Subject: DHCtrl changes for SDLCtrl
Posted by koldo on Mon, 27 Sep 2010 04:26:59 GMT
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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 299 times

Subject: Re: DHCtrl changes for SDLCtrl
Posted by mirek on Sun, 03 Oct 2010 15:46:28 GMT
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Commited, thanks.

Mirek

Subject: Re: DHCtrl changes for SDLCtrl
Posted by koldo on Sun, 03 Oct 2010 19:27:54 GMT

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 .