Subject: Re: freetype2 and FTGL libraries
Posted by koldo on Wed, 21 Sep 2011 11:45:29 GMT
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Hello Massimo

For a week I am far from my Linux so I cannot try the package.

In Windows, I have got the same problem. Control does not get the keys.

Debugging inside I think the problem is in GlCtrl.h, line 142:

Now the costructor is:

```
 GLCtrl(int  depthsize = 24, int  stencilsize = 0, bool doublebuffer = true,
      bool multisamplebuffering = false, int  numberofsamples = 0)
  : depthSize(depthsize),
    stencilSize(stencilsize),
    doubleBuffering(doublebuffer),
    multiSampleBuffering(multisamplebuffering),
    numberOfSamples(numberofsamples)
 {
  NoWantFocus();  <<<<==== HERE
  Transparent();
  pane.ctrl = this;
  Add(pane.SizePos());
 }
```
You can see the NoWantFocus() inside. If we remove that line, your demo works perfectly
handling the keyboard.

Mirek, Daniel, could it be possible to remove that line?