Subject: freetype2 and FTGL libraries
Posted by mdelfede on Sat, 17 Sep 2011 17:50:32 GMT
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In order to fill missing dependencies to import OpenCascade CAD library into Upp, I added following libraries packaged for Upp :

-freetype2 library; it's a well known library for handling/rasterizing many font types.
It's usually bundled with Linux, but I guess not in windows; having in Upp allow to link statically and in debug mode without
worrying about missing dependencies

-FTGL : it's an openGL font render engine, allowing to put fancy fonts in openGL applications; I made also a demo named FTGL_Demo

Next days I'll continue my efforts to package OpenCascade CAD libraries for Upp.
This will allow us to have them linked statically and in debug mode, and to get rid of incompatibility of it's memory manager with Upp one.

Ciao

Max

EDIT : Both freetype and FTGL are now cross platform; the demo has some weird behaviour in Linux and some other in windows :

- in Linuc, the control is not repainted/animated if you don't resize the parent window at least once

- in Windows, the control don't accept keystrokes.

Koldo, could you please check that ? I've seen your mods, but I don't get the problem....

Max

Subject: Re: freetype2 and FTGL libraries
Posted by koldo on Wed, 21 Sep 2011 11:45:29 GMT
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Hello Massimo

For a week I am far from my Linux so I cannot try the package.

In Windows, I have got the same problem. Control does not get the keys.

Debugging inside I think the problem is in GlCtrl.h, line 142:

Now the costructor is:

```
 GLCtrl(int  depthsize = 24, int  stencilsize = 0, bool doublebuffer = true,
        bool multisamplebuffering = false, int  numberofsamples = 0)
  : depthSize(depthsize),
    stencilSize(stencilsize),
    doubleBuffering(doublebuffer),
    multiSampleBuffering(multisamplebuffering),
    numberOfSamples(numberofsamples)
 {
  NoWantFocus();  <<<<==== HERE
  Transparent();
  pane.ctrl = this;
  Add(pane.SizePos());
 }
```

You can see the NoWantFocus() inside. If we remove that line, your demo works perfectly handling the keyboard.

Mirek, Daniel, could it be possible to remove that line?

Subject: Re: freetype2 and FTGL libraries
Posted by mirek on Wed, 21 Sep 2011 12:38:00 GMT
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koldo wrote on Wed, 21 September 2011 07:45Hello Massimo

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It is just default setting for GLCtrl (because the guess at the time was that in majority of cases, GLCtrl will be 'static display'). You can always revert it by calling WantFocus.

Mirek

Subject: Re: freetype2 and FTGL libraries
Posted by koldo on Thu, 22 Sep 2011 12:11:37 GMT
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Hello Mirek

Quote:It is just default setting for GLCtrl (because the guess at the time was that in majority of cases, GLCtrl will be 'static display'). You can always revert it by calling WantFocus.
I understand. However perhaps the control would be better accepting keystrokes. Do not you think so?

Subject: Re: freetype2 and FTGL libraries
Posted by mdelfede on Fri, 23 Sep 2011 16:06:54 GMT
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Hi Koldo,

about the Linux problem,don't updating the display before you resize it once, do you have some idea ?

Max

Subject: Re: freetype2 and FTGL libraries
Posted by koldo on Mon, 26 Sep 2011 06:36:49 GMT
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mdelfede wrote on Fri, 23 September 2011 18:06Hi Koldo,

about the Linux problem,don't updating the display before you resize it once, do you have some idea ?

Max

Hello Massimo

I just come home . I will check it in next days.