Subject: Re: GLDraw,GLCtrl would be nice to work properly
Posted by Klugier on Sat, 18 Jun 2022 07:53:30 GMT
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Hello,

Thank you for your feedback! In context of UppHub this is the step forward in comparison to bazzar and we shouldn't back to it anymore. The reason for that is that many packages are outdated and there are lack of maintainer. I know that currently we do not have Serial package on UppHub, but why do not create one? If you are interested you can create UppHub repository with Serial package from bazaar. This package will be maintain by you.

To create UppHub package, just create git repository and full-fill them accordingly. You could follow the repository structure of AutoScroller. If everything will be ready just let us know that you have created Serial package, so we could add it to UppHub registry.

BTW, You put two topics into one thread. Please raise separate topic for GLDraw issue. For me it works correctly on Windows10. Are you compiling GLDrawDemo on virtual machine or something, there might be a problem with a drivers. Also, you should migrate to more modern system. Windows7 hit end of the life, so there is no grantee that everything will be working as expected. Could you try on Windows10. Windows11 or GNU/Linux?

EDIT: OK, after testing we have a fatal error at the begging of the program when targeting 32 bit operating system on Windows. On 64 bit everything works correctly. If you compile with USEMALLOCK it should works fine.

Klugier

File Attachments

1) Screenshot 2022-06-18 100342.png, downloaded 1262 times

Help

GUI USEMALLOC | CLANG Debug

main.cpp | Gtypes.h | anne.svg | main.cpp | Util.cpp | HeapImp.h | Index.hpp

```
1  #include <CtrlLib/CtrlLib.h>
2  #include <GLDraw/GLDraw.h>
3  #include <GLCtrl/GLCtrl.h>
4
5  using namespace Upp;
6
7  struct OpenGLExample : GLCtrl {
8      Point point;
9
10     virtual void GLPaint() {
11         Size sz = GetSize();
12
13         GLDraw w;
14
15         w.Init(sz);
16
17         w.DrawRect(0, 0, sz.cx, sz.cy, SWhite);
18         w.DrawRect(10, 10, 30, 30, SRed);
19         w.DrawLine(45, 45, 80, 120, 4, Blue);
20         w.DrawLine(80, 90, 400, 0, PEN_DASHDOT);
21         w.DrawImage(200, 10, CtrlImg::reporticon());
22         w.DrawImage(280, 10, CtrlImg::reporticon(), Red());
23         const char *text = "This text is centered";
24         Size tsz = GetTextSize(text, Arial(25).Bold());
25         w.DrawText((sz.cx - tsz.cx) / 2, (sz.cy - tsz.cy) / 2, text, Arial(2
26         w.Clipoff(200, 50, 95, 100);
27         w.DrawText(0, 80, "CLIPPED", Roman(25));
28         w.End();
29
30         for(int a
31             w.Dra
32     }
33
34     virtual void
35         point = p
36         Refresh()
37     }
38 };
39
40 GUI_APP_MAIN
41 {
42     Ctrl::GlobalE
43     TopWindow win
44     OpenGLExample
45     gl.SetFrame(I
46     win.Add(gl.HSizePos(10, 10).VSizePos(10, 10));
47     win.Sizeable().Zoomable();
48     win.Open();
49     win.Run();
50 }
51
```

Main package configuration(s)

Flags

GUI USEMALLOC

Configurati

GUI applicati

Set | Flag

HEAPDB
HEAPLO
HEAPOVI
HEAPSTA
IVTEST
LINUXFB
MT
NODEPRI
NOGTK
NOI18N
NONAME
NOSIMD
OSX
PROFILEM
SDLFB
SKELETO
SO
STACKTR
STATIC_P
STD_NEW
TESTXPC
TEST_XM
TIMING
TURTLE
USEMALL
VIRTUALG
WIN10
WIN32
WINALT
WINFB
WINGL
X11

Other flags: