U++ - Feature #618
GTK backend needs IsCompositeGUI implementation

12/29/2013 12:38 AM - Zbigniew Rebacz

Status:	Approved	**Start date:**	12/29/2013
Priority:	High	**Due date:**	
Assignee:	Miroslav Fidler	**% Done:**	0%
Category:	CtrlCore	**Estimated time:**	0.00 hour
Target version:		**Spent time:**	0.00 hour

Description

I think gtk backend should support "bool Ctrl::IsCompositedGUI()" method.

So, this is my implementation(CtrlCore/GtkWnd.cpp - line 57):

```
bool Ctrl::IsCompositedGui()
{
   GuiLock __;
   static bool b = gdk_display_supports_composite(gdk_display_get_default()); // <- Should I use "gdk_display_get_default()" or something else for example stored variable???
   return b;
}
```

- It seems that this patch is very important for some proprietary GPU drivers like NVIDIA, because b value is always true.

History

#1 - 12/29/2013 01:34 PM - Zbigniew Rebacz

- Category changed from U++/gtk to CtrlCore

#2 - 12/29/2013 01:48 PM - Zbigniew Rebacz

- File deleted (GtkWnd.cpp)

#3 - 12/29/2013 01:48 PM - Zbigniew Rebacz

- File GtkWnd.cpp added

#4 - 01/06/2014 04:24 PM - Miroslav Fidler

- Status changed from Patch ready to Approved

Files

GtkWnd.cpp	10 KB	12/29/2013	Zbigniew Rebacz