

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			
<p>I think gtk backend should support "bool Ctrl::IsCompositedGui()" method.</p> <p>So, this is my implementation(CtrlCore/GtkWnd.cpp - line 57):</p> <pre>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; }</pre> <p>- It seems that this patch is very important for some proprietary GPU drivers like NVIDIA, because b value is always true.</p>			

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
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