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Subject: GLCtrl display error on Vista  
Posted by [kodos](#) on Tue, 24 Jun 2008 17:14:40 GMT  
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Hi,

I think I have no luck with the GLCtrl

On my Vista x64 SP1 PC the OpenGL example has some display problems. If I move the mouse over the window than I can see the animation, but when I don't move the cursor I will just get a white screen.

This happens with and without `Ctrl::GlobalBackPaint()` .

Thanks in advance

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Subject: Re: GLCtrl display error on Vista  
Posted by [gertwin](#) on Tue, 24 Jun 2008 19:54:04 GMT  
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The same behavior is on linux systems with compiz desktop effects enabled. On the ubuntu forum this is reported on cards using the ati driver (like i have). Disabling desktop effects solves the problem.

Maybe on vista the same is true, i don't think it is UPP or OpenGL related.

Gertwin

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Subject: Re: GLCtrl display error on Vista  
Posted by [kodos](#) on Wed, 25 Jun 2008 13:02:38 GMT  
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I have tested the OpenGL example on Linux with and without Compiz enabled and everything works for me as expected. But I have a Nvidia card.

And other applications based on OpenGL also work under Vista so this seems to be a problem with UPP.

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Subject: Re: GLCtrl display error on Vista  
Posted by [kodos](#) on Thu, 26 Jun 2008 18:02:40 GMT  
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Some updates:

- If I run the OpenGL example in the WinXP compatibility mode everything works as expected  
- If I turn of the desktop effects on Vista the problem is still there, so I don't think it has something to do with it

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Subject: Re: GLCtrl display error on Vista  
Posted by [kodos](#) on Fri, 27 Jun 2008 10:59:51 GMT  
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OK, I think I have found the problem.

[http://www.opengl.org/pipeline/article/vol003\\_7/](http://www.opengl.org/pipeline/article/vol003_7/)

If I set the PFD\_SUPPORT\_COMPOSITION flag on the OpenGL context and WS\_CLIPCHILDREN, WS\_CLIPSIBLINGS on the main window I can get it to work but now we have to InvalidateRect the DhCtrls individually.

I have not included a patch because my current solution is just a hack and I don't know how I should implement this in a proper manner.

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Subject: Re: GLCtrl display error on Vista  
Posted by [mirek](#) on Wed, 02 Jul 2008 08:53:59 GMT  
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Thanks for hints! It helped a lot.

Please check the attached "official" patch. I believe it is OK now.

Mirek

#### File Attachments

1) [patch.zip](#), downloaded 410 times

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Subject: Re: GLCtrl display error on Vista  
Posted by [kodos](#) on Wed, 02 Jul 2008 13:48:40 GMT  
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Thank you very much, it works perfectly

Another small thing: Is the  
pragma comment( lib, "glaux.lib" )  
really necessary? I don't have this lib and I just uncomment this line and it works fine

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Subject: Re: GLCtrl display error on Vista  
Posted by [mirek](#) on Wed, 02 Jul 2008 20:45:05 GMT  
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kodos wrote on Wed, 02 July 2008 09:48 Thank you very much, it works perfectly

Another small thing: Is the  
pragma comment( lib, "glaux.lib" )  
really necessary? I don't have this lib and I just uncomment this line and it works fine

Ehm, not sure

Have you tried with XP, Win2K and Win98?

Mirek

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Subject: Re: GLCtrl display error on Vista  
Posted by [kodos](#) on Thu, 03 Jul 2008 04:58:08 GMT  
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I tried with Win XP and Vista, but I think if it compiles without the lib it doesn't need it. If there are no functions called from the lib how should it not work without it?

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Subject: Re: GLCtrl display error on Vista  
Posted by [mirek](#) on Thu, 03 Jul 2008 13:33:05 GMT  
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kodos wrote on Thu, 03 July 2008 00:58 I tried with Win XP and Vista, but I think if it compiles without the lib it doesn't need it. If there are no functions called from the lib how should it not work without it?

OK, glaux removed.

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Subject: Re: GLCtrl display error on Vista  
Posted by [kodos](#) on Wed, 01 Oct 2008 12:50:53 GMT  
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Hi,

I think I have to open this thread again.  
The problem is still there with the flickering in Vista, even if it is far better with the patch from luzr.  
After I have reread the article on opengl.org I think I have found the problem. The  
WS\_CLIPCHILDREN and WS\_CLIPSIBLINGS have to be set on the parent window of the  
OpenGL control, not on the control itself.

With the following changes I haven't noticed any flickering yet:

```
TopWin32.cpp:86style |= WS_CAPTION|WS_CLIPSIBLINGS|WS_CLIPCHILDREN;  
CtrlCore.h:1767 void Refresh() { InvalidateRect(GetHWND(), NULL, false); }
```

I don't call the Refresh() from Ctrl because in my tests it is not needed, but I have just done my tests with the GLCtrl and I don't know exactly what Refresh is doing.

```
DHCtrl.cpp:36 CreateWindowEx(0, "UPP-CLASS-A", "",  
    WS_CHILD|WS_DISABLED|WS_VISIBLE,  
    0, 0, 20, 20,  
    hwnd, NULL, hInstance, this);
```

The WS\_CLIPSIBLINGS and WS\_CLIPCHILDREN styles can be removed from here again.

But I don't know if this changes have some side effects with other controls that derive from DHCtrl, I really just know the GLCtrl and my custom CairoCtrl.

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Subject: Re: GLCtrl display error on Vista  
Posted by [mirek](#) on Thu, 02 Oct 2008 07:25:28 GMT  
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Well, it required a little bit more attention, using these flags only when DHCtrl is present (in theory, performance affected, also, more interactions are possible) and finding a way how to make Ctrl::Refresh work instead of implementing it in DHCtrl.

Hopefully, it should now work without affecting anything else.

Please check (will be on svn mirror in 40 minutes).

Mirek

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Subject: Re: GLCtrl display error on Vista  
Posted by [kodos](#) on Thu, 02 Oct 2008 17:14:33 GMT  
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Thanks for the update.

I have tested the changes a little bit, and it's better now.  
The only problem now, there is still a flash, when the GLCtrl is shown the first time, that one isn't there with my solution. I don't know exactly why, but I think the SyncCaption function is called a bit "to late", but I'm really not sure .

But I have found some confusing things:

- If I comment out the line:  
if(hasdhctrl)

style |= WS\_CLIPSIBLINGS|WS\_CLIPCHILDREN;  
from SyncCaption it changes nothing. Actually I thought with this change it should be worse again but it isn't... Probably because of the new refresh function but I'm not sure.

- If I just comment out the if, the first flash is also gone.

EDIT: I just want to say that the first flash that is still there isn't really that bad, so if it's too complicated to fix it I think we could just leave it as it is.

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