
Subject: layout bug with glctrl

Posted by [abductee](#) on Thu, 10 Jun 2010 21:54:51 GMT

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hi, i recently came to recognize this one.

it seems that in concert with the splitters the gl-ctrl does not center correctly.

i've written a small testcase in wic everytime GLPaint gets called the GLScreen is cleared with a new random color so its convievable when render(or rather GLPaint) happens.

```
#include <GLCtrl/GLCtrl.h>

using namespace Upp;

struct OpenGLExample : GLCtrl {
    Point point;

    virtual void GLPaint() {
        StdView();

        float col = (float)rand()/(float)RAND_MAX;
        float col1 = (float)rand()/(float)RAND_MAX;
        float col2 = (float)rand()/(float)RAND_MAX;
        glClearColor( col,col1,col2,0.0 );
        glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);
    }

    virtual void MouseMove(Point p, dword) {
        point = p;
        Refresh();
    }
};

GUI_APP_MAIN
{
    Ctrl::GlobalBackPaint();
    TopWindow win;
    OpenGLExample gl;
    Button b2,b3;
    Splitter s;
    s << b2 << b3;
    s.Horz();
    gl.HCenterPos(300).VCenterPos(200);
    b3.Add( gl );
    win.Add(s.HSizePos(10, 10).VSizePos(10, 10));
    win.Sizeable().Zoomable();
    win.Open();
    win.Run();
}
```

hope that helps,
cheers abductee
