
Subject: Re: GtkWidget inside U++
Posted by [koldo](#) on Fri, 04 Jun 2010 06:32:28 GMT
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dolik.rce wrote on Thu, 03 June 2010 20:46luzr wrote on Thu, 03 June 2010 19:23Well, 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...

Hi Mirek,

Creating the widget (as chameleon does) is simple, but using it is completely different story

In between I came to the same conclusion (and Andrei told me he hit the problem some time ago too). To get gtk widgets working, the gtk event loop must run, which ruins the rest of the app. I wonder if it would be possible to emulate the events for gtk using U++ event loop... But I'm probably not even trying to write that

The reason why I ask this was web_view, the widget allowing really simple use of Webkit. Libwebkit is available on most Linux distros, win and mac as well. Well, looks like someone will have to write an U++ port of Webkit

Thanks for your response,
Honza

Hello Honza

Do you mean "the lost link" between Libwebkit (a portable web browser based on Safari) and U++ is the Gtk+ event loop that Libwebkit requires?.

In the last case would it be possible to launch webkit in a separate thread with its own Gtk+ event loop with a bridge to U++ code handling commands, windows resizing and events between main program and browser?

For example, in video player I am working there are now at least these threads:

- SDL event loop
- Video handling
- Audio handling

Video is showed in a separate window so bridge code handles resizing and send commands from

U++ to SDL event loop.

If everything goes right it will be possible to:

- plug SDL events to U++ events, so a mouse left click in video window could be sent to U++ to show a menu
 - use U++ window instead of SDL window
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