Subject: X11 Windowed control and others
Posted by mdelfede on Sun, 25 Nov 2007 00:41:59 GMT
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I made some patches / files added to :

1- Support X11 windowed controls (DHCtrl for X11)

2- Allow DHCtrl (only for X11 by now) to host childs as normal controls

3- Made X11 OpenGL control derived from newly created X11 DHCtrl for more consistent coding, plus some advantages.

Here are the patched files from 2296 today UVS release.
Files included in zip are :

CtrlCore.zip    Patched core files + added X11DHCtrl.cpp
GlCtrl.zip       Patched GlCtrl control

TestOpenGL.zip   Test file for both X11 DHCtrl control and new OpenGL control.

TestOpenGL.png   Screenshot of the demo

The demo shows a main window with inside an OpenGL control, a windowed panel with mouse coordinates on top of it and a kind of aerial view (another OpenGL control on top of first one).
For the moment, the demo is only for X11, aka Linux. If the patches are accepted I'll complete it with a Windows version.

Technical note : the most work of all that was in CtrlCore packages, as UPP didn't allow windowed controls as child controls, i.e.

if(parent == NULL) ==> the control has NO window handle

That leaded to the mixed use of "!parent" and "top != NULL" for the tests if a control has an handle; more, "top" structure was unioned with other pointers used only in child controls.
Thus I had to separate 'top' from union and check all uses of 'parent' member to check if a control has handle and replace all with a check on 'top' member.
Quite all the work already done should be ok for windows version too, with only some more patches to apply.

Code is fully commented, so it should be selc-documenting.

Ciao

Max

## File Attachments

1) X11DHCtrl.zip, downloaded 495 times