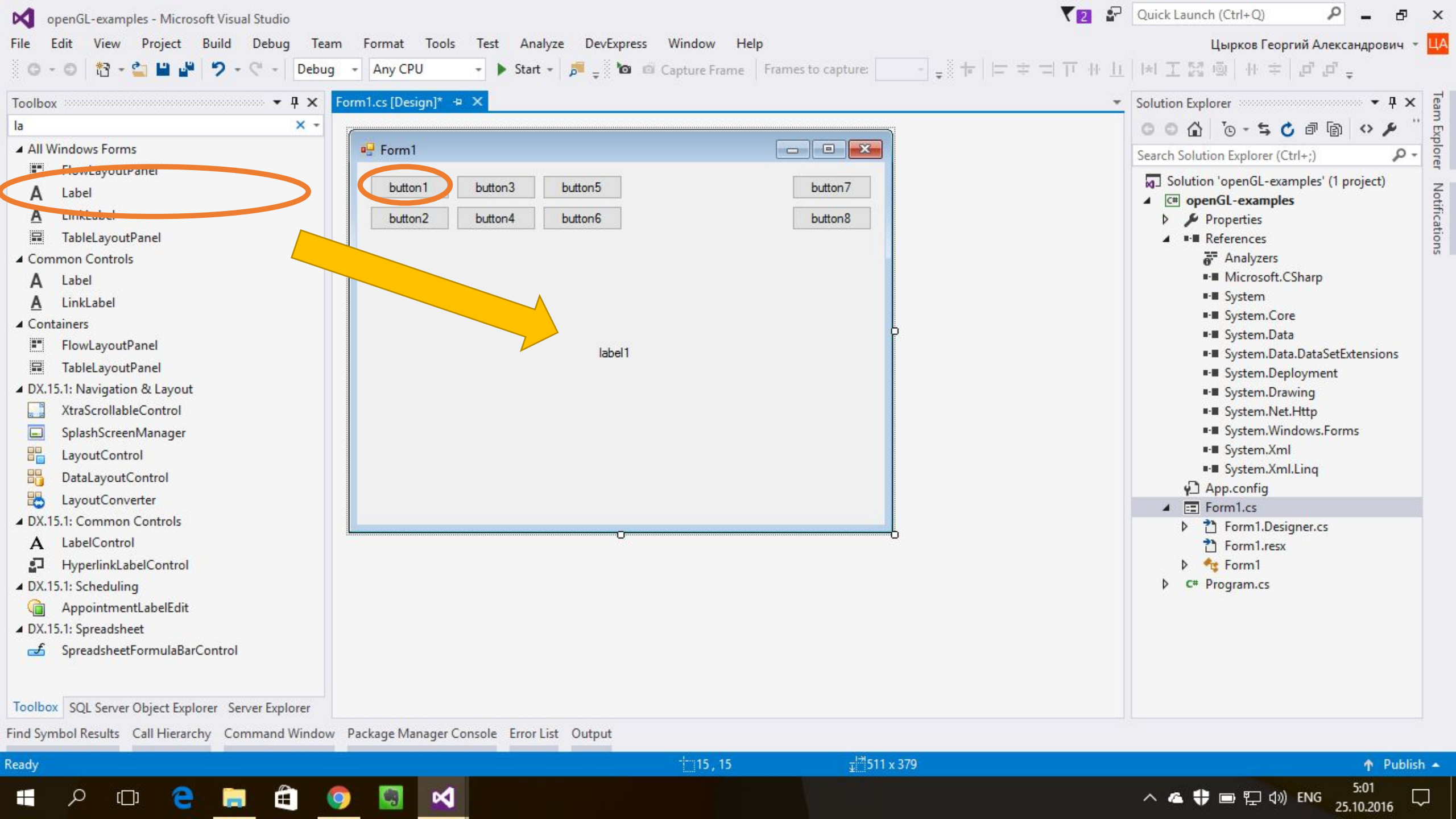
Name:

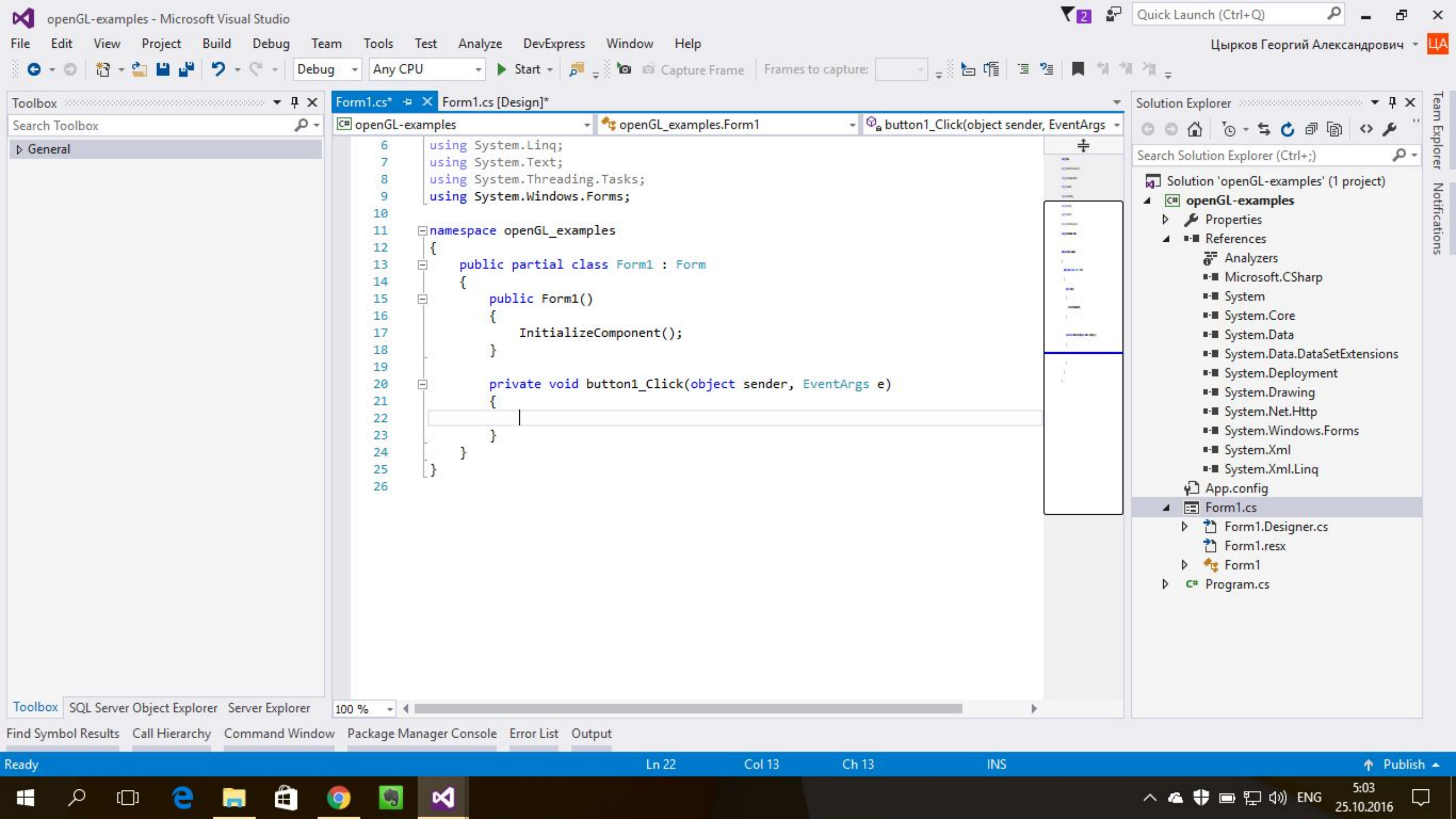
Location:

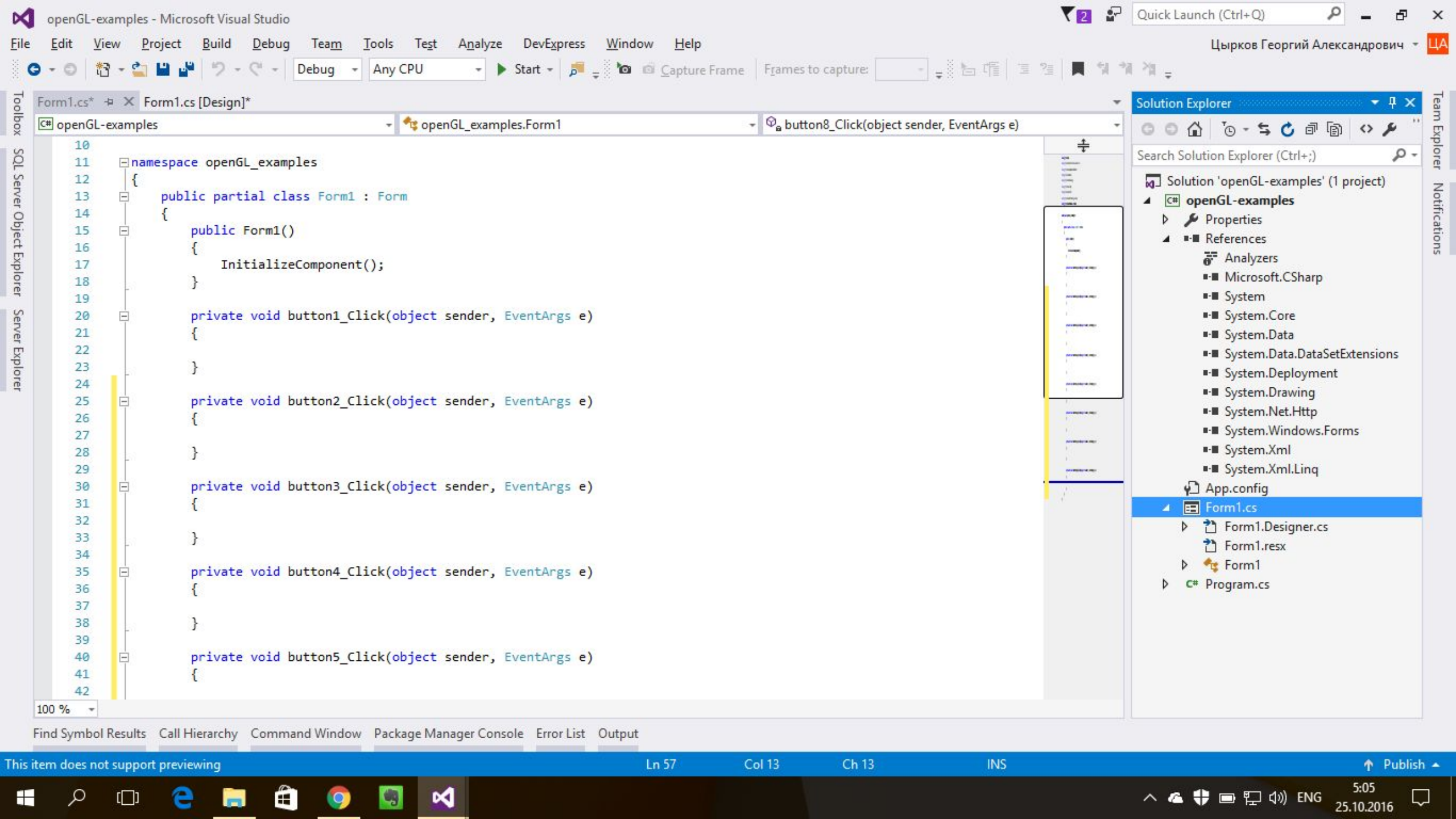
Solution name:

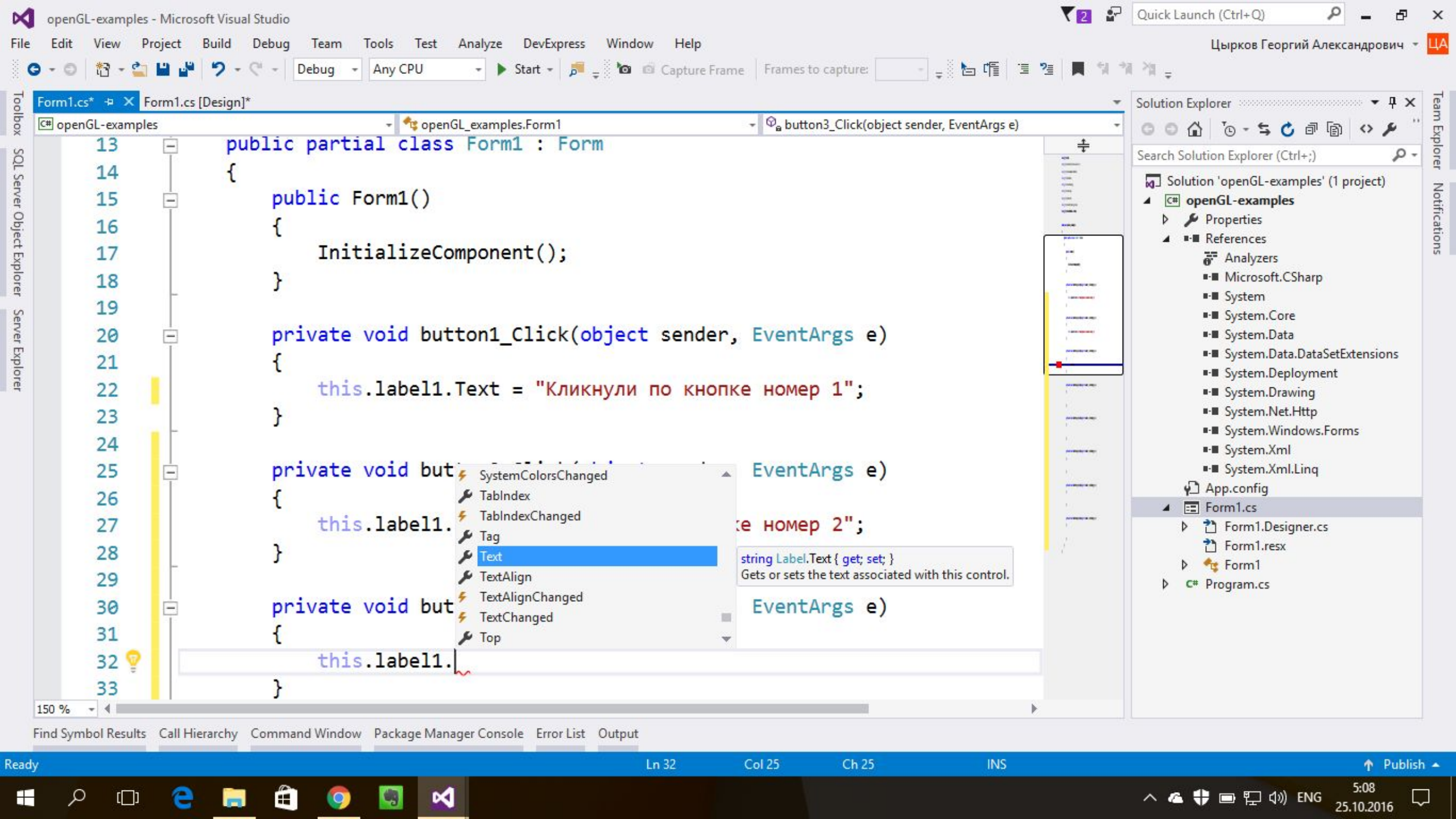
- Create directory for solution
- Create new Git repository











```
13 public partial class Form1 : Form
14 {
15     public Form1()
16     {
17         InitializeComponent();
18     }
19
20     private void button1_Click(object sender, EventArgs e)
21     {
22         this.label1.Text = "Кликнули по кнопке номер 1";
23     }
24
25     private void button2_Click(object sender, EventArgs e)
26     {
27         this.label1.Text = "Кликнули по кнопке номер 2";
28     }
29
30     private void button3_Click(object sender, EventArgs e)
31     {
32         this.label1.Text = "Кликнули по кнопке номер 3";
33     }
}
```

- SystemColorsChanged
- TabIndex
- TabIndexChanged
- Tag
- Text**
- TextAlign
- TextAlignChanged
- TextChanged
- Top

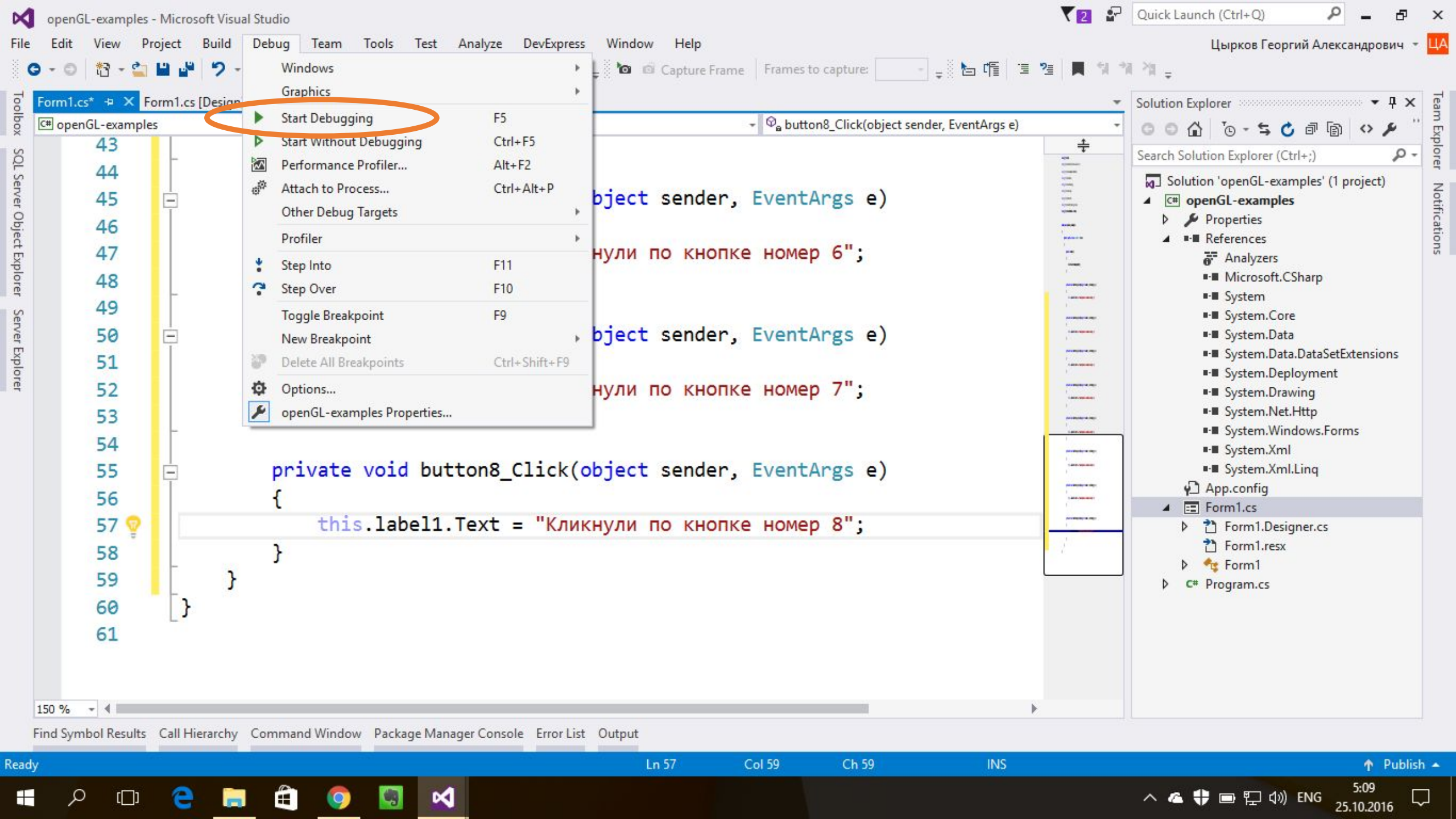
string Label.Text { get; set; }  
Gets or sets the text associated with this control.

Solution Explorer

Search Solution Explorer (Ctrl+;)

- Solution 'openGL-examples' (1 project)
  - openGL-examples
    - Properties
    - References
      - Analyzers
      - Microsoft.CSharp
      - System
      - System.Core
      - System.Data
      - System.Data.DataSetExtensions
      - System.Deployment
      - System.Drawing
      - System.Net.Http
      - System.Windows.Forms
      - System.Xml
      - System.Xml.Linq
    - App.config
    - Form1.cs
      - Form1.Designer.cs
      - Form1.resx
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      - Program.cs





Form1

button1 button3 button5

button2 button4 button6

label1

button1 button2

button3 button4

Form1

button1 button3 button5 button7

button2 button4 button6 button8

Кликнули по кнопке номер 7

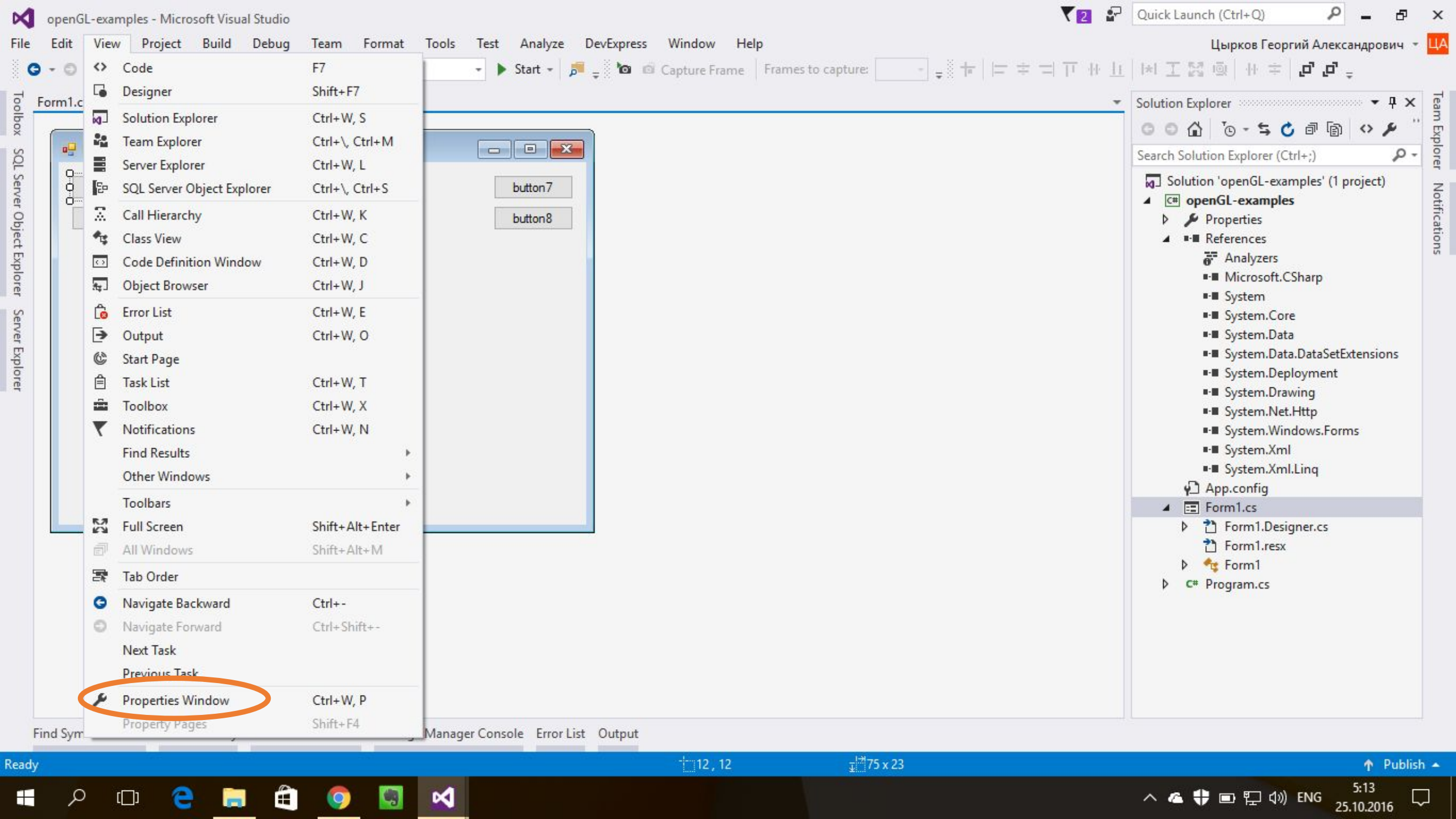
The image shows a Windows Form titled 'Form1' in the Visual Studio Designer. The form contains the following controls:

- button1, button2, button3, button4, button5, button6, button7, and button8 arranged in a grid-like pattern.
- label1 located at the bottom center of the form.

Solution Explorer

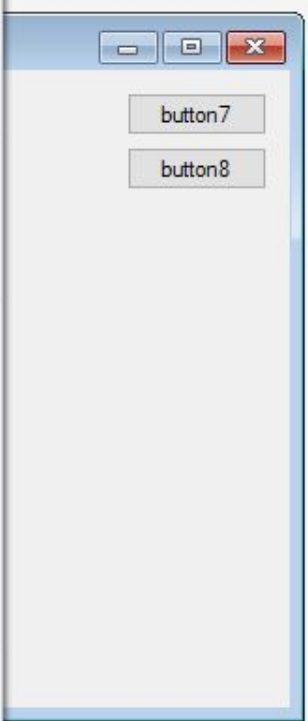
Search Solution Explorer (Ctrl+;)

- Solution 'openGL-examples' (1 project)
  - openGL-examples
    - Properties
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      - Analyzers
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      - System.Data.DataSetExtensions
      - System.Deployment
      - System.Drawing
      - System.Net.Http
      - System.Windows.Forms
      - System.Xml
      - System.Xml.Linq
    - App.config
    - Form1.cs
      - Form1.Designer.cs
      - Form1.resx
    - Form1
    - Program.cs



Toolbox  
SQL Server Object Explorer  
Server Explorer

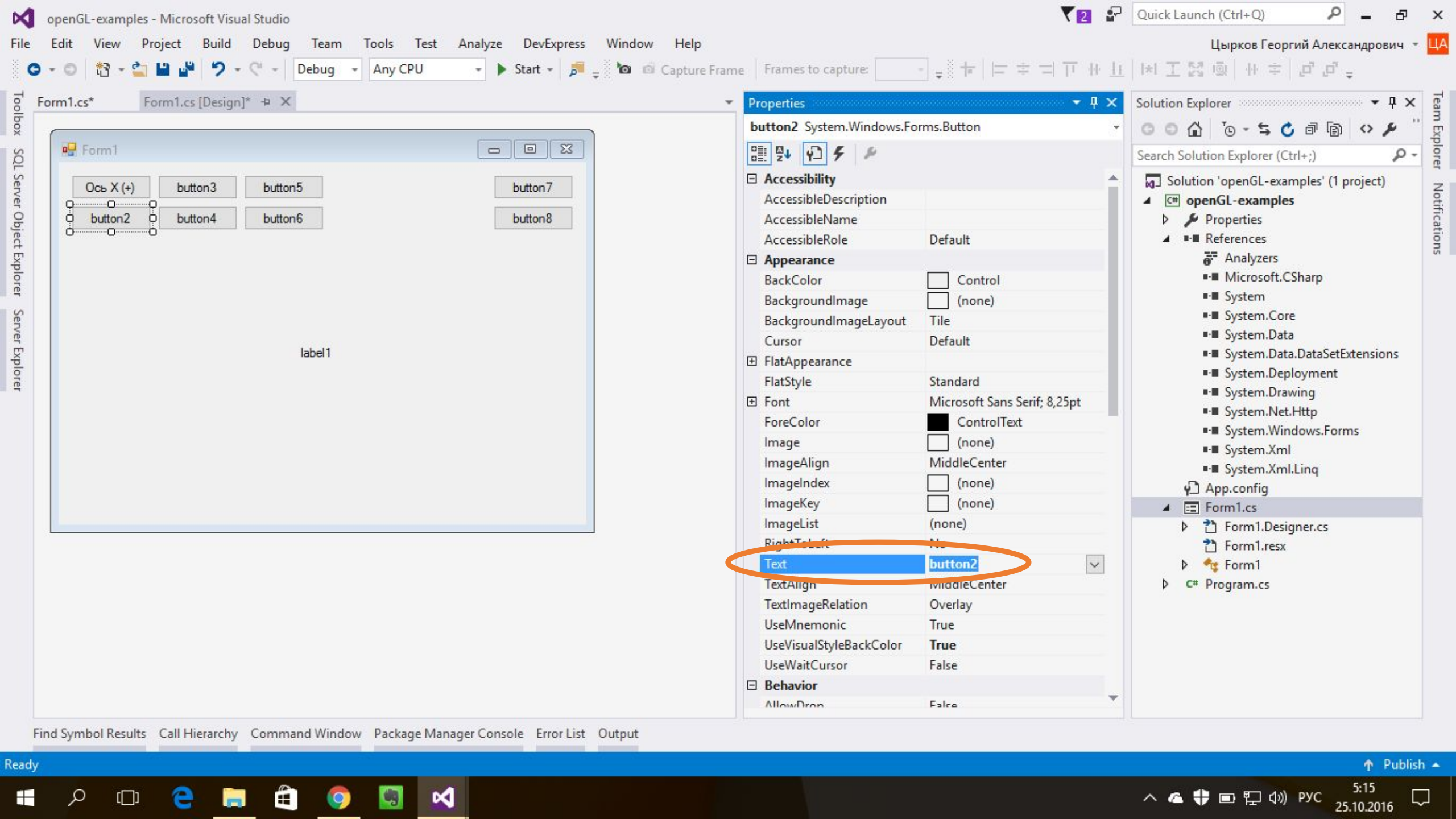
- <> Code F7
- Designer Shift+F7
- Solution Explorer Ctrl+W, S
- Team Explorer Ctrl+\, Ctrl+M
- Server Explorer Ctrl+W, L
- SQL Server Object Explorer Ctrl+\, Ctrl+S
- Call Hierarchy Ctrl+W, K
- Class View Ctrl+W, C
- Code Definition Window Ctrl+W, D
- Object Browser Ctrl+W, J
- Error List Ctrl+W, E
- Output Ctrl+W, O
- Start Page
- Task List Ctrl+W, T
- Toolbox Ctrl+W, X
- Notifications Ctrl+W, N
- Find Results
- Other Windows
- Toolbars
- Full Screen Shift+Alt+Enter
- All Windows Shift+Alt+M
- Tab Order
- Navigate Backward Ctrl+-
- Navigate Forward Ctrl+Shift+-
- Next Task
- Previous Task
- Properties Window Ctrl+W, P**
- Property Pages Shift+F4

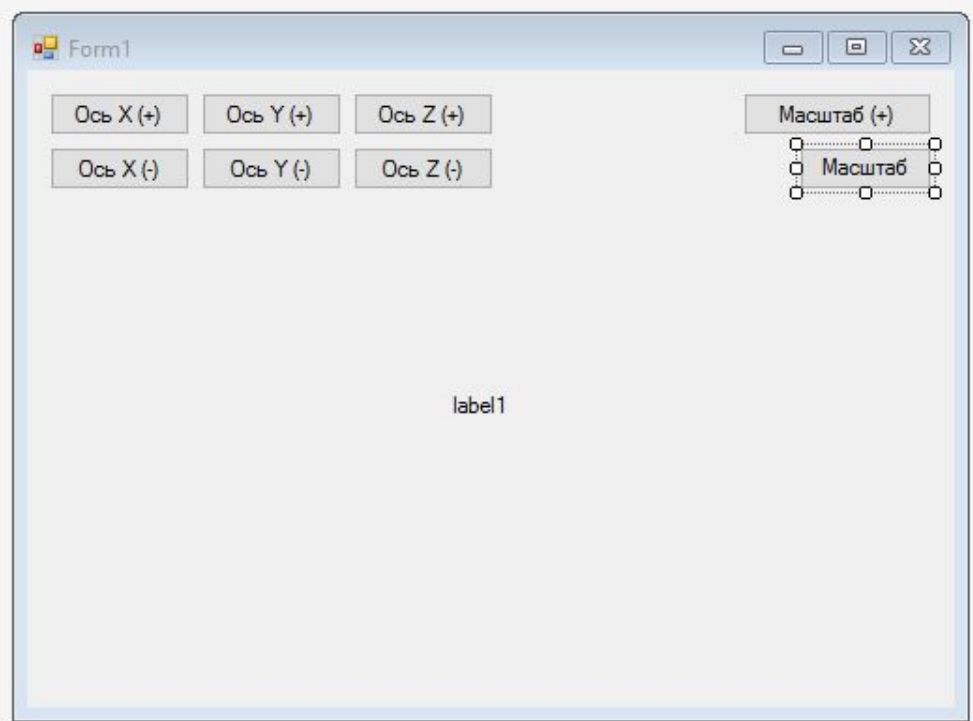


Solution Explorer

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      - Microsoft.CSharp
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      - System.Drawing
      - System.Net.Http
      - System.Windows.Forms
      - System.Xml
      - System.Xml.Linq
    - App.config
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      - Form1.Designer.cs
      - Form1.resx
      - Form1
      - Program.cs





Properties

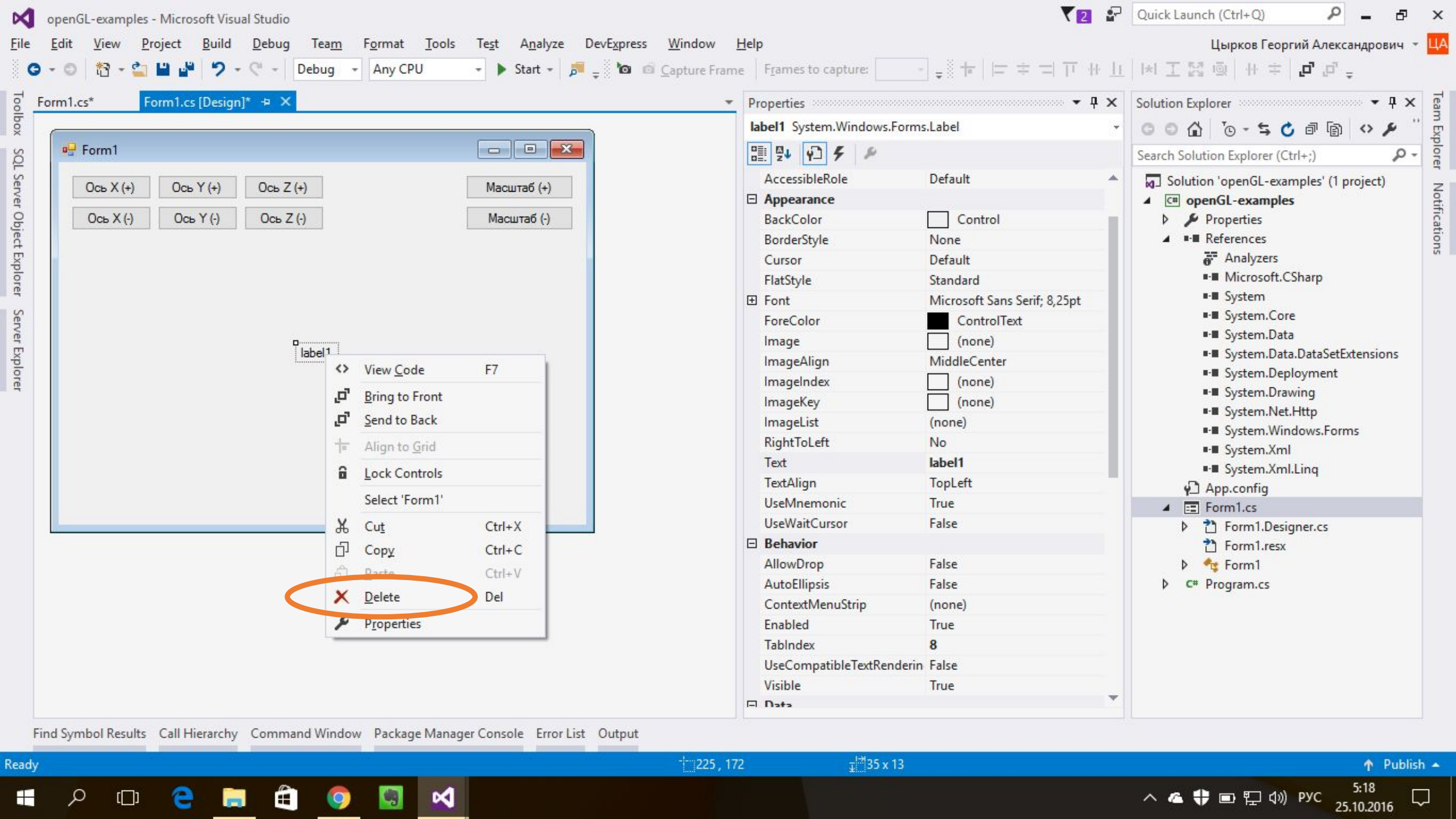
button8 System.Windows.Forms.Button

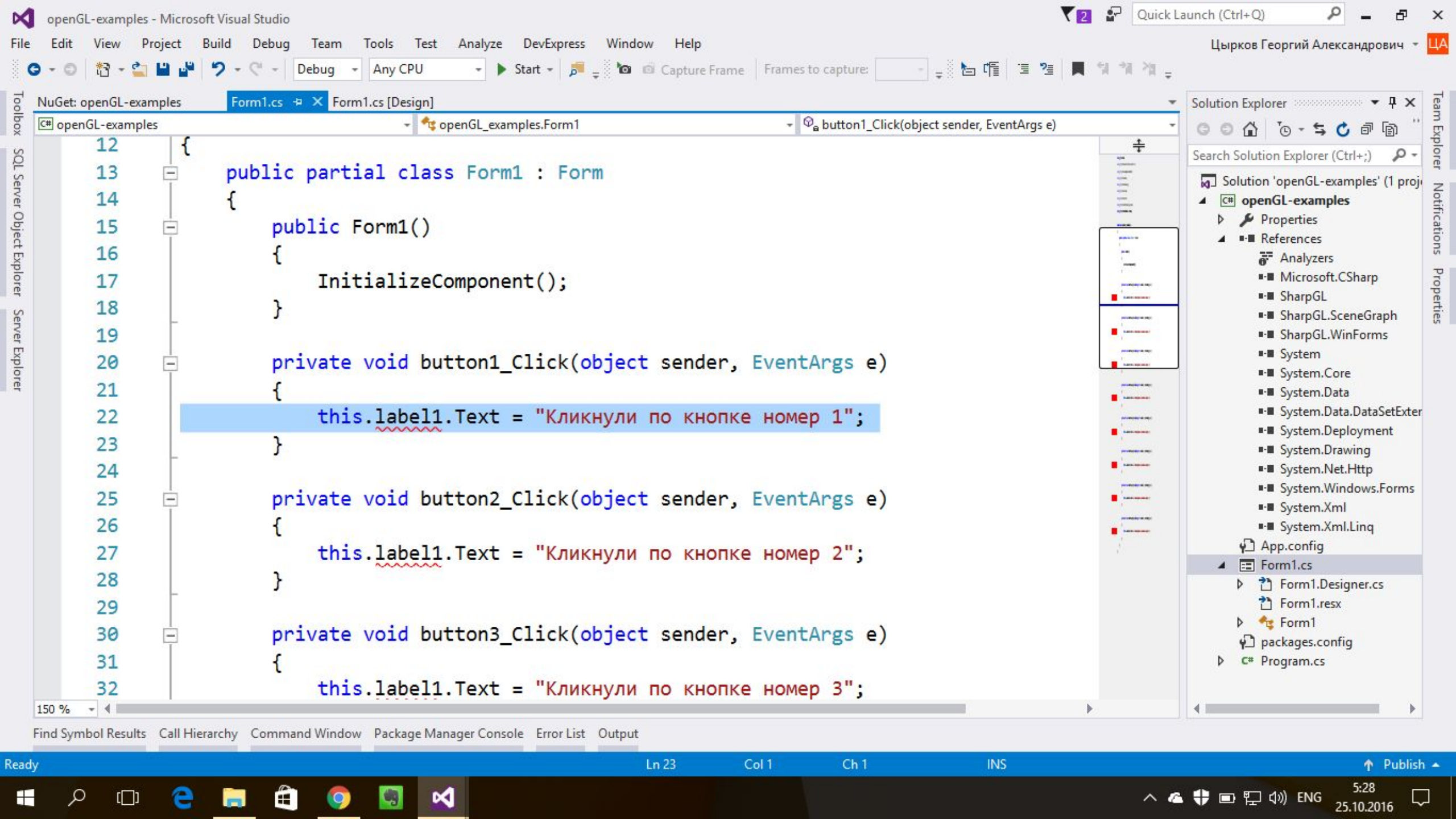
|                         |   |
|-------------------------|---|
| <b>Accessibility</b>    |   |
| AccessibleDescription   |   |
| AccessibleName          |   |
| AccessibleRole          | Default   |
| <b>Appearance</b>       |   |
| BackColor               | <input type="checkbox"/> Control                |
| BackgroundImage         | <input type="checkbox"/> (none)                 |
| BackgroundImageLayout   | Tile  |
| Cursor                  | Default   |
| <b>FlatAppearance</b>   |   |
| FlatStyle               | Standard  |
| <b>Font</b>             |   |
| ForeColor               | <input checked="" type="checkbox"/> ControlText |
| Image                   | <input type="checkbox"/> (none)                 |
| ImageAlign              | MiddleCenter                                    |
| ImageIndex              | <input type="checkbox"/> (none)                 |
| ImageKey                | <input type="checkbox"/> (none)                 |
| ImageList               | (none)  |
| RightToLeft             | No  |
| <b>Text</b>             | <b>Масштаб (-)</b>                              |
| TextAlign               | MiddleCenter                                    |
| TextImageRelation       | Overlay   |
| UseMnemonic             | True  |
| UseVisualStyleBackColor | <b>True</b>                                     |
| UseWaitCursor           | False   |
| <b>Behavior</b>         |   |
| AllowDrop               | False   |

Solution Explorer

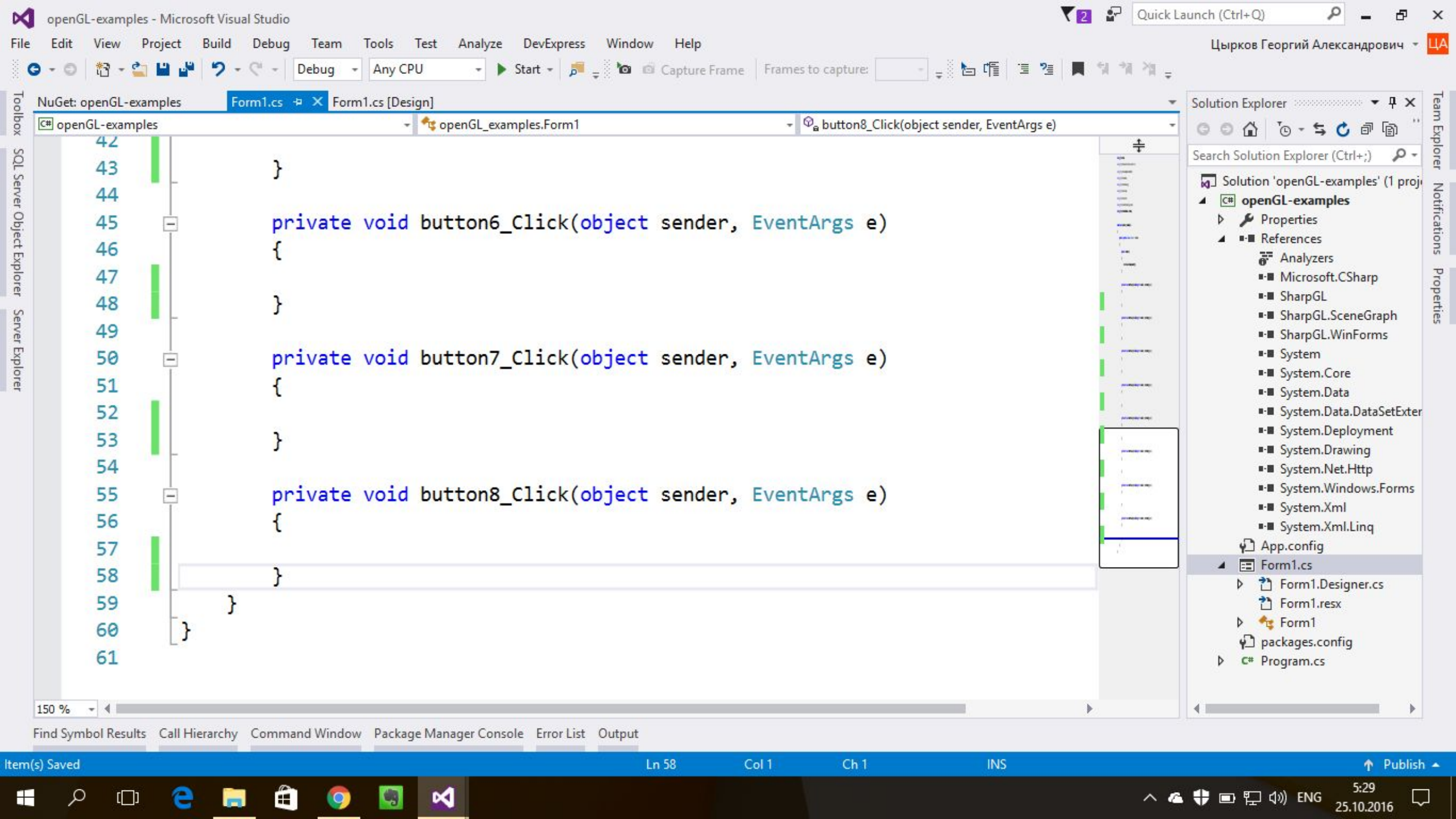
Search Solution Explorer (Ctrl+;)

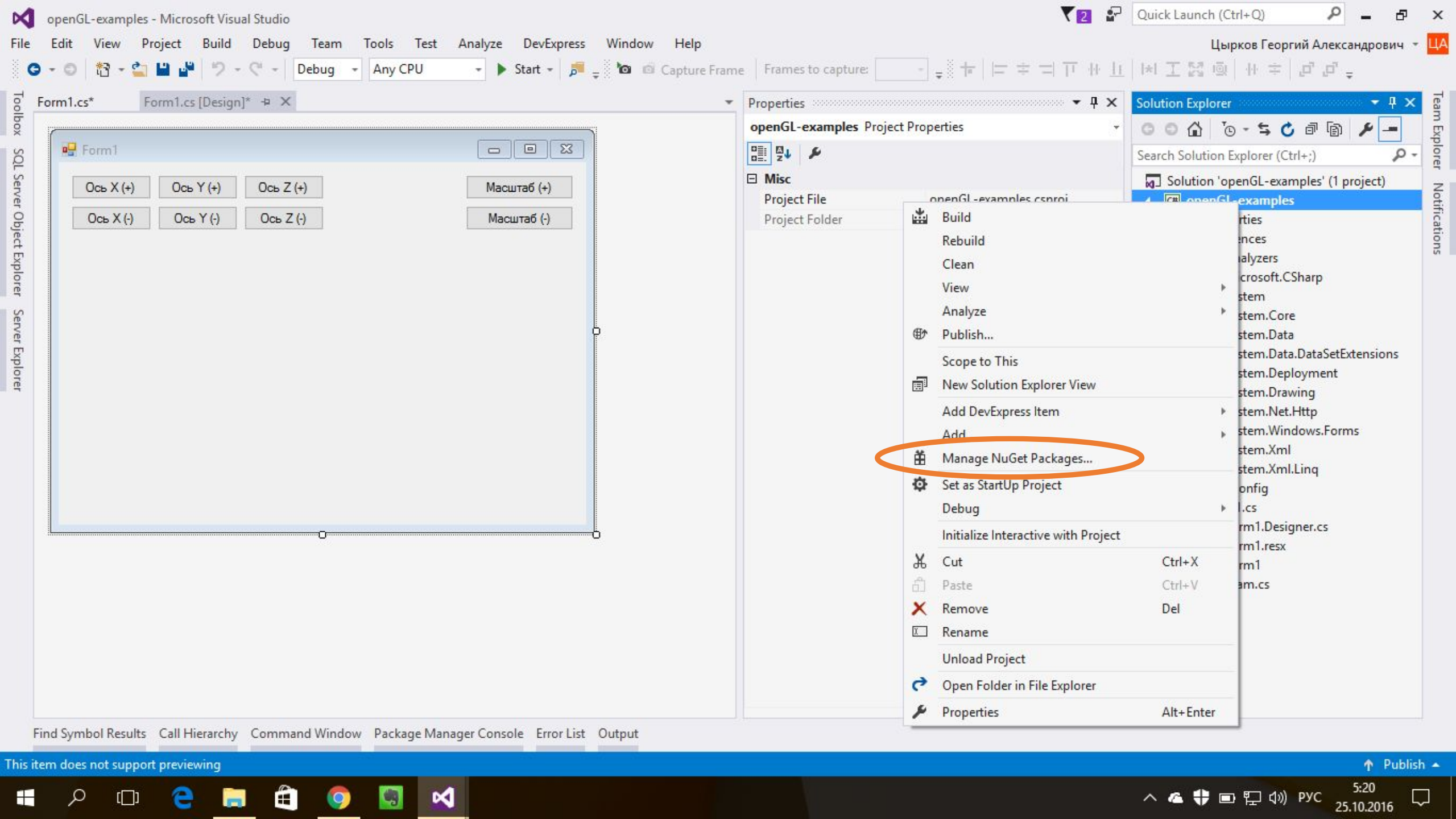
- Solution 'openGL-examples' (1 project)
  - openGL-examples
    - Properties
    - References
      - System
      - System.Core
      - System.Data
      - System.Data.DataSetExtensions
      - System.Deployment
      - System.Drawing
      - System.Net.Http
      - System.Windows.Forms
      - System.Xml
      - System.Xml.Linq
    - App.config
    - Form1.cs
      - Form1.Designer.cs
      - Form1.resx
    - Form1
    - Program.cs

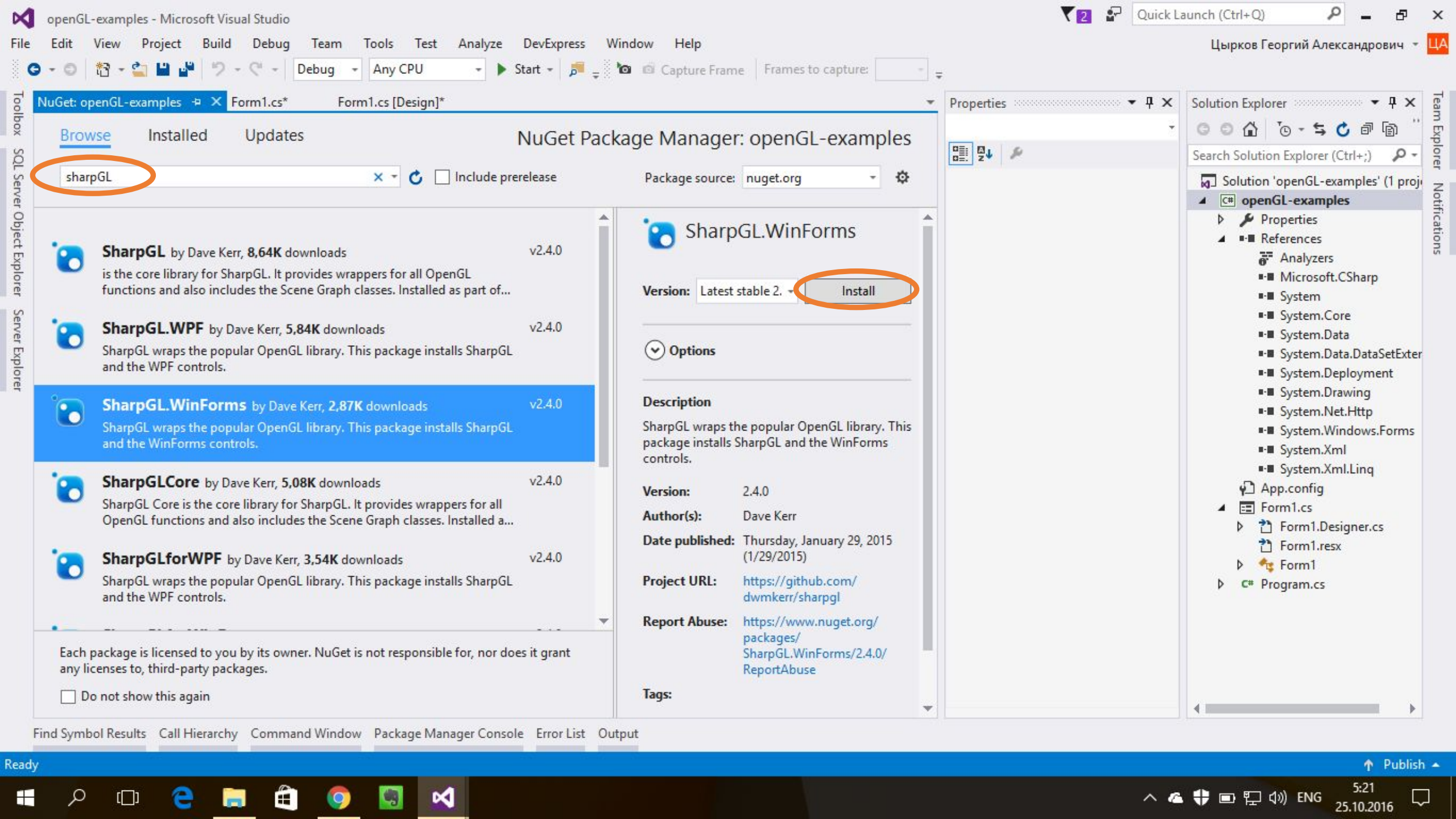












sharpGL

Include prerelease

Package source: nuget.org

- SharpGL** by Dave Kerr, 8,64K downloads v2.4.0  
is the core library for SharpGL. It provides wrappers for all OpenGL functions and also includes the Scene Graph classes. Installed as part of...
- SharpGL.WPF** by Dave Kerr, 5,84K downloads v2.4.0  
SharpGL wraps the popular OpenGL library. This package installs SharpGL and the WPF controls.
- SharpGL.WinForms** by Dave Kerr, 2,87K downloads v2.4.0  
SharpGL wraps the popular OpenGL library. This package installs SharpGL and the WinForms controls.
- SharpGLCore** by Dave Kerr, 5,08K downloads v2.4.0  
SharpGL Core is the core library for SharpGL. It provides wrappers for all OpenGL functions and also includes the Scene Graph classes. Installed a...
- SharpGLforWPF** by Dave Kerr, 3,54K downloads v2.4.0  
SharpGL wraps the popular OpenGL library. This package installs SharpGL and the WPF controls.

### SharpGL.WinForms

Version: Latest stable 2.4.0 **Install**

#### Options

#### Description

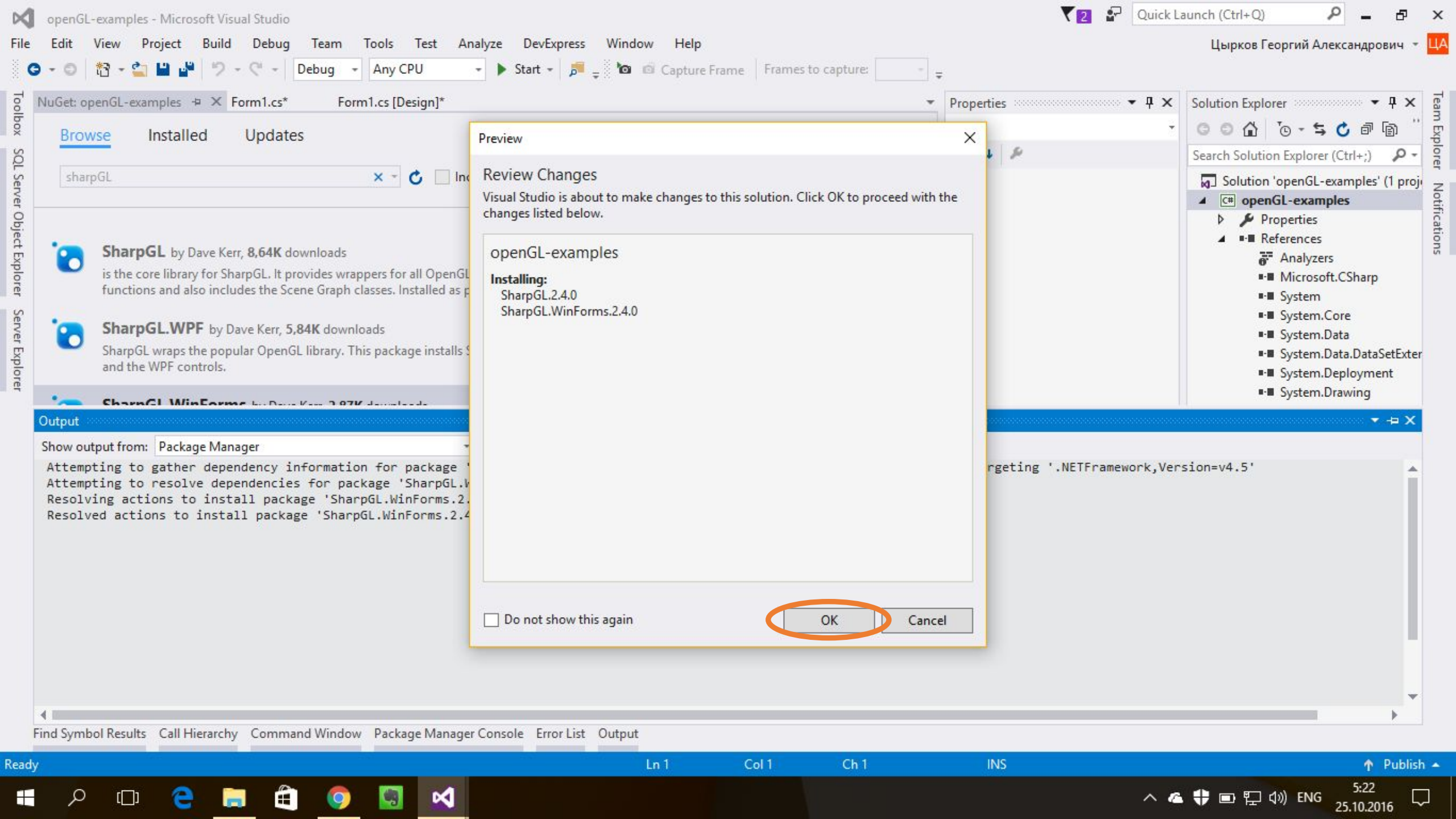
SharpGL wraps the popular OpenGL library. This package installs SharpGL and the WinForms controls.

**Version:** 2.4.0  
**Author(s):** Dave Kerr  
**Date published:** Thursday, January 29, 2015 (1/29/2015)  
**Project URL:** <https://github.com/dwmkerr/sharpgl>  
**Report Abuse:** <https://www.nuget.org/packages/SharpGL.WinForms/2.4.0/ReportAbuse>

**Tags:**

Each package is licensed to you by its owner. NuGet is not responsible for, nor does it grant any licenses to, third-party packages.  
 Do not show this again

- Solution 'openGL-examples' (1 project)
- openGL-examples
  - Properties
  - References
    - Microsoft.CSharp
    - System
    - System.Core
    - System.Data
    - System.Data.DataSetExtensions
    - System.Deployment
    - System.Drawing
    - System.Net.Http
    - System.Windows.Forms
    - System.Xml
    - System.Xml.Linq
  - App.config
  - Form1.cs
    - Form1.Designer.cs
    - Form1.resx
    - Form1
  - Program.cs



Preview

**Review Changes**

Visual Studio is about to make changes to this solution. Click OK to proceed with the changes listed below.

openGL-examples

**Installing:**

- SharpGL.2.4.0
- SharpGL.WinForms.2.4.0

Do not show this again

**OK** Cancel

NuGet: openGL-examples - x Form1.cs\* Form1.cs [Design]\*

Browse Installed Updates

sharpGL

- SharpGL** by Dave Kerr, 8,64K downloads  
is the core library for SharpGL. It provides wrappers for all OpenGL functions and also includes the Scene Graph classes. Installed as p
- SharpGL.WPF** by Dave Kerr, 5,84K downloads  
SharpGL wraps the popular OpenGL library. This package installs S and the WPF controls.
- SharpGL.WinForms** by Dave Kerr, 2,87K downloads

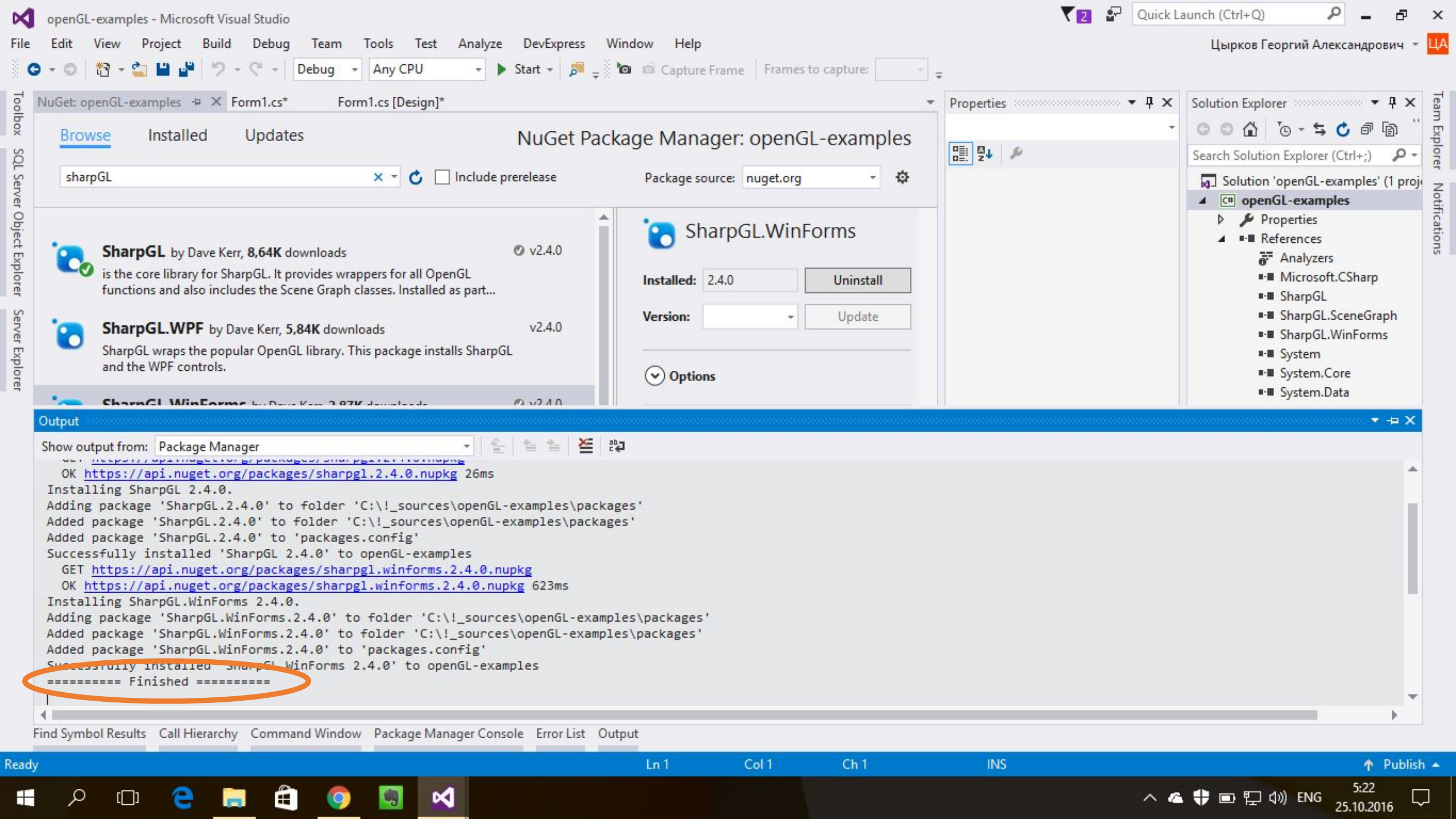
Output

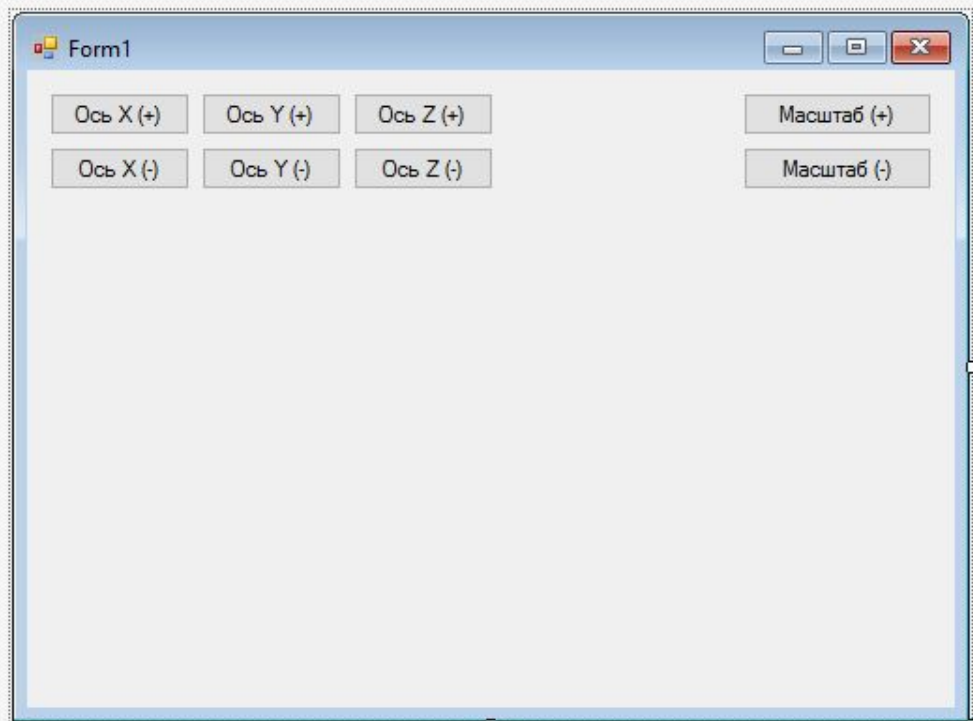
Show output from: Package Manager

```
Attempting to gather dependency information for package
Attempting to resolve dependencies for package 'SharpGL.V
Resolving actions to install package 'SharpGL.WinForms.2.
Resolved actions to install package 'SharpGL.WinForms.2.4
```

```
ngeting '.NETFramework,Version=v4.5'
```

Find Symbol Results Call Hierarchy Command Window Package Manager Console Error List Output





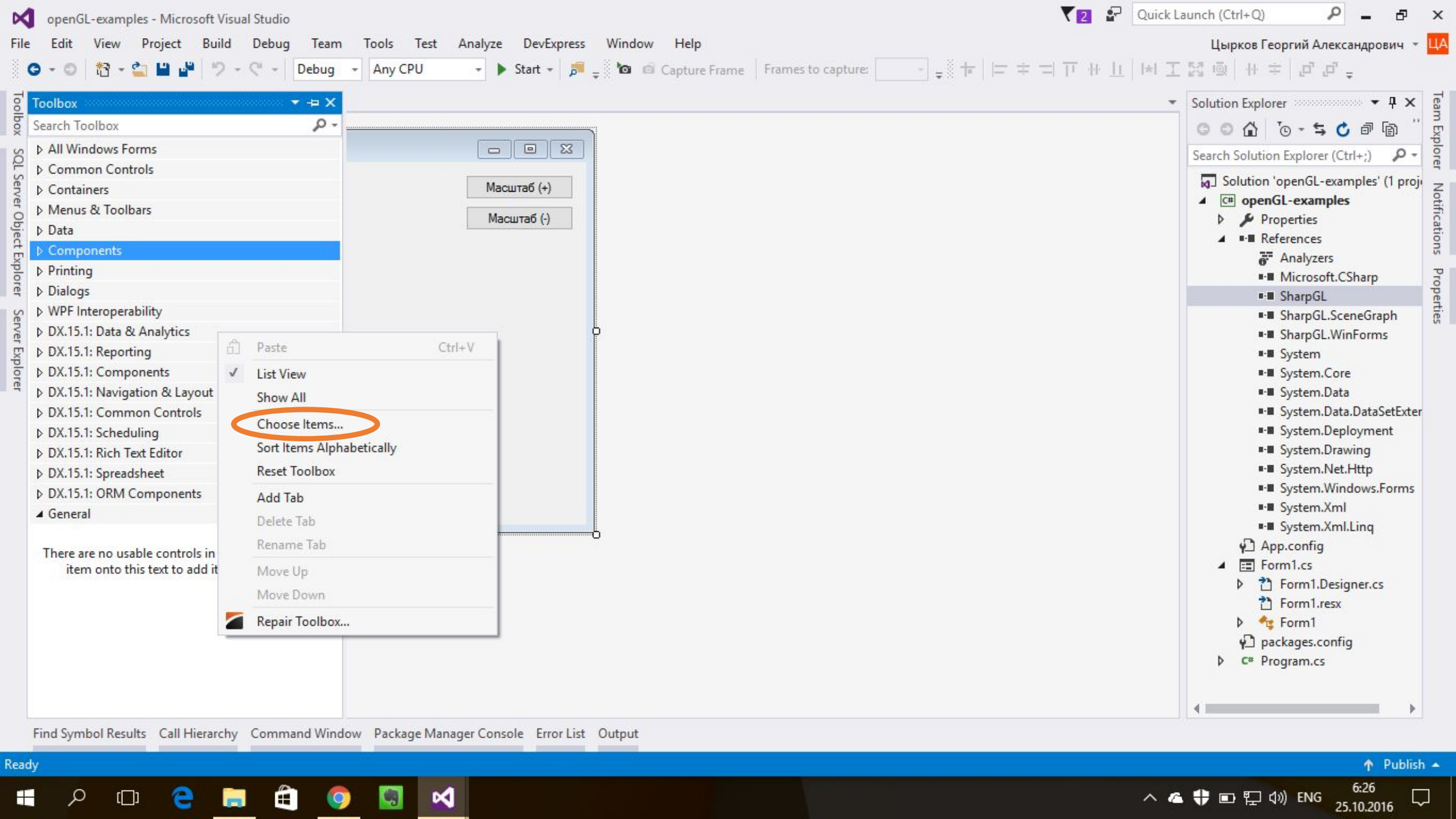
Properties Form1 System.Windows.Forms.Form

|                     |                 |
|---------------------|-----------------|
| AutoSizeMode        | GrowOnly        |
| Location            | 0; 0            |
| MaximumSize         | 0; 0            |
| MinimumSize         | 0; 0            |
| Padding             | 0; 0; 0; 0      |
| Size                | 511; 379        |
| StartPosition       | WindowsDefaultL |
| WindowState         | Normal          |
| <b>Misc</b>         |                 |
| AcceptButton        | (none)          |
| CancelButton        | (none)          |
| KeyPreview          | False           |
| <b>Window Style</b> |                 |
| ControlBox          | True            |
| HelpButton          | False           |
| Icon                | (Icon)          |
| IsMdiContainer      | False           |
| MainMenuStrip       | (none)          |
| MaximizeBox         | True            |
| MinimizeBox         | True            |
| Opacity             | 100%            |
| ShowIcon            | True            |
| ShowInTaskbar       | True            |
| SizeGripStyle       | Auto            |
| TopMost             | False           |
| TransparencyKe      |                 |

Solution Explorer

Search Solution Explorer (Ctrl+;)

- Solution 'openGL-examples' (1 proj)
  - openGL-examples
    - Properties
    - References
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      - System.Data
      - System.Data.DataSetExt
      - System.Deployment
      - System.Drawing
      - System.Net.Http
      - System.Windows.Forms
      - System.Xml
      - System.Xml.Linq
    - App.config
    - Form1.cs
      - Form1.Designer.cs
      - Form1.resx
      - Form1
    - packages.config
    - Program.cs



Toolbox

Search Toolbox

- ▶ All Windows Forms
- ▶ Common Controls
- ▶ Containers
- ▶ Menus & Toolbars
- ▶ Data
- ▶ **Components**
- ▶ Printing
- ▶ Dialogs
- ▶ WPF Interoperability
- ▶ DX.15.1: Data & Analytics
- ▶ DX.15.1: Reporting
- ▶ DX.15.1: Components
- ▶ DX.15.1: Navigation & Layout
- ▶ DX.15.1: Common Controls
- ▶ DX.15.1: Scheduling
- ▶ DX.15.1: Rich Text Editor
- ▶ DX.15.1: Spreadsheet
- ▶ DX.15.1: ORM Components
- ▲ General

There are no usable controls in this category. Drag an item onto this text to add it to the toolbox.

Paste Ctrl+V

List View

Show All

**Choose Items...**

Sort Items Alphabetically

Reset Toolbox

Add Tab

Delete Tab

Rename Tab

Move Up

Move Down

Repair Toolbox...

Масштаб (+)

Масштаб (-)

Solution Explorer

Search Solution Explorer (Ctrl+;)

- Solution 'openGL-examples' (1 project)
- ▲ C# openGL-examples
  - ▶ Properties
  - ▲ References
    - Analyzer
    - Microsoft.CSharp
    - SharpGL
    - SharpGL.SceneGraph
    - SharpGL.WinForms
    - System
    - System.Core
    - System.Data
    - System.Data.DataSetExtensions
    - System.Deployment
    - System.Drawing
    - System.Net.Http
    - System.Windows.Forms
    - System.Xml
    - System.Xml.Linq
  - App.config
  - ▲ Form1.cs
    - ▶ Form1.Designer.cs
    - Form1.resx
    - ▶ Form1
  - App.config
  - packages.config
  - Program.cs

Choose Toolbox Items



|                                      |                |                              |                        |
|--------------------------------------|----------------|------------------------------|------------------------|
| Universal Windows 8 Components       |                | Universal Windows Components |                        |
| Windows Phone Silverlight Components |                | WPF Components               |                        |
| .NET Framework Components            | COM Components | System.Activities Components | Silverlight Components |

|                                     | Name                    | Namespace ▲                             | Assembly Name                       |
|-------------------------------------|-------------------------|---|-------------------------------------|
| <input type="checkbox"/>            | VScrollBarArray         | Microsoft.VisualBasic.Compatibility.VB6 | Microsoft.VisualBasic.Compatibility |
| <input type="checkbox"/>            | WebBrowserArray         | Microsoft.VisualBasic.Compatibility.VB6 | Microsoft.VisualBasic.Compatibility |
| <input checked="" type="checkbox"/> | OpenGLControl           | SharpGL                                 | SharpGL.WinForms                    |
| <input checked="" type="checkbox"/> | SceneControl            | SharpGL                                 | SharpGL.WinForms                    |
| <input checked="" type="checkbox"/> | GLColourPicker          | SharpGL.Controls                        | SharpGL.WinForms                    |
| <input checked="" type="checkbox"/> | BackgroundWorker        | System.ComponentModel                   | System                              |
| <input type="checkbox"/>            | Component               | System.ComponentModel                   | System                              |
| <input type="checkbox"/>            | MarshalByValueComponent | System.ComponentModel                   | System                              |
| <input type="checkbox"/>            | AssemblyInstaller       | System.Configuration.Install            | System.Configuration.Install        |

Filter:

GLColourPicker



Language: Invariant Language (Invariant Country)

Version: 2.4.0.0

Clear

Browse...

OK

Cancel

Reset

Открытие



Упорядочить ▼

★ Быстрый доступ

!\_sources

!\_data

OneDrive

Рабочий стол

Download

Document

Pictures

OneDrive

Этот компьютер

Сеть

40

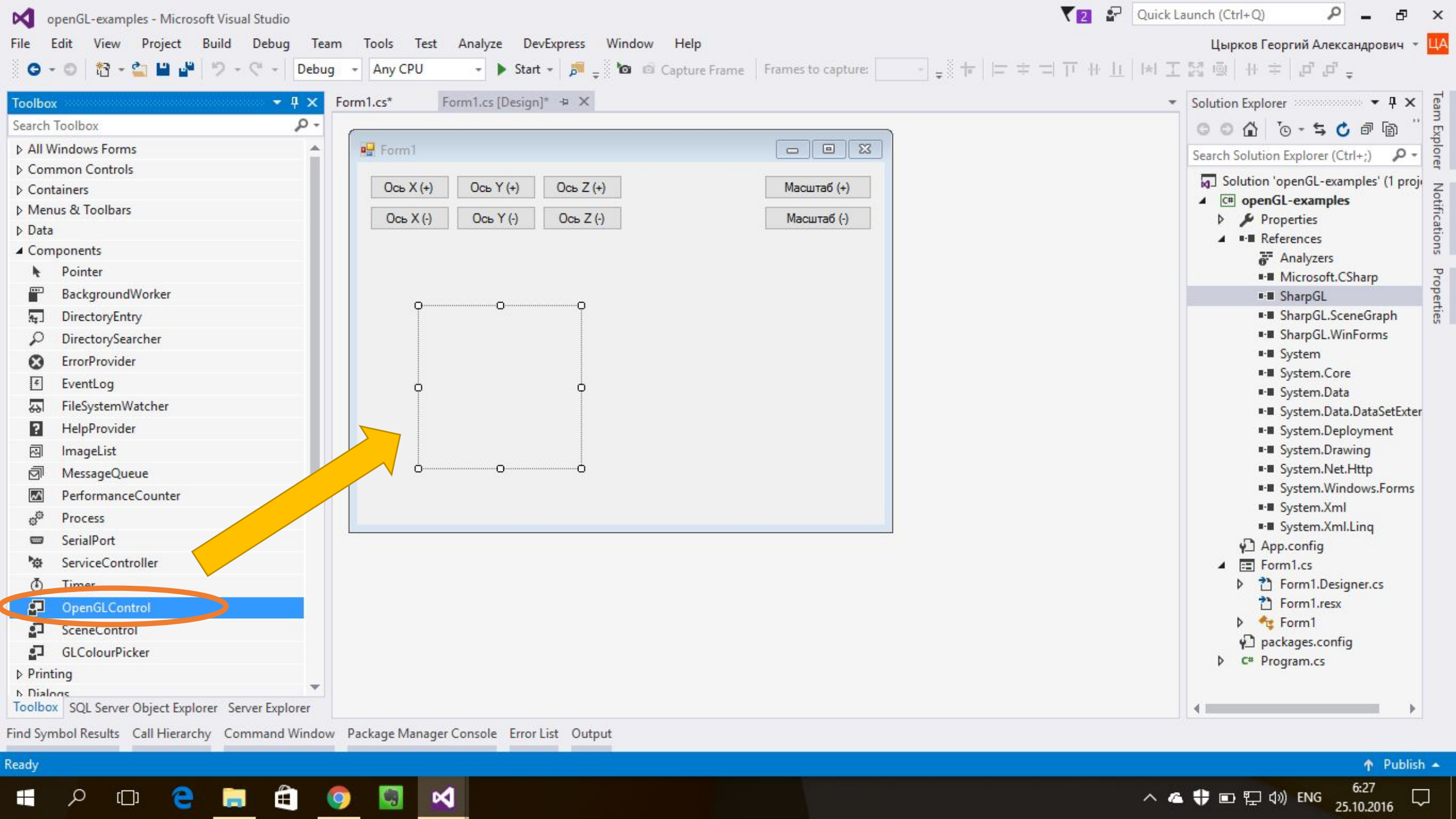


es (\*.dll; \*.exe)

ть

Отмена





Toolbox

Search Toolbox

- All Windows Forms
- Common Controls
- Containers
- Menus & Toolbars
- Data
- Components
  - Pointer
  - BackgroundWorker
  - DirectoryEntry
  - DirectorySearcher
  - ErrorProvider
  - EventLog
  - FileSystemWatcher
  - HelpProvider
  - ImageList
  - MessageQueue
  - PerformanceCounter
  - Process
  - SerialPort
  - ServiceController
  - Timer
  - OpenGLControl**
  - SceneControl
  - GLColourPicker
- Printing
- Dialogs

Toolbox SQL Server Object Explorer Server Explorer

Form1.cs\* Form1.cs [Design]\*

Form1

Ось X (+) Ось Y (+) Ось Z (+) Масштаб (+)

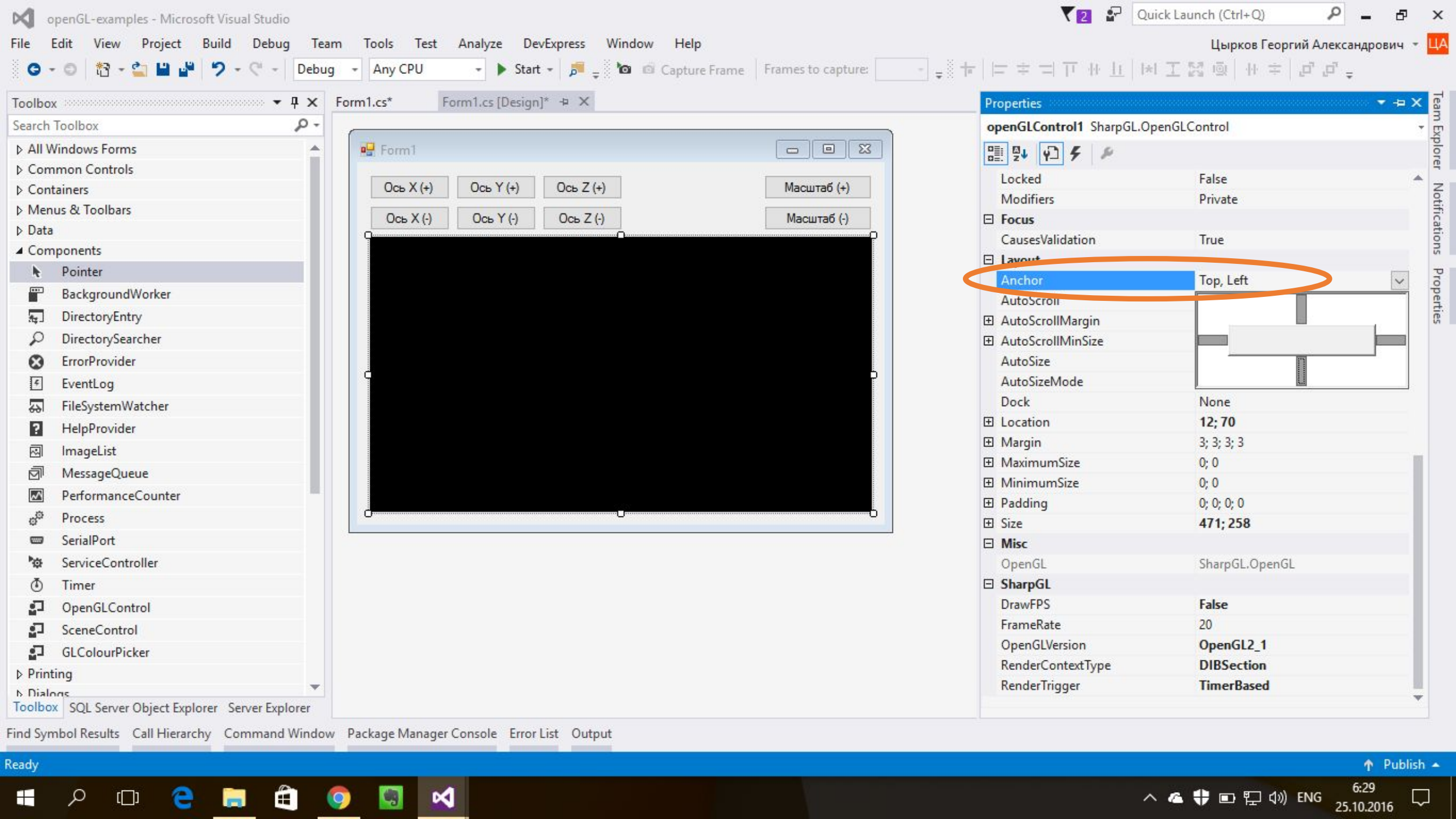
Ось X (-) Ось Y (-) Ось Z (-) Масштаб (-)

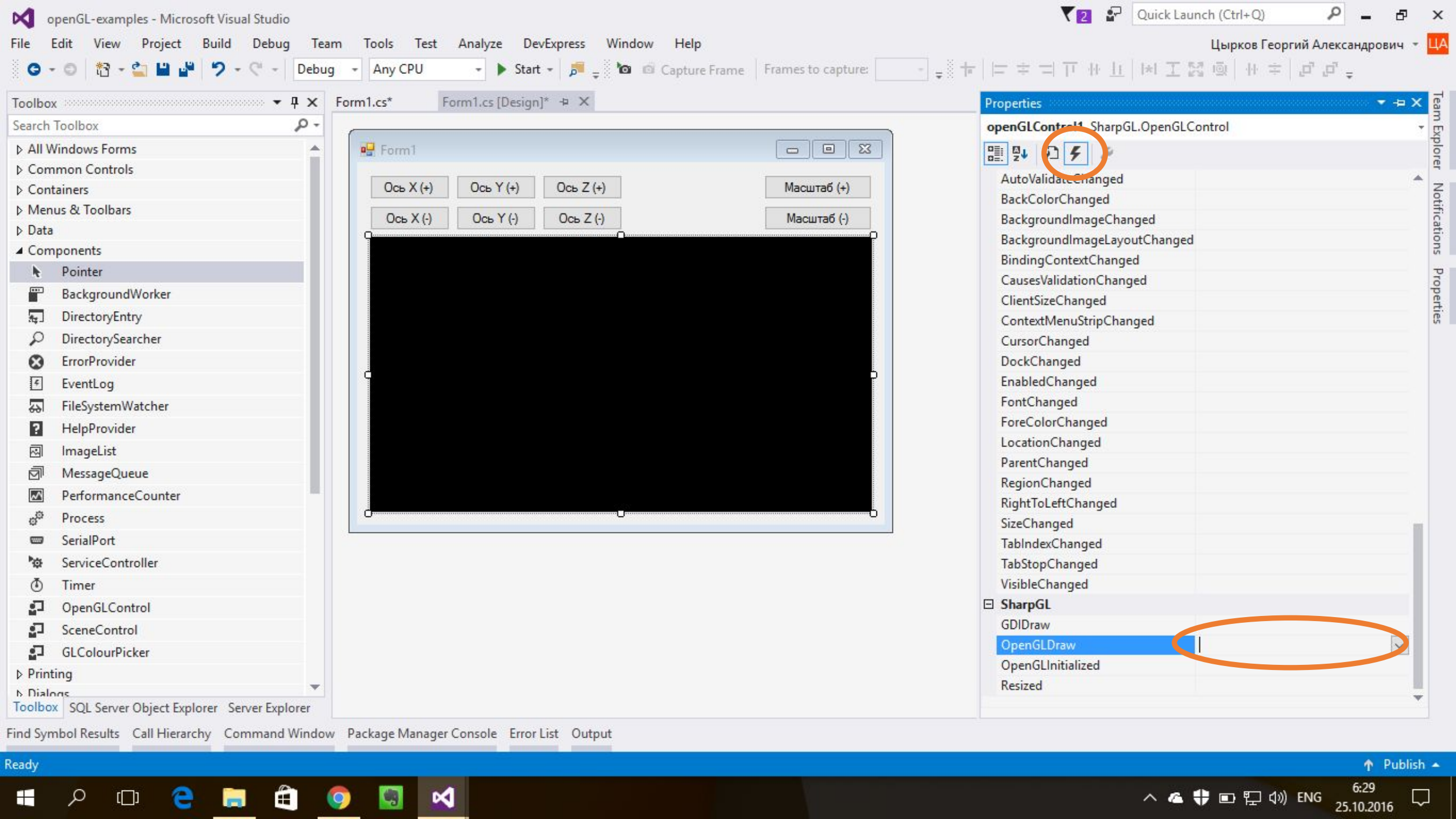
Form1 design surface showing a rectangular control and several buttons.

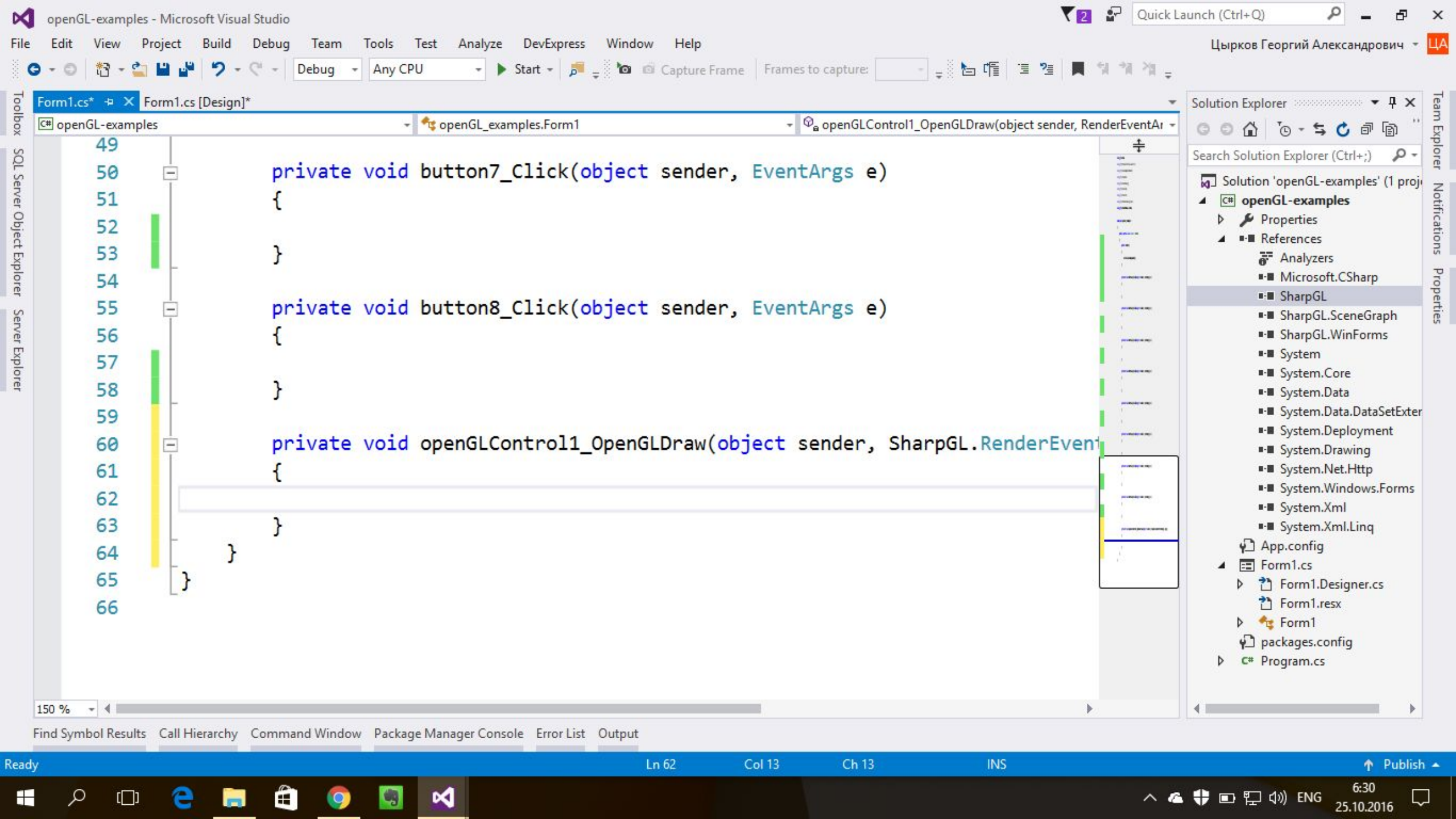
Solution Explorer

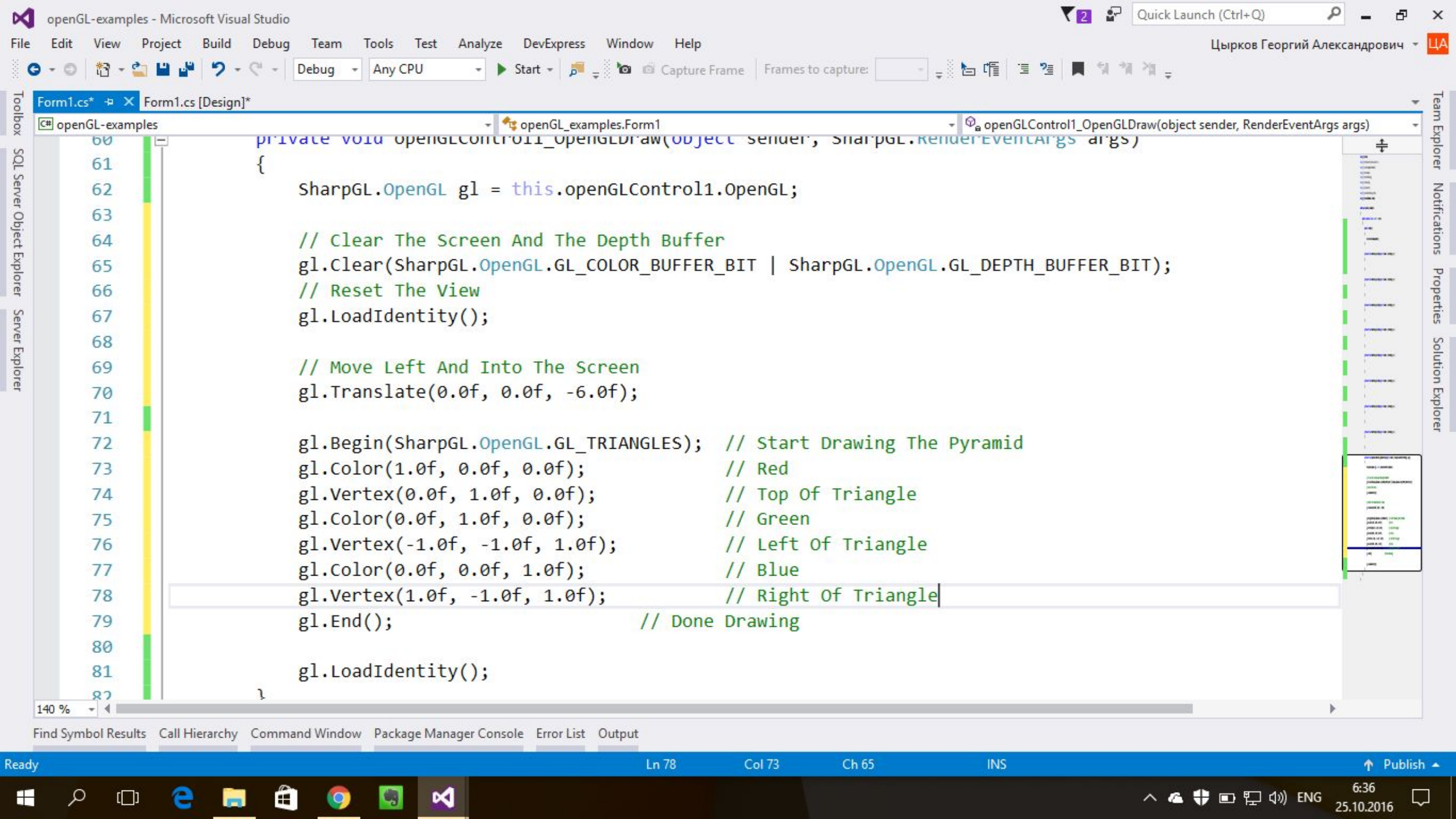
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Form1



Ось X (+)

Ось Y (+)

Ось Z (+)

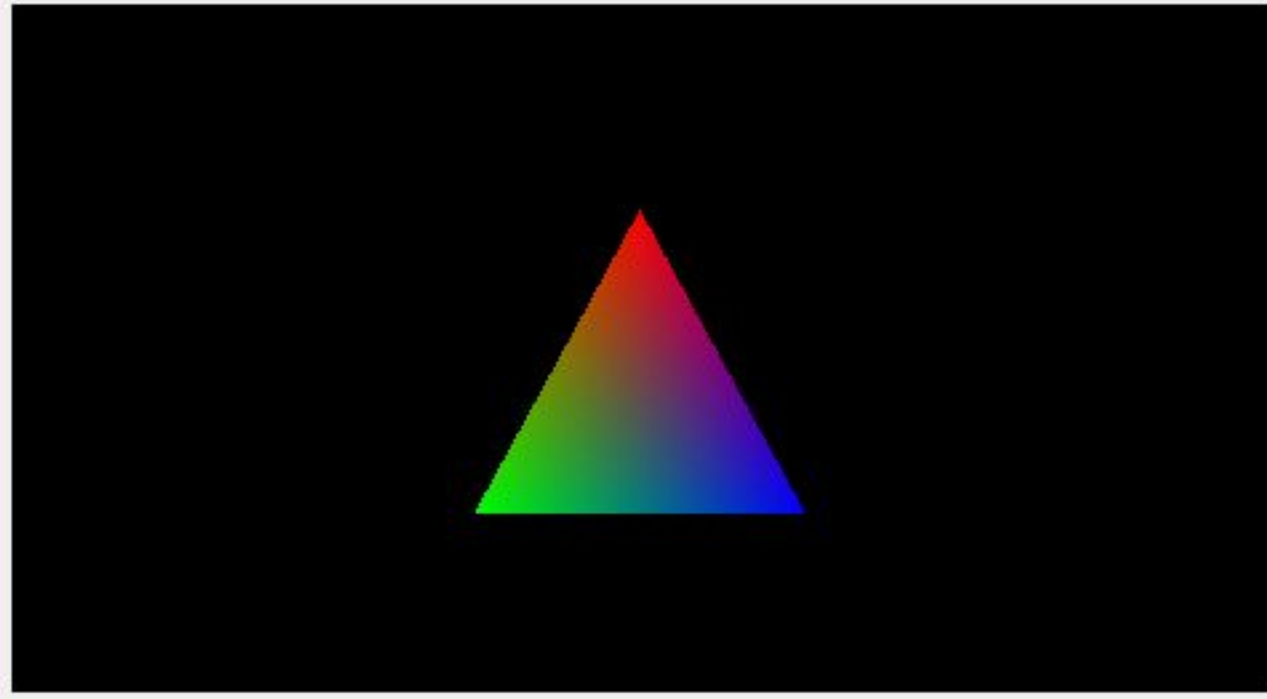
Масштаб (+)

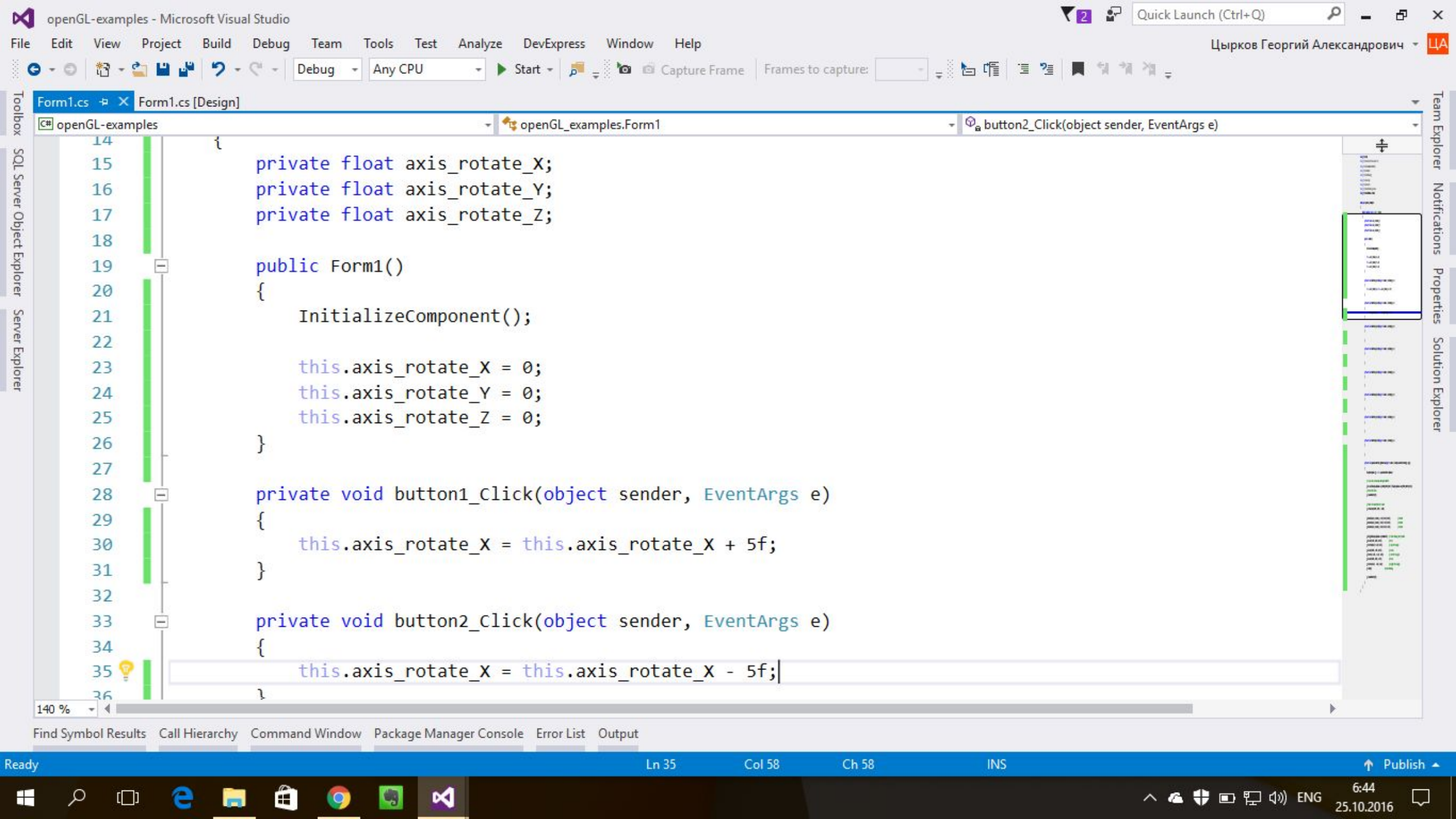
Ось X (-)

Ось Y (-)

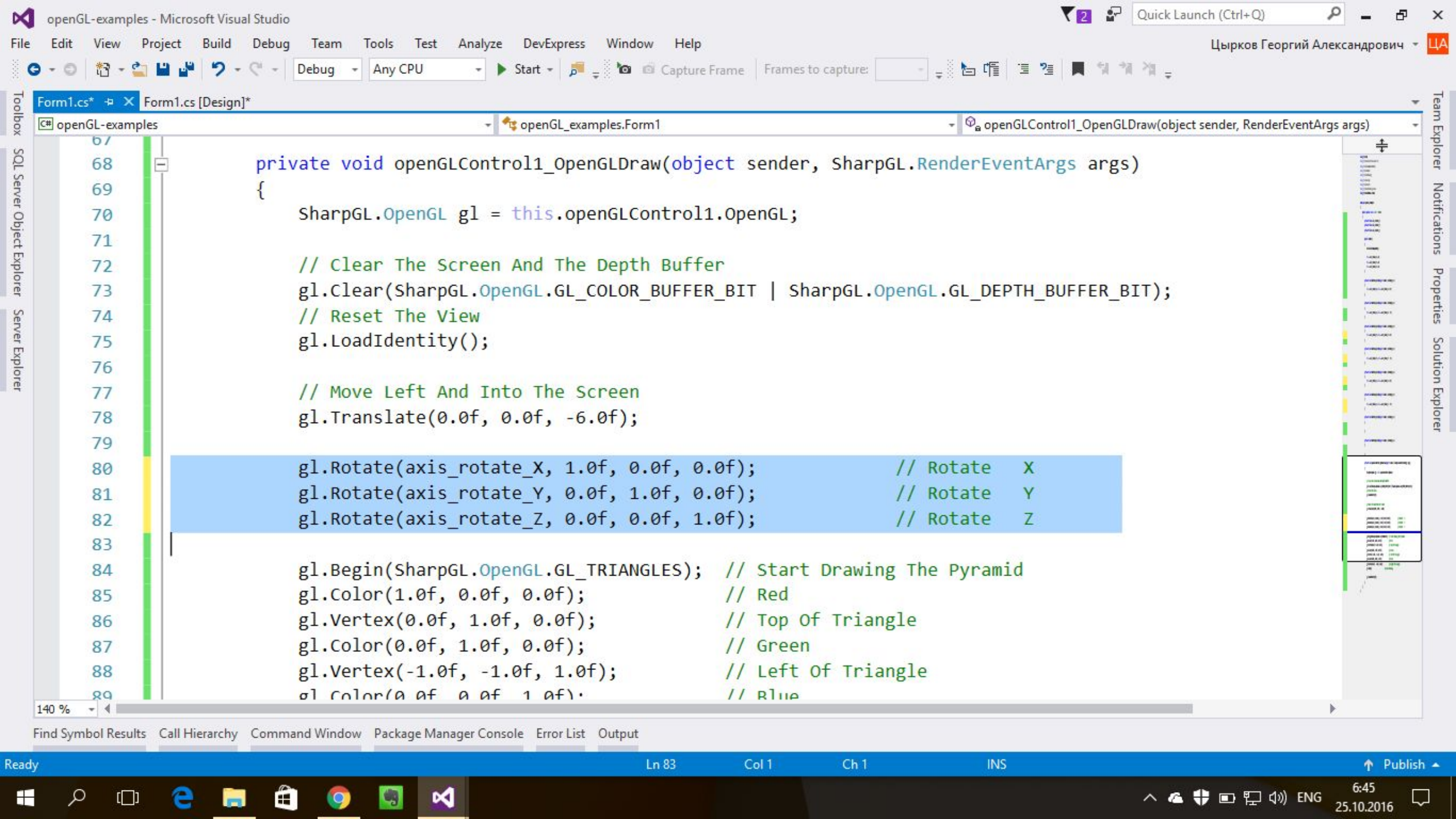
Ось Z (-)

Масштаб (-)



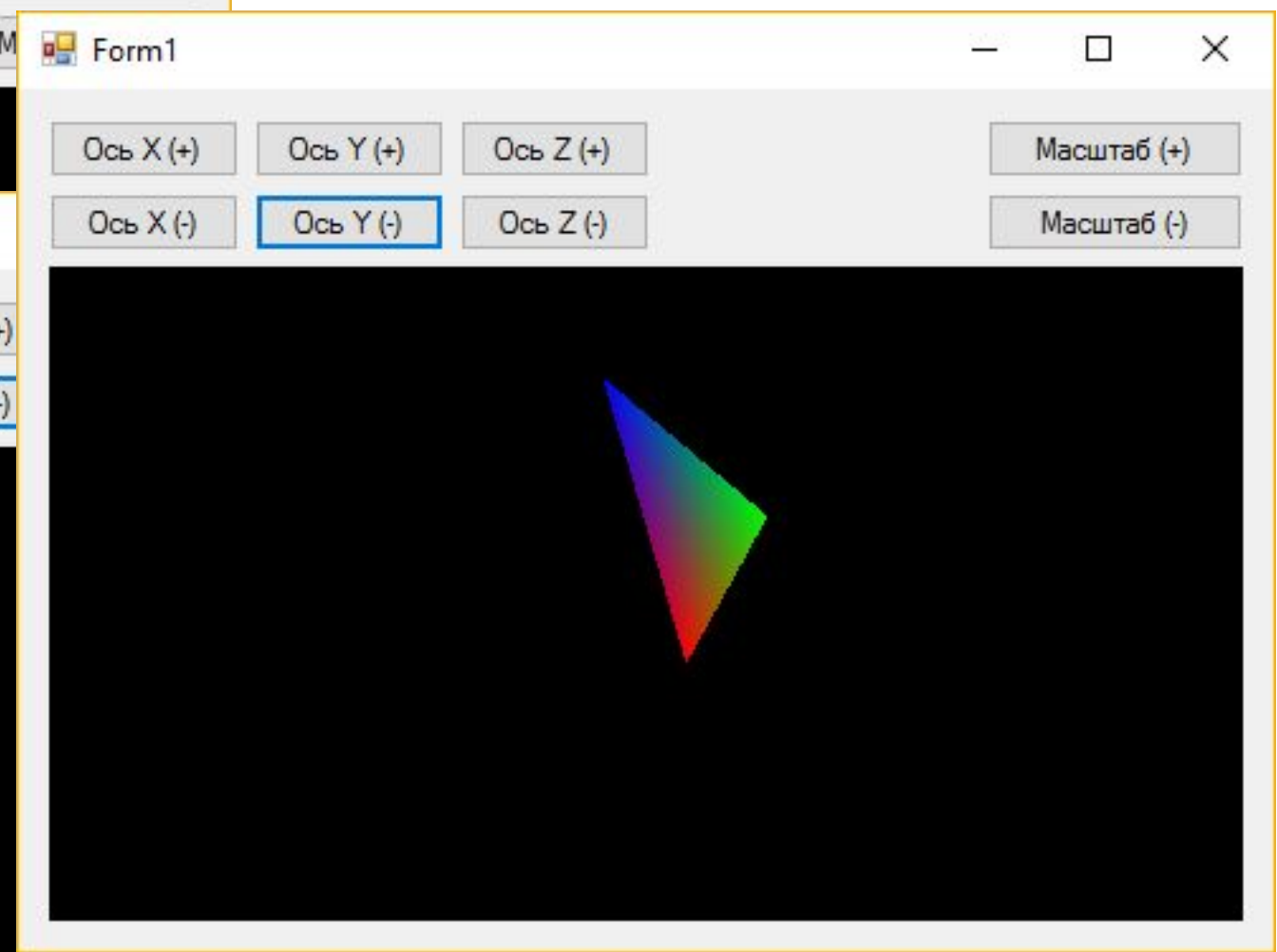
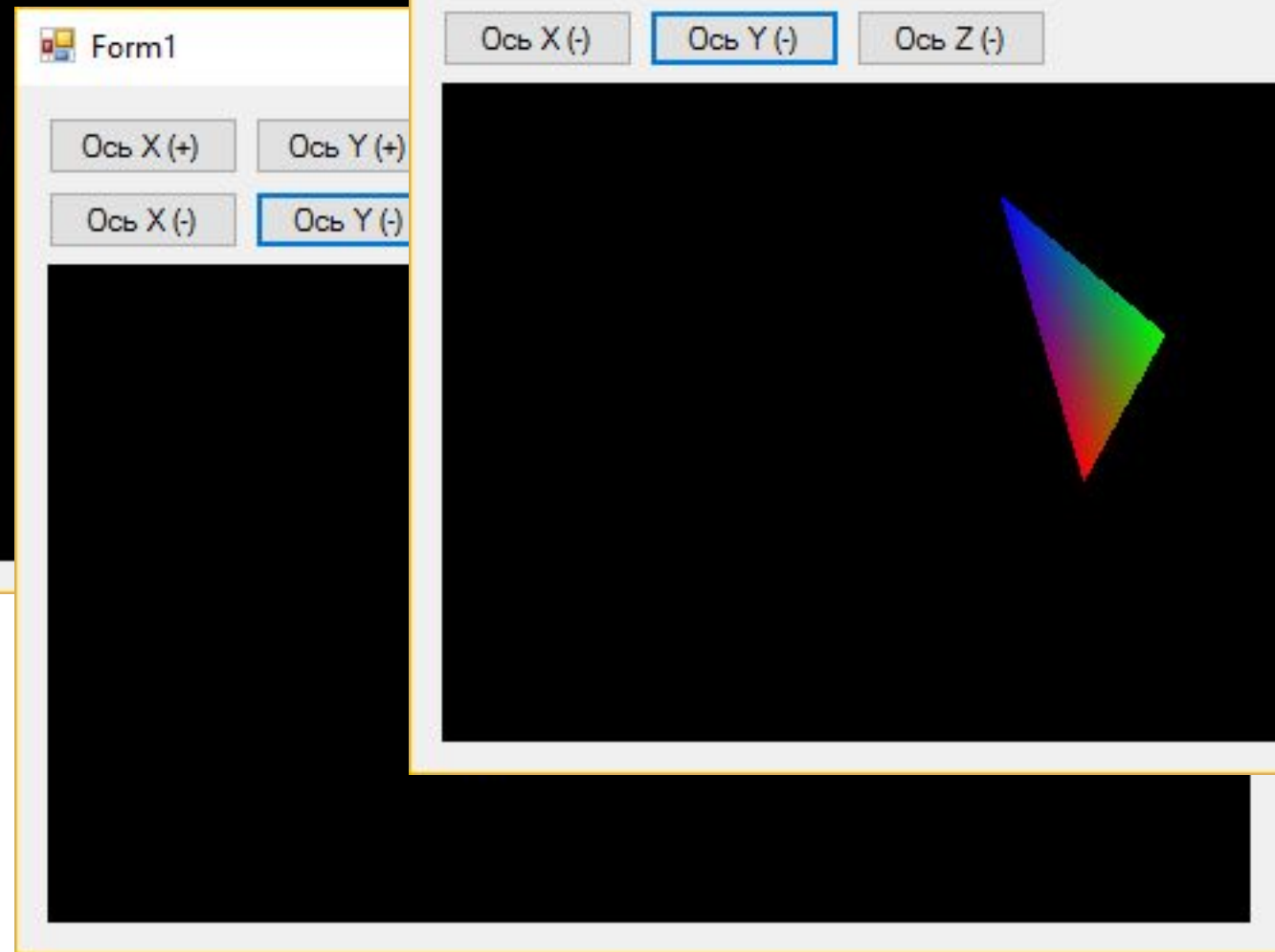
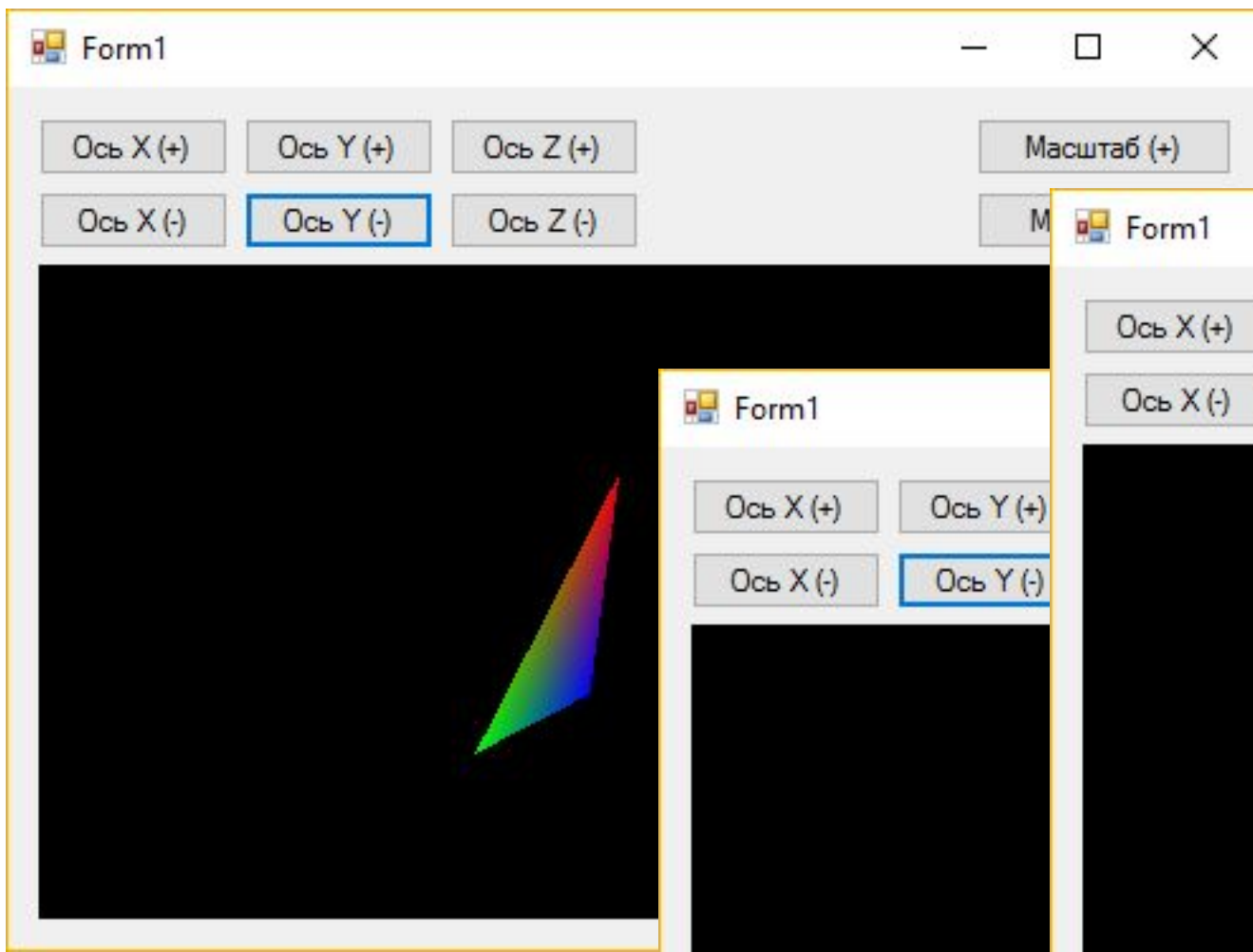


```
14 {  
15     private float axis_rotate_X;  
16     private float axis_rotate_Y;  
17     private float axis_rotate_Z;  
18  
19     public Form1()  
20     {  
21         InitializeComponent();  
22  
23         this.axis_rotate_X = 0;  
24         this.axis_rotate_Y = 0;  
25         this.axis_rotate_Z = 0;  
26     }  
27  
28     private void button1_Click(object sender, EventArgs e)  
29     {  
30         this.axis_rotate_X = this.axis_rotate_X + 5f;  
31     }  
32  
33     private void button2_Click(object sender, EventArgs e)  
34     {  
35         this.axis_rotate_X = this.axis_rotate_X - 5f;  
36     }  
}
```



```
67
68 private void OpenGLControl1_OpenGLDraw(object sender, SharpGL.RenderEventArgs args)
69 {
70     SharpGL.OpenGL gl = this.OpenGLControl1.OpenGL;
71
72     // Clear The Screen And The Depth Buffer
73     gl.Clear(SharpGL.OpenGL.GL_COLOR_BUFFER_BIT | SharpGL.OpenGL.GL_DEPTH_BUFFER_BIT);
74     // Reset The View
75     gl.LoadIdentity();
76
77     // Move Left And Into The Screen
78     gl.Translate(0.0f, 0.0f, -6.0f);
79
80     gl.Rotate(axis_rotate_X, 1.0f, 0.0f, 0.0f); // Rotate X
81     gl.Rotate(axis_rotate_Y, 0.0f, 1.0f, 0.0f); // Rotate Y
82     gl.Rotate(axis_rotate_Z, 0.0f, 0.0f, 1.0f); // Rotate Z
83
84     gl.Begin(SharpGL.OpenGL.GL_TRIANGLES); // Start Drawing The Pyramid
85     gl.Color(1.0f, 0.0f, 0.0f); // Red
86     gl.Vertex(0.0f, 1.0f, 0.0f); // Top Of Triangle
87     gl.Color(0.0f, 1.0f, 0.0f); // Green
88     gl.Vertex(-1.0f, -1.0f, 1.0f); // Left Of Triangle
89     gl.Color(0.0f, 0.0f, 1.0f); // Blue
```





```
OpenGL-examples - Microsoft Visual Studio
File Edit View Project Build Debug Team Tools Test Analyze DevExpress Window Help
Debug Any CPU Start Capture Frame Frames to capture:
Form1.cs* Form1.cs [Design]*
OpenGL-examples OpenGL-examples.Form1 OpenGLControl1_OpenGLDraw(object sender, Rend
83
84 gl.Begin(SharpGL.OpenGL.GL_TRIANGLES); // Start Drawing The Pyramid
85 gl.Color(1.0f, 0.0f, 0.0f); // Red
86 gl.Vertex(0.0f, 1.0f, 0.0f); // Top Of Triangle (Front)
87 gl.Color(0.0f, 1.0f, 0.0f);
88 gl.Vertex(-1.0f, -1.0f, 1.0f);
89 gl.Color(0.0f, 0.0f, 1.0f);
90 gl.Vertex(1.0f, -1.0f, 1.0f);
91
92 gl.Color(1.0f, 0.0f, 0.0f);
93 gl.Vertex(0.0f, 1.0f, 0.0f);
94 gl.Color(0.0f, 0.0f, 1.0f);
95 gl.Vertex(1.0f, -1.0f, 1.0f);
96 gl.Color(0.0f, 1.0f, 0.0f);
97 gl.Vertex(1.0f, -1.0f, -1.0f);
98
99 gl.Color(1.0f, 0.0f, 0.0f);
100 gl.Vertex(0.0f, 1.0f, 0.0f);
101 gl.Color(0.0f, 1.0f, 0.0f);
102 gl.Vertex(1.0f, -1.0f, -1.0f);
103 gl.Color(0.0f, 0.0f, 1.0f);
104 gl.Vertex(-1.0f, -1.0f, -1.0f);
105
```

```
OpenGL-examples - Microsoft Visual Studio
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Form1.cs* Form1.cs [Design]*
OpenGL-examples OpenGL-examples.Form1 OpenGLControl1_OpenGLDraw(object sender, Rend
105
106 gl.Color(1.0f, 0.0f, 0.0f); // Red
107 gl.Vertex(0.0f, 1.0f, 0.0f); // Top Of Triangle (Left)
108 gl.Color(0.0f, 0.0f, 1.0f); // Blue
109 gl.Vertex(-1.0f, -1.0f, -1.0f); // Left Of Triangle (Left)
110 gl.Color(0.0f, 1.0f, 0.0f); // Green
111 gl.Vertex(-1.0f, -1.0f, 1.0f); // Right Of Triangle (Left)
112 gl.End(); // Done Drawing The Pyramid
113
114 gl.LoadIdentity();
115
}
140 %
Ready Ln 112 Col 22 Ch 22 INS Publish
```

