
Subject: Re: About DHCtrl and window handles...
Posted by [mdelfede](#) on Tue, 13 Nov 2007 14:34:58 GMT
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In order to avoid the need of make friends of GLCtrl all windowed x11 controls (and maybe it could serve for other purposes...)

I suggest to add these 2 protected members to GLCtrl :

```
////////////////////////////////////////
// Add subwindow to upp list of Xwindows
void Ctrl::AddUppXWindow(Window &w)
{
    int i = Xwindow().Find(None);
    if(i >= 0)
        Xwindow().SetKey(i, w);
    XWindow& cw = i >= 0 ? Xwindow()[i] : Xwindow().Add(w);
    cw.ctrl = this;
    cw.exposed = true;
    cw.owner = GetParent();
    cw.xic = NULL;
} // END Ctrl::AddUppXWindow()
```

```
////////////////////////////////////////
// Removes subwindow to upp list of Xwindows
void Ctrl::RemoveUppXWindow(Window &w)
{
    int i = Xwindow().Find(w);
    if(i >= 0)
    {
        Xwindow().SetKey(i, None);
        Xwindow()[i].ctrl = NULL;
    }
} // END Ctrl::RemoveUppXWindow()
```

This code is duplicated both in X11 Topwindow AND in GLCtrl, and is coming in my windowed X11 control too...

BTW, after I finish my X11 DHCtrl, I guess it would be not bad to rewrite X11 GLCtrl part to be derived of it... I'm already doing it for testing purposes.

Ciao

Max

p.s.: I'm thinking again that the good behaviour for event handling should start from TopWindow parenting child controls and propagated to them. AFAIK now, as is DHCtrl done (and mine too...) the parent of a windowed child control *don't* have any knowledge of events going to the child, as opposite as normal controls... maybe that can cause problems, I don't know yet.
