
Subject: [EDIT] An OpenGL ctrl for Linux / X11
Posted by [cyrion](#) on Sat, 03 Jun 2006 10:36:31 GMT
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Hi,
Below are the modifications I have done to the CtrlCore package.
In the attached file you will find a working example of the gl ctrl (a spinning cube). I also added the binary (for Linux i386).

Modifications to CtrlCore.h

```
(...)  
static dword KEYtoK(dword);  
  
protected:  
    bool UseGLXVisual; // here !  
  
private:  
    Ctrl(Ctrl&);  
    void operator=(Ctrl&);  
  
(...)
```

and here:

```
(...)  
#ifdef PLATFORM_X11  
protected:  
    struct XWindow {  
        Ptr<Ctrl>    ctrl;  
        bool        exposed;  
        Vector<Rect> invalid;  
        Ptr<Ctrl>    owner;  
        Ptr<Ctrl>    last_active;  
        XIC          xic;  
    };  
    static ArrayMap<Window, XWindow>& Xwindow(); // here !  
private:  
    static Ptr<Ctrl> WndCaretCtrl;  
(...)
```

Modifications to X11Wnd.cpp

```

(...)
void Ctrl::DoPaint(const Vector<Rect>& invalid)
{
(...)

    if( UseGLXVisual ) // here !
        return;

    GC gc = XCreateGC(Xdisplay, (Drawable)top->window, 0, 0);
#ifdef PLATFORM_XFT

(...)

```

And finally to Ctrl.cpp

```

(...)
Ctrl::Ctrl() {
    LLOG("Ctrl::Ctrl");
(...)
    unicode = false;
    UseGLXVisual = false; // here !
}
(...)

```

Damien.

File Attachments

1) [example.tgz](#), downloaded 2090 times
