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Subject: GTK backend

Posted by [mirek](#) on Tue, 01 Jan 2013 10:53:30 GMT

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I have just committed "initial release" of GTK backend for U++.

What exactly it means: Instead of using X11 directly, this new code goes through GTK to reach X11. The reasons for this work:

- it was a nice training before getting involved with MacOS X
- GTK encapsulates some atrocities of X11 (well, it replaces them with problems of its own, but still). GTK is now de-facto Linux standard, so we can expect it to run well on all distros.
- GTK itself supports some other platforms, so in theory it should be able to use U++ there too. Of special importance here is Wayland....
- It will be principally possible to use some of GTK+ dialogs (file selector!) in U++ apps, perhaps even some widgets once DHCtrl is implemented.

NOTE that this does not mean that U++ is now GTK based. We are only using single widget class from GTK: GtkWindow and implement all U++ widgets in CtrlLib...

Current stage is complete enough to run TheIDE and most of other U++ code, missing is DHCtrl, OpenGL support and TrayIcon.

X11 backend is still default; you can activate GTK backend by adding "GTK" to main flags. It is also possible to setup U++ build method to have this as default: Create guiplatform.h file somewhere, put "#define flagGTK" into it and the path to it to the include pathes in Build Methods.

Mirek

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