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Subject: Re: GLCtrl questions

Posted by [cbpporter](#) on Fri, 01 Oct 2010 15:00:58 GMT

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I did something silly: I wrote a very rudimentary bridge/wrapper system that maps U++ like controls to Irrlicht controls. It only works for 3 widgets, but changing Button to DeviceHw::Button and recompiling does the job. Maybe I can get a define going and switch between builds U++ controls to Irrlicht controls. Of course, only a small subset of methods has been implemented and the entire thing is quite hacky and might blow up anytime.

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