Subject: Control with window handle
Posted by mdelfede on Sun, 11 Nov 2007 14:47:30 GMT
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I need to have a control with window handle (on linux), something like GLCtrl but with no OpenGL initialization... just an XWindow inside.
I'm trying to duplicate parts of GLCtrl, but I stumbled upon the need to access some core private stuffs, as GLCtrl does.
Checking CtrlCore, I see that GLCtrl is made friend of Ctrl class to allow low level access.

Wouldn't be better to have a windowed control ? SOmetimes it's useful.... lurking inside code it seems to me that DHCtrl (on windows) have a window handle.

Ciao

Max

p.s.: for now I'll do it with this damn'd trick of

#define private public
#include <CtrlLib/CtrlLib.h>
#undef private

sigh...