Subject: How to compare child in function virtual void ChildMouseEvent with ctrl's value.
Posted by 281264 on Sat, 24 Jul 2010 13:37:49 GMT
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Hi,

compare it with a certain Ctrl. Let as say that we wont to do something ONLY when the mouse

control?. I have tried this:

```
void tercero::ChildMouseEvent(Ctrl* child, int event, Point p, int zdelta,dword keyflags)
{
 if(event==MOUSEMOVE){
  if(child==&gl_control){
......
```

Thanks,

Javier

Subject: Re: How to compare child in function virtual void ChildMouseEvent with ctrl's value.
Posted by koldo on Sun, 25 Jul 2010 06:55:10 GMT
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Hello Javier

The code does not seem intrinsically wrong. However I would include a test case to know if really child and glCtrl are the controls you want to compare.

Subject: Re: How to compare child in function virtual void ChildMouseEvent with ctrl's value.
Posted by 281264 on Sun, 25 Jul 2010 11:53:10 GMT
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Fine, how to do it?

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Thanks,

javier

Subject: Re: How to compare child in function virtual void ChildMouseEvent with ctrl's value.
Posted by koldo on Sun, 25 Jul 2010 15:21:15 GMT
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Just copy a simplified version of your package in a compressed file and enclose it in a Forum message.

Subject: Re: How to compare child in function virtual void ChildMouseEvent with ctrl's value.
Posted by 281264 on Sun, 25 Jul 2010 15:52:03 GMT
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Thanks. Cheers.

Javier

File Attachments
1) prueba_OpenGL3.7z, downloaded 233 times

Subject: Re: How to compare child in function virtual void ChildMouseEvent with ctrl's value.
Posted by koldo on Mon, 26 Jul 2010 07:33:41 GMT
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Hello Javier

After doing some small changes (installing glew and adding its includes) the sample works, but I cannot find the gl_control variable or any comparison like this:

child==&gl_control

Subject: Re: How to compare child in function virtual void ChildMouseEvent with

ctrl's value.
Posted by mrjt on Mon, 26 Jul 2010 09:05:46 GMT
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I haven't run your test case (you really should post test-cases that don't require any external headers/libs if you want people to try them) but I think I can see the problem.

The GLCtrl contains a child Ctrl (GLPane) that is the actual native window that the OpenGL context is attached to. It is this Ctrl that recieves the MouseEvents. It then passes them up to the GLCtrl to seem as if the GLCtrl recieved them but this results in ChildMouseEvent not being called for the GLCtrl's parent.

Some solutions:
- Don't use ChildMouseEvent. I tend to do my rendering in a GLCtrl derived class that can handle mouse events and camera stuff internally.

- This is a bit of a hack, and the least preferrale option, but changing the test to ctrl->GetParent() == &gl_control would work.

- Fix the bug in GLCtrl:

```
Image GLCtrl::GLPane::MouseEvent(int event, Point p, int zdelta, dword keyflags)
{
 p = p - GetScreenView().TopLeft() + ctrl->GetScreenView().TopLeft();
 // Make sure we send ChildMouseEvent
 if (ctrl->GetParent())
  ctrl->GetParent()->ChildMouseEvent(ctrl, event, p, zdelta, keyflags);
 return ctrl->MouseEvent(event, p, zdelta, keyflags);
}(GLCtrl.cpp)
```

- Remove the need for the hacked mouse handling completely - this is the way it should be done IMO. Remove the MouseEvent function from GLCtrl::GLPane and add an IngoreMouse call in it's constructor:
GLPane() : WindowContext(NULL) { NoWantFocus(); IgnoreMouse(); }(Note that the changes need to be made to both the X11 and Win32 versions of GLPane)

Subject: Re: How to compare child in function virtual void ChildMouseEvent with ctrl's value.
Posted by 281264 on Mon, 26 Jul 2010 15:02:59 GMT
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Thanks. This:

ctrl->GetParent() == &gl_control

works fine.

Javier.