The Mesa 3-D graphics library

Originally by Brian Paul
Ported to OpenStep by Pete French

Packaged as a framework by David Young

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There are no signifigant changes to the functionality of Mesa in the OpenStep framework. Please refer to the Mesa home site at **http://www.ssec.wisc.edu/~brianp/Mesa.html** for general information.

OPENSTEP Information

This framework was built and tested on an Intel Pentium 133 and a NeXT Turbo Cube, both running OPENSTEP for Mach 4.2PR2. I no longer have access to SPARC based workstations, so consider the binary forms untested.

There are four packages for this distribution:
Mesa3DFramework.NIS.b.tar.gz
    A tri-fat binary containing **GL.framework** and the GL headers needed to do development.

Mesa3DFramework.s.tar.gz
    Source code for the above, suitable for building with **ProjectBuilder**.

MesaDemos.NIS.bs.tar.gz
    Command-line demos for Mesa.

MesaView.NIS.bs.tar.gz
    Pete French's Mesa demonstration app.

Installation

The framework installs in **/LocalLibrary/Frameworks**, so you should wind up with **/LocalLibrary/Frameworks/GL.framework**. My justification for this is that most GL code expects to `#include <GL/gl.h>`, and this becomes possible with this layout. Hopefully when **Rhapsody** ships (or sometime thereafter) Apple will include real OpenGL support, with hardware acceleration, etc, and we won't need this.

The other two packages may be installed anywhere.

Warnings and Cautions

Some OpenGL code expects to include "glaux.h".

You'll need to change this to <GL/glaux.h>. Headers which would be a top level include (ie, <3d.h>) have been moved underneath the GL framework for this release, so the code change would be to <GL/3d.h>.

Warning on **gltk**, gltk is not finished. Under the Mesa distribution, it's coupled rather tightly with X. I will be developing an OPENSTEP aware version in the future.