Subject: Re: An OpenGL ctrl for Linux / X11
Posted by mirek on Tue, 06 Jun 2006 15:59:24 GMT

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cyrion wrote on Tue, 06 June 2006 10:02Hi,
I am aware of the GL Ctrl working on Windows, that's exactly why I made the posix version
What I wanted to know was if there was a best way to proceed, i.e. while avoiding modifying the
core of Upp.
If all seems ok, I could make it portable with a couple of #ifdef in the Upp GLCtr, and if you are
interested, you could use it for the next release.
This would be my first contribution to Upp !

Perfect!

That would be an important milestone, as by that act, we would finally reach Linux/Win32 parity
(because other things like printing and clipboard are being resolved now as well).

BTW, IMO "UseGLXVisual" could be replaces by existing "BackPaint(EXCLUDEPAINT)".

Mirek