Subject: More GLCtrl
Posted by kodos on Tue, 14 Oct 2008 16:51:32 GMT
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Hi,

I found again some problems in the GLCtrl. It seems as it isn't that easy to fix a problem in there without introducing a new one
So I now made a test case that should test most of the things. Also included is my extended GLCtrl class that features the functions GLInit, GLResize and GLDone on windows and an helper class to to use picking in OpenGL. But that shouldn't change the problems that you can see in the test case.

Here are the things that are currently broken:
-) Hide/Show does nothing on Windows Vista
-) The slider control doesn't refresh itself, if you move it on Windows Vista
-) The slider flickers on Linux, it looks like OpenGL wants to draw over the slider, but wouldn't it be better if frames would still be handled from U++ and the DHCtrl should fit inside the frames?
-) GLDone is not called on Linux after removing the control from the form. (This one is because the call should be made from BeforeTerminate from DHCtrl but this function is never called. The method that is used in the windows code also doesn't work because the State method is private on linux)

I hope the test case helps to find the problems
And I would be glad if the picking helper class would made it to U++, so I don't have to maintain it on my laptop and pc

## File Attachments

1) OpenGl.zip, downloaded 536 times