
Subject: Re: X11 Windowed control and others
Posted by [mdefede](#) on Sat, 01 Dec 2007 15:41:39 GMT
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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.hpp
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 485 times
