

---

Subject: An OpenGL ctrl for Linux / X11

Posted by [cyrion](#) on Fri, 02 Jun 2006 16:40:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi,

I have just finished (the first version of) an opengl ctrl for X11.

It works well but I had to make modifications to U++ core, and I would like to know if there is a best way to proceed.

The modifications I have made are:

1/ in CtrlCore.h, class Ctrl :

\* I put the static ArrayMap<> Xwindow() in protected section.

I had to do so because the Create() method does not allow to use another X visual than the top window one. So I had to put my new X (sub)window "by hand" into the static ArrayMap of windows.

\* I added a 'bool UseGLXVisual' (in protected section), defaulting to false except in my new Ctrl.

2/ in X11Wnd.h

\* in Ctrl::DoPaint(), I 'return' without creating a GC if UseGLXVisual is true (just before XCreateGC).

I had to do so to prevent the Ctrl::Draw() method to be called with a GC context that is not compatible with my X window.

Finally, all seems to work fine : resizing, moving, hide/show, multiple gl ctrls, etc...

I hope that the source code will be more comprehensible than my english.

Btw, \_many\_many\_ thanks for this wonderful library !

Damien

(Linux 2.6, debian, Xorg, U++ 605)

---

## File Attachments

1) [openglctrl.tgz](#), downloaded 1835 times

---