Subject: Re: An OpenGL ctrl for Linux / X11
Posted by mirek on Fri, 09 Jun 2006 12:39:27 GMT

cyrion wrote on Thu, 08 June 2006 01:00Hi,

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.

Of course it is - it is used to paint sibling Ctrls...

Quote:
In addition, a desirable feature would be that Ctrl objects (at least GL ctrls) receive a 'POSITION'
event.

There is "State" virtual that should get called when position changes - in that case, the parameter
is equal to "LAYOUTPOS".

Note that this is overloaded in DHCtrl and should do position syncs...

Mirek