Subject: Re: Is there an example/links how to use X11 DHCtrl?
Posted by dolik.rce on Mon, 24 May 2010 09:30:00 GMT
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Hi Aris,

Did you have a look at GLCtrl/X11GLCtrl.cpp? It is (most unusually) quite well commented and shows basically all you probably need. The reference app GLPaint compiles and runs fine on Linux.

Some info about DHCtrl as I understand it (which might not be corect...): In U++ everything is painted using single context (in X11) or window handle (on win32). If someone needs to do some painting using native routines, e.g. to render openGL, you must support context/handle and that is why DHCtrl exists. It is like any other Ctrl, with the exception, that it has it's own context/handle. So basically you can do with it whatever you could do using native painting procedures.

Sorry if you already knew all that

Honza