
Subject: DHCtrl changes for SDLCtrl

Posted by [koldo](#) on Mon, 27 Sep 2010 04:26:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello Mirek and Massimo

I wanted you include these changes or similar in DHCtrl. They are necessary for SDLCtrl (and MediaPlayer).

The main reason is that SDL does not accept a window handler, so the changes enclosed let DHCtrl to accept an external handler.

Summary of changes:

In CtrlCore.h

- class DHCtrl (Windows version)
void CloseHWND() and HWND hwnd moved from private to protected.

- class DHCtrl (X11 version)

virtual void State(int reason) and bool isInitialized moved from private to protected.
Window hwnd added in protected.

In X11DHCtrl.cpp

- Included this

```
if (!hwnd) {  
    hwnd = XCreateWindow(...unchanged...);  
} else {  
    XReparentWindow(Xdisplay, hwnd, GetParentWindow(), r.left, r.top);  
    XMoveResizeWindow(Xdisplay, hwnd, r.left, r.top, r.Width(), r.Height());  
}
```

- Window handle name changed from WindowHandle to hwnd.

The DHCtrl window reparent is only a must in uppsrc in X11. In windows as it is done in virtual State() and Layout() functions it can be done in user code.

File Attachments

1) [CtrlCore.7z](#), downloaded 328 times

Subject: Re: DHCtrl changes for SDLCtrl

Posted by [mirek](#) on Sun, 03 Oct 2010 15:46:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Committed, thanks.

Mirek

Subject: Re: DHCtrl changes for SDLCtrl
Posted by [koldo](#) on Sun, 03 Oct 2010 19:27:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you Mirek

I think actual implementation is not the best, but it is ok for now.

If anybody is trying to derive a class from DHCtrl for Irrlicht, Ogre, ..., I could help .
