Subject: GTK backend
Posted by mirek on Tue, 01 Jan 2013 10:53:30 GMT
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I have just commited "initial release" of GTK backend for U++.

What exactly it means: Instead of using X11 directly, this new code goes through GTK to reach X11. The reasons for this work:

- it was a nice training before getting involved with MacOS X

- GTK encapsulates some atrocities of X11 (well, it replaces them with problems of its own, but still). GTK is now de-facto Linux standard, so we can expect it to run well on all distros.

- GTK itself supports some other platforms, so in theory it should be able to use U++ there too. Of special importance here is Wayland....

- It will be principally possible to use some of GTK+ dialogs (file selector!) in U++ apps, perhaps even some widgets once DHCtrl is implemented.

NOTE that this does not mean that U++ is now GTK based. We are only using single widget class from GTK: GtkWindow and implement all U++ widgets in CtrlLib...

Current stage is complete enough to run TheIDE and most of other U++ code, missing is DHCtrl, OpenGL support and TrayIcon.

X11 backend is still default; you can activate GTK backend by adding "GTK" to main flags. It is also possible to setup U++ build method to have this as default: Create guiplatform.h file somewhere, put "#define flagGTK" into it and the path to it to the include pathes in Build Methods.

Mirek

Subject: Re: GTK backend
Posted by lectus on Tue, 01 Jan 2013 14:23:30 GMT
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Thanks Mirek.

But I think a Qt backend would probably make U++ even more portable.

What do you think?

Subject: Re: GTK backend
Posted by mirek on Tue, 01 Jan 2013 16:14:44 GMT
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lectus wrote on Tue, 01 January 2013 09:23Thanks Mirek.

But I think a Qt backend would probably make U++ even more portable.

What do you think?

Yes, that is perhaps correct. Anyway, portability was not all that high on the list.

Mirek

Subject: Re: GTK backend
Posted by Lance on Wed, 02 Jan 2013 00:42:09 GMT
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That's good to know. I'll buy a tablet when Android is supported by U++
