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Subject: Re: An OpenGL ctrl for Linux / X11  
Posted by [cyrion](#) on Thu, 08 Jun 2006 05:00:12 GMT  
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Hi,

I checked on windows to see how it works. I'm not sure, but I think that BackPaint(EXCLUDEPAINT) does the job for Windows, but not exactly in the same manner for Linux because the GC is always created.  
While using BackPaint(EXCLUDEPAINT), my problem disappear only if I don't call the inherited EventProc() of Ctrl in my OpenGLCtrl::EventProc, but in this case Frames are never painted !  
I run out of ideas.

In addition, a desirable feature would be that Ctrl objects (at least GL ctrls) receive a 'POSITION' event. Currently I have to watch for a modification of the widget position each time Paint is called, which slows down rendering.  
BTW, the windows version of the gl ctrl does not handle displacements of the ctrl. For instance, try to use win.Add( gl.BottomPos( 0, 120).RightPos( 0, 120 ));

In the attached file I put a small app using the new version of the Ctrl. It now handles multiples GL widgets on the same app automatically.

Damien.

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### File Attachments

1) [glctrl\\_app.tar.gz](#), downloaded 1857 times

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