
Subject: Re: freetype2 and FTGL libraries
Posted by [mirek](#) on Wed, 21 Sep 2011 12:38:00 GMT
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koldo wrote on Wed, 21 September 2011 07:45Hello 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 constructor 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?

It is just default setting for GLCtrl (because the guess at the time was that in majority of cases, GLCtrl will be 'static display'). You can always revert it by calling WantFocus.

Mirek
