Subject: Re: An OpenGL ctrl for Linux / X11
Posted by cyrion on Fri, 09 Jun 2006 16:01:19 GMT
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Mirek, thanks for your quick answers and your patience.

After many hours checking U++ source code as well as my source code, I think there are some bugs into the core:

pb#1: my widget never receive LAYOUTPOS when the position change. However LAYOUTPOS is received when it is resized.

pb#2: when I put my gl ctrl into a TabCtrl, itself contained into another TabCtrl, my function RectInTopWindow

```
Rect OpenGLCtrl::RectInTopWindow() const
{
 return GetScreenView() - GetTopCtrl()->GetScreenRect().TopLeft();
}
```

does not return a good value. I suspect that GetTopCtrl() does not return the good top ctrl.

pb#3: My new x subwindow with a special visual generates X errors when Paint() is called, except if I use my IsGLXVisual variable to prevent DoPaint to create a graphics context.
If I use BackPaint(EXCLUDEPAINT), I can get rid of X errors if I don't call the inherited Ctrl::EventProc(w, event), void OpenGLCtrl::EventProc(XWindow& w, XEvent *event)

```
{
 // Flush 'Expose' events
 while( XCheckWindowEvent( Xdisplay, SubWindow, ExposureMask, event )) {};

 if( IsMapped )
  OpenGLPaint();

 Ctrl::EventProc(w, event );
```

} but in this case the frames surrounding my Ctrl (like InsetFrame for instance) are not displayed anymore.

pb#4: When the app window is resized, my ctrl receive a lot of SHOW events, that make my X subwindow swapping to hide/show state. This slows down the resizing process in this case (that is, a X sub window, not a standard ctrl).

If you have time for that, please look at my source code. It would be a great help for me to find if I made a mistake or don't understand something. At this point, I have no more ideas to make my GL Ctrl working without modifying the U++ core.

Sincerely,
Damien.