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Subject: layout bug with glctrl

Posted by [abductee](#) on Thu, 10 Jun 2010 21:54:51 GMT

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hi, i recently came to recognize this one.

it seems that in concert with the splitters the gl-ctrl does not center correctly.

i've written a small testcase in wic everytime GLPaint gets called the GLScreen is cleared with a new random color so its convievable when render(or rather GLPaint) happens.

```
#include <GLCtrl/GLCtrl.h>
```

```
using namespace Upp;
```

```
struct OpenGLExample : GLCtrl {  
    Point point;
```

```
    virtual void GLPaint() {  
        StdView();
```

```
        float col = (float)rand()/(float)RAND_MAX;  
        float col1 = (float)rand()/(float)RAND_MAX;  
        float col2 = (float)rand()/(float)RAND_MAX;  
        glClearColor( col,col1,col2,0.0 );  
        glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);  
    }
```

```
    virtual void MouseMove(Point p, dword) {  
        point = p;  
        Refresh();  
    }  
};
```

```
GUI_APP_MAIN
```

```
{  
    Ctrl::GlobalBackPaint();  
    TopWindow win;  
    OpenGLExample gl;  
    Button b2,b3;  
    Splitter s;  
    s << b2 << b3;  
    s.Horz();  
    gl.HCenterPos(300).VCenterPos(200);  
    b3.Add( gl );  
    win.Add(s.HSizePos(10, 10).VSizePos(10, 10));  
    win.Sizeable().Zoomable();  
    win.Open();  
    win.Run();  
}
```

hope that helps,  
cheers abductee

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Subject: Re: layout bug with glctrl  
Posted by [mirek](#) on Sun, 13 Jun 2010 15:51:16 GMT  
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Thank you, should be fixed now.

Mirek

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