
Subject: Re: GtkWidget inside U++
Posted by [mirek](#) on Thu, 03 Jun 2010 17:23:36 GMT
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dolik.rce wrote on Wed, 02 June 2010 03:35Hi 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

Well, chameleon creates and (mis)uses Gtk widgets, but I am not sure it counts...

But perhaps it would be possible to extend and create event inputs and outputs for gtk widgets. Not sure it is worth the effort...

BTW, one thing I would like to have is possibility to use gtk file selector. Unfortunately, things are not pretty, as in X11, we would have to use Gtk event loop, which means no events would ever get propagated back to U++, which means that our windows would be inactive (including paint events) while Gtk dialog is displayed...