
Subject: Chromium Embedded Framework
Posted by [lectus](#) on Thu, 25 Jul 2013 00:26:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

<https://code.google.com/p/chromiumembedded/>

Is it possible to add this to U++?

Looks very useful.

Subject: Re: Chromium Embedded Framework
Posted by [nneilson](#) on Thu, 25 Jul 2013 01:28:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Modifying the U++ core code for this I don't think would be a good idea.

A U++ app that incorporates this could be done but have not tinkered with it so don't know how much effort would be required.

Subject: Re: Chromium Embedded Framework
Posted by [dolik.rce](#) on Fri, 26 Jul 2013 09:41:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

IMHO, it is in theory possible to create a widget that would use CEF project to create a browser in U++ apps. I was toying with it a while back, when CEF wasn't as good as it is now, but I didn't have time to fully integrate it into U++ back then and I don't have that time now either. Also I might be missing patience to do it too

I believe that all you'd need to do would be to create a Ctrl based class which would properly pass events (Key, Mouse) and take care of the painting. It might be little easier with the GTK backend, as the example cefclient is implemented with gtk and could be used as an inspiration. The relevant parts of cefclient code have about 2.5k lines, so it seems it is not very complicated

Best regards,
Honza
