
Subject: Re: An OpenGL ctrl for Linux / X11
Posted by [cyrion](#) on Tue, 06 Jun 2006 17:48:23 GMT
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luzr wrote on Tue, 06 June 2006 17:59

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

I have just tested BackPaint() but it doesn't work because DoPaint() is still called with a bad X visual

I get things like that :

X Error: BadDrawable (invalid Pixmap or Window parameter), request: X_CreateGC, resource id: 136899272 = 828EAC8

X Error: BadGC (invalid GC parameter), request: X_SetClipRectangles, resource id: 48234558 = 2E0003E

X Error: BadGC (invalid GC parameter), request: X_SetClipRectangles, resource id: 48234558 = 2E0003E

X Error: BadGC (invalid GC parameter), request: X_SetClipRectangles, resource id: 48234558 = 2E0003E

X Error: BadGC (invalid GC parameter), request: X_FreeGC, resource id: 48234558 = 2E0003E

IMHO, instead of using a variable like my dirty UseGLXVisual it would probably be best to take into account the fact that some controls can require special visuals that does not require a Draw object to be created. But I don't know how ! (a kind of BackPaint(3DPAINT) ?)

In the end, I think that Ctrl::Paint() should still be called, but with a 'null/disabled' Draw object in parameter...