Subject: GLCtrl questions
Posted by cbpporter on Mon, 13 Sep 2010 09:52:27 GMT

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I have a few questions about GlCtrl. I don't know too much about OpenGl because I'm more on the side of DirectX. But for some pretty basic stuff it should suffice and setting up DirectX is not easy.

1. As far as I can tell, except for the control itself standard OpenGl API is used. This means that one can do anything with GLCtrl that one can do with straight forwards OpenGl? Also, these function seem to not take any destination. Can I have more OpenGl views at the same time?

2. Can you have other controls inside the OpenGl control? And does normal (HDC based for Windows) draw operation work on that control? Can I render a 3D scene and then draw a line on top of it without OpenGL?

3. How can I make my application full screen and supply a resolution? Also, is it possible for OpenGL in fullscreen mode to use full/real hardware accelerated page swapping (not just hardware accelerated bliting)?