Subject: Re: why the ctrl does`t have HWND?
Posted by dolik.rce on Thu, 05 May 2016 18:52:12 GMT

Hello akabee!

Sorry for replying so late, but I think there is better way to do this. Have a look at DHCtrl in
CtrlCore/Win32GuiA.h (or CtrlCore/X11GuiA.h for Linux version). DHCtrl is a special Ctrl that
does nothing, but has its own HWND (or Window in X11 backend). DHCtrl can be added to your
layouts and manipulated just like any other widget, so you don't need to keep track of the popup
and move it all the time.

I think one of the original intents behind DHCtrl was actually quite similar to your usecase: It is
used for direct rendering of OpenGL in GLCtrl. You can have a look at that one too, to get some
hints about DHCtrl usage.

Best regards,
Honza