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Subject: Re: [Proposal] Adding a GLLock struct to GLCtrl  
Posted by [Xemuth](#) on Thu, 03 Sep 2020 00:30:57 GMT  
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Hello Klugier, You are right about adding method in addition to struct:

Here is the code I got:  
GLCtrl.h

```
//Class GLCtrl : public Ctrl{
void ActivateContext();
void SwapBuffer();
void DeactivateContext();

struct ContextLock {
private:
    GLCtrl& parent;
public:
    ContextLock(GLCtrl& ctrl);
    ~ContextLock();
};
struct ContextLockWithSwapBuffers{
private:
    GLCtrl& parent;
public:
    ContextLockWithSwapBuffers(GLCtrl& ctrl);
    ~ContextLockWithSwapBuffers();
};
//};
```

Win32GLCtrl.cpp :

```
void GLCtrl::ActivateContext(){
    HWND hwnd = pane.GetHWND();
    GLCtrl::CreateContext();
    HDC hdc = GetDC(hwnd);
    wglMakeCurrent(hdc, s_openGLContext);
}
void GLCtrl::SwapBuffer(){
    HWND hwnd = GetHWND();
    HDC hdc = GetDC(hwnd);

    SwapBuffers(hdc);
}
void GLCtrl::DeactivateContext(){
    HWND hwnd = GetHWND();
    HDC hdc = GetDC(hwnd);
```

```

wglMakeCurrent(NULL, NULL);
ReleaseDC(hwnd, hDC);
}
GLCtrl::ContextLock::ContextLock(GLCtrl& ctrl) : parent(ctrl){
    HWND hwnd = parent.pane.GetHWND();
    GLCtrl::CreateContext();
    HDC hDC = GetDC(hwnd);
    wglMakeCurrent(hDC, s_openGLContext);
}
GLCtrl::ContextLock::~ContextLock(){
    HWND hwnd = parent.pane.GetHWND();
    HDC hDC = GetDC(hwnd);
    wglMakeCurrent(NULL, NULL);
    ReleaseDC(hwnd, hDC);
}
GLCtrl::ContextLockWithSwapBuffers::ContextLockWithSwapBuffers(GLCtrl& ctrl) : parent(ctrl){
    HWND hwnd = parent.pane.GetHWND();
    GLCtrl::CreateContext();
    HDC hDC = GetDC(hwnd);
    wglMakeCurrent(hDC, s_openGLContext);
}
GLCtrl::ContextLockWithSwapBuffers::~ContextLockWithSwapBuffers(){
    HWND hwnd = parent.pane.GetHWND();
    HDC hDC = GetDC(hwnd);

    SwapBuffers(hDC);
    wglMakeCurrent(NULL, NULL);
    ReleaseDC(hwnd, hDC);
}

```

```

XGLCtrl.cpp :
void GLCtrl::ActivateContext(){
    glXMakeCurrent(s_Display, win, s_GLXContext);
}
void GLCtrl::SwapBuffer(){
    glXSwapBuffers(s_Display, win);
}
void GLCtrl::DeactivateContext(){
    glXMakeCurrent(s_Display, None, NULL);
}
GLCtrl::ContextLock::ContextLock(GLCtrl& ctrl) : parent(ctrl){
    glXMakeCurrent(s_Display, parent.win, s_GLXContext);
}
GLCtrl::ContextLock::~ContextLock(){
    glXMakeCurrent(s_Display, None, NULL);
}

```

```
GLCtrl::ContextLockWithSwapBuffers::ContextLockWithSwapBuffers(GLCtrl& ctrl) : parent(ctrl){  
    glXMakeCurrent(s_Display, parent.win, s_GLXContext);  
}  
GLCtrl::ContextLockWithSwapBuffers::~~ContextLockWithSwapBuffers(){  
    glXSwapBuffers(s_Display, parent.win);  
    glXMakeCurrent(s_Display, None, NULL);  
}
```

## File Attachments

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- 1) [GLCtrl.h.patch](#), downloaded 136 times
  - 2) [XGLCtrl.cpp.patch](#), downloaded 137 times
  - 3) [Win32GLCtrl.cpp.patch](#), downloaded 141 times
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