Subject: layout bug with glctrl
Posted by abductee on Thu, 10 Jun 2010 21:54:51 GMT
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hi, i recently came to recognize this one.
it seems that in concert with the splitters the gl-ctrl does not center correctly.
i've written a small testcase in wic everytime GLPaint gets called the GLScreen is cleared with a new random color so its convievable when render(or rather GLPaint) happens.

```
#include <GLCtrl/GLCtrl.h>

using namespace Upp;

struct OpenGLExample : GLCtrl {
 Point point;

 virtual void GLPaint() {
  StdView();

  float col = (float)rand()/(float)RAND_MAX;
  float col1 = (float)rand()/(float)RAND_MAX;
  float col2 = (float)rand()/(float)RAND_MAX;
  glClearColor( col,col1,col2,0.0 );
  glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);
 }

 virtual void MouseMove(Point p, dword) {
  point = p;
  Refresh();
 }
};

GUI_APP_MAIN
{
 Ctrl::GlobalBackPaint();
 TopWindow win;
 OpenGLExample gl;
 Button b2,b3;
 Splitter s;
 s << b2 << b3;
 s.Horz();
 gl.HCenterPos(300).VCenterPos(200);
 b3.Add( gl );
 win.Add(s.HSizePos(10, 10).VSizePos(10, 10));
 win.Sizeable().Zoomable();
 win.Open();
 win.Run();
}
```

hope that helps,
cheers abductee

Subject: Re: layout bug with glctrl
Posted by mirek on Sun, 13 Jun 2010 15:51:16 GMT
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Thank you, should be fixed now.

Mirek
