Subject: Is there an example/links how to use X11 DHCtrl?
Posted by fudadmin on Mon, 24 May 2010 04:03:07 GMT

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hi! Sorry, I'm stuck - I can't find any examples how to use DHCtrl in X11 nor any documentation links (at least from uppweb "Manual" page). As written in forums, DHCtrl got life as OpenGL helper but I can't see any GL links on that page either. GLPainter is for win32 only? I know, I can digg it out myself, but maybe could someone, please, give me some easy clues. Thanks

Subject: Re: Is there an example/links how to use X11 DHCtrl?
Posted by dolik.rce on Mon, 24 May 2010 09:30:00 GMT

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Hi Aris,

Did you have a look at GLCtrl/X11GLCtrl.cpp? It is (most unusually) quite well commented and shows basically all you probably need. The reference app GLPaint compiles and runs fine on Linux.

Some info about DHCtrl as I understand it (which might not be corect...): In U++ everything is painted using single context (in X11) or window handle (on win32). If someone needs to do some painting using native routines, e.g. to render openGL, you must support context/handle and that is why DHCtrl exists. It is like any other Ctrl, with the exception, that it has it's own context/handle. So basically you can do with it whatever you could do using native painting procedures.

Sorry if you already knew all that

Honza

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