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Subject: Re: GLCtrl in GTK

Posted by [ptkacz](#) on Thu, 29 Nov 2018 04:25:23 GMT

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Offending code identified. ...I decided to roll the dice and went back to the fix for issue # 1481. Below is the code changes that I made to CtrlDraw.cpp. For compiling the OpenGL demo, NOGTK was specified and vola, the demo worked!

Changes made to CtrlDraw.cpp, starting at line 595:

```
void Ctrl::UpdateArea0(SystemDraw& draw, const Rect& clip, int backpaint)
{
    GuiLock __;
    LTIMING("UpdateArea");
    LLOG("===== UPDATE AREA " << UPP::Name(this) << " " << clip << " =====");
    // ExcludeDHCtrls(draw, GetRect().GetSize(), clip);
    if(globalbackbuffer) {
        CtrlPaint(draw, clip);
        LLOG("===== END (TARGET IS BACKBUFFER)");
        return;
    }
    /*
    if(backpaint == FULLBACKPAINT || globalbackpaint) {
        ShowRepaintRect(draw, clip, LtRed());
        BackDraw bw;
        bw.Create(draw, clip.GetSize());
        bw.Offset(-clip.TopLeft());
        bw.SetPaintingDraw(draw, clip.TopLeft());
        CtrlPaint(bw, clip);
        bw.Put(draw, clip.TopLeft());
        LLOG("===== END (FULLBACKPAINT)");
        return;
    }
    */
    if(backpaint == TRANSPARENTBACKPAINT) {
        LLOG("TransparentBackpaint");
        Vector<Rect> area;
        GatherTransparentAreas(area, draw, GetRect().GetSize(), clip);
    }
}
```

Line 600, "ExcludeDHCtrls(..." was commented out as specified in issue ticket, 1481.

As for the commented block of code, this was a gamble, a bit of a hunch, since in issue ticket 1481, the following change had originally been specified:

```
- if(backpaint == FULLBACKPAINT || globalbackpaint/* && !hasdhctrl && !dynamic_cast<DHCtrl
*>(this)*/) {
+ if(backpaint == FULLBACKPAINT || globalbackpaint && !hasdhctrl && !dynamic_cast<DHCtrl
*>(this)) {
```

Since if I recall that hasdhctrl is no longer defined, I wondered if just commenting out that block of code would make a difference. It appears to have done so. I'd attach a screen shot of the working demo, but have a cap of one attachment per message.

Peter

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