Subject: [DEPRECTED] GLDrawDemo - Resizing dosen't work.
Posted by Klugier on Sat, 01 Mar 2014 22:48:49 GMT
View Forum Message <> Reply to Message

Hello,

It seems that resizing in GLDrawDemo dosen't work properly.

The first worse solution is just to add explicit glVieport invocation in GLPaint() method(GLDrawDemo - main.cpp - Line 10):

```
 virtual void GLPaint() {
  Size sz = GetSize();
  glViewport(0, 0, (GLsizei)sz.cx, (GLsizei)sz.cy); // <- We need to add this line
            ...
       }
```

The second much complex solution is to extends a little bit GLCtrl. I think that Layout method should call glVieport function by default. Below is a proposal of my code (beta version):

```
void GLCtrl::Layout() {
   if(controlVieport) { // <- Additional flag, enable by default
      Size sz = GetSize();
      glViewport(0, 0, (GLsizei)sz.cx, (GLsizei)sz.cy);
   }
   Ctrl::Layout();
}
```

Please review above proposition.

Sincerely,
Klugier