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Subject: Re: GLCtrl in GTK

Posted by [mirek](#) on Thu, 29 Nov 2018 07:39:40 GMT

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ptkacz wrote on Thu, 29 November 2018 05:25: 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

OK, now I am officially confused....

Thing is, new GLCtrl for GTK has nothing to do with DHCtrl. And NOGTK variant is not supported at this moment (I might implement that later or not, X11 backend being something between deprecated and fallback for now).

From your posts it is maybe a bit unclear whether you have tested plain GTK mode (that is, without NOGTK)? That is what is supposed to be fixed...

Mirek