Subject: Layout and Paint event processing Posted by masu on Fri, 22 Feb 2008 11:08:34 GMT

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Hi,

I have a problem with attached program, in which I overwrite a ctrl Paint method as well as its Layout method.

What I am trying to achieve is that when the TopWindow is resized I process the Layout event first and afterwords the Paint event.

But this is only working as expected if I call Layout function explicitly inside Paint function.

So my question is: What is the event sequence?

Example package is attached.

WinXP, Mingw 3.4.2

Matthias

File Attachments

1) Example 04.zip, downloaded 314 times

Subject: Re: Layout and Paint event processing Posted by mrjt on Fri, 22 Feb 2008 11:56:54 GMT

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Your example works perfectly (MSVC). Layout is called, followed by GLPaint, so I'm not sure what the problem is?

Subject: Re: Layout and Paint event processing Posted by masu on Fri, 22 Feb 2008 12:06:34 GMT

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Are you able to see the points, 'cause I only see the black background?

Matthias

Subject: Re: Layout and Paint event processing Posted by Oblivion on Fri, 22 Feb 2008 12:39:35 GMT

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You are right I Use MSVC too, but can't see dots unless I de-comment the Layout() line in the GLPaint in your example

```
In Win32GLCtrl.cpp, line 92:

LRESULT GLCtrl::WindowProc(UINT message, WPARAM wParam, LPARAM IParam) {

if(message == WM_PAINT && hDC && hRC) {

wglMakeCurrent(hDC, hRC);

GLPaint();

SwapBuffers(hDC);

wglMakeCurrent(NULL, NULL);

PAINTSTRUCT ps;

BeginPaint(GetHWND(), &ps);

EndPaint(GetHWND(), &ps);

return 0;

}

return DHCtrl::WindowProc(message, wParam, IParam);
```

It seems that Layout() is called AFTER GLPaint(). I'm not sure if this is intentional or a bug.

Subject: Re: Layout and Paint event processing Posted by mrjt on Fri, 22 Feb 2008 12:51:12 GMT View Forum Message <> Reply to Message

Sorry, my mistake.

}

The problem is that the rendering context isn't being made current before Layout is called, so your projection matrix calls have no effect.

```
If you change it like so:

void Layout()

{

wglMakeCurrent(GLCtrl::GetDC(), GLCtrl::GetHGLRC());

....Projection stuff

wglMakeCurrent(NULL, NULL);
}

it almost fixes the problem, but you need to force a call to Layout AFTER the window has openned as well (Layout is normally called before). So add the following function:

void State(int reason)

{

GLCtrl::State(reason);

Layout();
}
```

This should really all be done by GLCtrl (with a GLLayout function).

James

Subject: Re: Layout and Paint event processing Posted by masu on Fri, 22 Feb 2008 15:53:50 GMT View Forum Message <> Reply to Message

Thank you both, I have modified GLCtrl to switch context before calling Layout and also to call Layout after Open.

Matthias