Subject: GtkWidget inside U++
Posted by dolik.rce on Wed, 02 Jun 2010 07:35:00 GMT

Hi everyone,

I would like to ask if, by chance, someone ever tried incorporating GtkWidget into U++? Preferably on Linux, but I'll take even win32 solutions

I guess it could be done using DHCtrl, but I probably lack the necessary knowledge of GTK internals. It would help me a lot if someone ever tried this and could give me some hints (even about the unsuccessful attempts).

I'm not really keen to dive into GTK sources... there is more casting than in average RPG game It really makes me glad I found the neat and polished U++.

Best regards,
Honza