

---

Subject: Re: X11 Windowed control and others  
Posted by [mdelfede](#) on Sat, 01 Dec 2007 15:41:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

New version (some bugs corrected of the control.  
The zip file here contains a diff file (X11DHCtrl.diff) that must be applied to core classes.  
In UPP main folder (NOT in uppsrc subfolder) copy the X11DHCtrl.diff file and do :

```
patch -p0 < X11DHCtrl.diff
```

Patched files are :

```
CtrlCore/Ctrl.cpp  
CtrlCore/CtrlCore.h  
CtrlCore/CtrlCore.upp  
CtrlCore/CtrlDraw.cpp  
CtrlCore/X11Proc.cpp  
CtrlCore/X11Wnd.cpp  
GLCtrl/GLCtrl.cpp  
GLCtrl/GLCtrl.h
```

Plus an added file :

```
CtrlCore/X11DHCtrl.cpp
```

Inside zip file is include a demo; just create a folder in MyApp named TestGL, unzip TestGL archive into it and compile in TheIDE.

As before, the files are \*only\* for X11 version.... Win version coming soon !

Files are patched from the latest 2304 Uvs devel code.

Ciao

Max

---

### File Attachments

1) [X11DHCtrl.zip](#), downloaded 465 times

---