Subject: Control with window handle
Posted by mdelfede on Sun, 11 Nov 2007 14:47:30 GMT
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I need to have a control with window handle (on linux), something like GLCtrl but with no OpenGL initialization... just an XWindow inside.
I'm trying to duplicate parts of GLCtrl, but I stumbled upon the need to access some core private stuffs, as GLCtrl does.
Checking CtrlCore, I see that GLCtrl is made friend of Ctrl class to allow low level access.

Wouldn't be better to have a windowed control ? SOmetimes it's useful.... lurking inside code it seems to me that DHCtrl (on windows) have a window handle.

Ciao

Max

p.s.: for now I'll do it with this damn'd trick of

#define private public
#include <CtrlLib/CtrlLib.h>
#undef private

sigh...

Subject: Re: Control with window handle
Posted by mirek on Sun, 11 Nov 2007 17:37:10 GMT
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mdelfede wrote on Sun, 11 November 2007 09:47I need to have a control with window handle (on linux), something like GLCtrl but with no OpenGL initialization... just an XWindow inside.
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There is one: DHCtrl, unfortunately, only implemnted for Win32.

Maybe you could provide X11 implementation, that would be pretty good thing.

Mirek

Subject: Re: Control with window handle
Posted by mdelfede on Sun, 11 Nov 2007 17:58:41 GMT
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luzr wrote on Sun, 11 November 2007 18:37

There is one: DHCtrl, unfortunately, only implemnted for Win32.

Maybe you could provide X11 implementation, that would be pretty good thing.

Ahhh, ok... maybe I can try, after I'll finish writing my control maybe I'll get enough skills to do it.
BTW, it should not be too different of MainWindow implementation....

GLCtrl has some sort of it, but I've got the feeling that it's missing many things.

Ciao

Max

Subject: Re: Control with window handle
Posted by mdelfede on Mon, 12 Nov 2007 09:20:57 GMT
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Well, I'm trying to make a windowed X11 control, but that's not so easy.... just to criticise a bit, Upp code is not very well commented, I guess... to understand what it does is really difficult sometimes.