
Subject: Re: More GLCtrl

Posted by [mdelfede](#) on Mon, 20 Oct 2008 20:17:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

luzr wrote on Mon, 20 October 2008 20:51mdelfede wrote on Mon, 20 October 2008 08:26luzr wrote on Sun, 19 October 2008 18:20I believe all should be fix now.

Note: DHCtrl was never intended to have children... Therefore, rather than rewriting half of CtrlCore, I have solved the issue by restructuring GLCtrl - it has now DHCtrl as child (and derives from ParentCtrl).

Thanks for hint and a quality testcase - I have put it to upptst for further use

Mirek

Eh, do you remember when some monthes ago I told you CtrlCore would need some strong refactoring ?

Writing Linux GLCtrl was a nightmare because of the impossibility of having childs of windowed controls.

IMO you do not really appreciate nightmares if it would actually be directly possible....

Quote:

But I agree with you, it would be a *big* effort to clean up CtrlCore classes.

IMO, worst thing is that it would be *wrong* effort.

Most of complication in CtrlCore are caused by necessary "impedance mismatch" between U++ and underlaying host system API. "clean up" would most likely produced code that is nice, but does not work. Making it work would then bring us to the current status again...

Mirek

Well... I'd not call it a "wrong" effort. It would make control behaviour more uniform between windowed and non-windowed controls, from the user's point of view.

BTW, by now it's not a big concern, being GLCtrl the only windowed child control in UPP... but it can change in future

IMHO to have the "correct" behaviour is not impossible, but it does indeed require some work, which maybe isn't worth the effort at the moment.

Max
