Subject: GLCtrl display error on Vista
Posted by kodos on Tue, 24 Jun 2008 17:14:40 GMT
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Hi,

I think I have no luck with the GLCtrl

On my Vista x64 SP1 PC the OpenGL example has some display problems. If I move the mouse over the window than I can see the animation, but when I don't move the cursor I will just get a white screen.

This happens with and without Ctrl::GlobalBackPaint() .

Thanks in advance

Subject: Re: GLCtrl display error on Vista
Posted by gertwin on Tue, 24 Jun 2008 19:54:04 GMT
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The same behavior is on linux systems with compiz desktop effects enabled.
On the ubuntu forum this is reported on cards using the ati driver (like i have).
Disabling desktop effects solves the problem.

Maybe on vista the same is true, i don't think it is UPP or OpenGL related.

Gertwin

Subject: Re: GLCtrl display error on Vista
Posted by kodos on Wed, 25 Jun 2008 13:02:38 GMT
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I have tested the OpenGL example on Linux with and without Compiz enabled and everything works for me as expected. But I have a Nvidia card.

And other applications based on OpenGL also work under Vista so this seems to be a problem with UPP.

Subject: Re: GLCtrl display error on Vista
Posted by kodos on Thu, 26 Jun 2008 18:02:40 GMT
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Some updates:

- If I run the OpenGL example in the WinXP compatibility mode everything works as expected
- If I turn of the desktop effects on Vista the problem is still there, so I don't think it has something to do with it

Subject: Re: GLCtrl display error on Vista
Posted by kodos on Fri, 27 Jun 2008 10:59:51 GMT
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OK, I think I have found the problem.

http://www.opengl.org/pipeline/article/vol003_7/

If I set the PFD_SUPPORT_COMPOSITION flag on the OpenGL context and WS_CLIPCHILDREN, WS_CLIPSIBLINGS on the main window I can get it to work but now we have to InvalidateRect the DhCtrls individually.

I have not included a patch because my current solution is just a hack and I don't know how I should implement this in a proper manner.

Subject: Re: GLCtrl display error on Vista
Posted by mirek on Wed, 02 Jul 2008 08:53:59 GMT
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Thanks for hints! It helped a lot.

Please check the attached "official" patch. I believe it is OK now.

Mirek

File Attachments
1) patch.zip, downloaded 344 times

Subject: Re: GLCtrl display error on Vista
Posted by kodos on Wed, 02 Jul 2008 13:48:40 GMT
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Thank you very much, it works perfectly

Another small thing: Is the
pragma comment(lib, "glaux.lib")
really necessary? I don't have this lib and I just uncomment this line and it works fine

Subject: Re: GLCtrl display error on Vista
Posted by mirek on Wed, 02 Jul 2008 20:45:05 GMT
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kodos wrote on Wed, 02 July 2008 09:48Thank you very much, it works perfectly

Another small thing: Is the
pragma comment(lib, "glaux.lib")
really necessary? I don't have this lib and I just uncomment this line and it works fine

Ehm, not sure

Have you tried with XP, Win2K and Win98?

Mirek

Subject: Re: GLCtrl display error on Vista
Posted by kodos on Thu, 03 Jul 2008 04:58:08 GMT
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I tried with Win XP and Vista, but I think if it compiles without the lib it doesn't need it. If there are no functions called from the lib how should it not work without it?

Subject: Re: GLCtrl display error on Vista
Posted by mirek on Thu, 03 Jul 2008 13:33:05 GMT
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kodos wrote on Thu, 03 July 2008 00:58I tried with Win XP and Vista, but I think if it compiles without the lib it doesn't need it. If there are no functions called from the lib how should it not work without it?

OK, glaux removed.

Subject: Re: GLCtrl display error on Vista
Posted by kodos on Wed, 01 Oct 2008 12:50:53 GMT
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Hi,

I think I have to open this thread again.
The problem is still there with the flickering in Vista, even if it is far better with the patch from luzr.
After I have reread the article on opengl.org I think I have found the problem. The
WS_CLIPCHILDREN and WS_CLIPSIBLINGS have to be set on the parent window of the
OpenGl control, not on the control itself.

With the following changes I haven't noticed any flickering yet:

TopWin32.cpp:86style |= WS_CAPTION|WS_CLIPSIBLINGS|WS_CLIPCHILDREN;
CtrlCore.h:1767 void Refresh() { InvalidateRect(GetHWND(), NULL, false); }
I don't call the Refresh() from Ctrl because in my tests it is not needed, but I have just done my tests with the GLCtrl and I don't know exactly what Refresh is doing.

DHCtrl.cpp:36 CreateWindowEx(0, "UPP-CLASS-A", "",
        WS_CHILD|WS_DISABLED|WS_VISIBLE,
        0, 0, 20, 20,
        phwnd, NULL, hInstance, this);
The WS_CLIPSIBLINGS and WS_CLIPCHILDREN styles can be removed from here again.

But I don't know if this changes have some side effects with other controls that derive from DHCtrl, I really just know the GLCtrl and my custom CairoCtrl.

Subject: Re: GLCtrl display error on Vista
Posted by mirek on Thu, 02 Oct 2008 07:25:28 GMT
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Well, it required a little bit more attention, using these flags only when DHCtrl is present (in theory, performance affected, also, more interactions are possible) and finding a way how to make Ctrl::Refresh work instead of implementing it in DHCtrl.

Hopefuly, it should now work without affecting anything else.

Please check (will be on svn mirror in 40 minutes).

Mirek

Subject: Re: GLCtrl display error on Vista
Posted by kodos on Thu, 02 Oct 2008 17:14:33 GMT
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Thanks for the update.

I have tested the changes a little bit, and it's better now.
The only problem now, there is still a flash, when the GLCtrl is shown the first time, that one isn't there with my solution. I don't know exactly why, but I think the SyncCaption function is called a bit "to late", but I'm really not sure .

But I have found some confusing things:

- If I comment out the line:
if(hasdhctrl)

style |= WS_CLIPSIBLINGS|WS_CLIPCHILDREN;
from SyncCaption it changes nothing. Actually I thought with this change it should be worse again but it isn't... Probably beacause of the new refresh function but I'm not sure.

- If I just comment out the if, the first flash is also gone.

EDIT: I just want to say that the first flash that is still there isn't really that bad, so if it's to complicated to fix it I think we could just leave it as it is.