Subject: SDL packages
Posted by koldo on Thu, 18 Nov 2010 14:36:15 GMT

As commented in this post, there are new SDL and SCLCtrl_demo packages in Bazaar.

SDL contains SDLCtrl. It is the base for a MediaCtrl to come soon. However SDLCtrl will include a C++ interface to many SDL possibilities.

It includes also a SDLCtrl_demo, based in unodgs SDL demo. As it is in a Ctrl, it moves and resizes.

For now it is not documented, but I wanted to see people response before.

Ped has properly remember that SDL is LGPL. Because of it SDL sources are not compiled inside package (it would have been possible). Just to ease setup, SDL includes "plugin" folder containing includes, doc and the library for windows.

I do not think license is a problem, as a full installable would require to include LGPL and GPL contents like MinGW.

Subject: Re: SDL packages
Posted by koldo on Fri, 26 Nov 2010 13:48:35 GMT

Hello all

SDLCtrl is really being a testbench for MediaCtrl...

Now I think it works well also in Linux, but the FullScreen mode that seems shifted. Could you test it?

Subject: Re: SDL packages
Posted by koldo on Sat, 27 Nov 2010 21:31:57 GMT

Hello all

This is the problem with Fullscreen in Linux:

The reason is that in SDLCtrl example, FullScreen().Run() is called from another TopWindow, so Fullscreen window is really opened under the main window. See this:
.FullScreen().Run(); --->

```
int  TopWindow::Run(bool appmodal)
{
...
 if(!IsOpen())
  Open(); --->


void TopWindow::Open()
{
 GuiLock __;
 Open(GetActiveWindow()); --->
}


Ctrl *Ctrl::GetActiveWindow()
{
 GuiLock __;
 Ctrl *q = GetActiveCtrl();
 return q ? q->GetTopWindow() : NULL;
}
```
Doing for example Open(NULL); solves the problem. Or, is it necessary that GetActiveCtrl() call GetTopWindow() ?

Subject: Re: SDL packages
Posted by Didier on Tue, 30 Nov 2010 18:37:46 GMT
View Forum Message <> Reply to Message

Hi Koldo,

I tried you're SDL example in full screen and I don't have the problem you describe.
The buttons appear once the mouse is near the bottom.

But in the basic example, the displayed image doesn't seem correct to me, there is a sort of mix of the image with the background image.

What is the image suppose to look like

Subject: Re: SDL packages
Posted by koldo on Tue, 30 Nov 2010 20:41:34 GMT
View Forum Message <> Reply to Message

Hello Didier

I use Ubuntu. What distro do you use?

About the image problem, I have seen it before and, analizing the picture, it seems a problem from the sample..., because the Black() is declared as transparent and in fact the background black is transparent.

Subject: Re: SDL packages
Posted by koldo on Tue, 30 Nov 2010 21:17:09 GMT
View Forum Message <> Reply to Message

Problem fixed (I hope) and committed.

Subject: Re: SDL packages
Posted by chickenk on Thu, 03 Feb 2011 12:36:35 GMT
View Forum Message <> Reply to Message

Hi Koldo,

looking at the SDL.upp file, the SDL package currently depends on Core while when looking at the code, it seems that it should rather depend on CtrlLib... Can you fix that please?

Thanks a lot

Lionel

Subject: Re: SDL packages
Posted by koldo on Fri, 04 Feb 2011 07:56:53 GMT
View Forum Message <> Reply to Message

chickenk wrote on Thu, 03 February 2011 13:36Hi Koldo,

looking at the SDL.upp file, the SDL package currently depends on Core while when looking at the code, it seems that it should rather depend on CtrlLib... Can you fix that please?

Thanks a lot

Lionel
Thank you Lionel

You are right. I will upload the fix today.