during debug of sdl backend i noticed a bug:

Win32Wnd.cpp:857
should have parenthesis around (ctr ? .. : ..)
have the same line in SDLFb, and it properly quits only with paranthesis. so quite sure the
compiler does not recognize the meaning properly.

```
 while(!EndSession() && !quit && (ctrl ? ctrl->IsOpen() && ctrl->InLoop() :
GetTopCtrls().GetCount()))
```

BTW
CtrlCore.h:1007

```
+ bool    IsIgnoreMouse() const                { return ignoremouse; }
```

shouldn't
X11Proc.cpp:49 read this? similar to Win32Proc.. the K_ALT_KEY was missing

```
dword Ctrl::KEYtoK(dword key)
{
 if(key == K_ALT_KEY || key == K_CTRL_KEY || key == K_SHIFT_KEY)
  return key;
 if(GetCtrl()) key |= K_CTRL;
 if(GetAlt()) key |= K_ALT;
 if(GetShift()) key |= K_SHIFT;
 return key;
}
```

patch0 suggested PLATFORM_X11 changes for TDraw/util.cpp..
do you have other plans for them? i attach the this single patch again. i know of the
PLATFORM_X11 legacy define..but uppsrc should be clean from it..uppsrc is not old legacy

EDIT: btw: is there a reason why the UWord doesnt work with WinGl? (asuming addint the right
packeges). it crashes..

File Attachments
1) x11.patch, downloaded 408 times