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Thread: [What would you like to see in a OpenGL based GUI system ?](#)

Dangerous Beef - December 31, 2018, 9:56 am

So I'm planning on getting back into programming and wanted to finish that damn GUI system, you know new year resolutions and all that jazz.

I've already made most of it in different projects because I'm a restarted and perfectionist they are not user-ready. So i will rewrite it again with the hope of finishing it this time.

Note, chances of this being completed is like <10% so don't get your hopes up.

Notable features I've done/planned:

No font support, Text will be made using vertices then converted to a bitmap for faster drawing. In other words. Just one font because of the time required to do kerning and spacing

Shapes will be used instead of images for the UI controls. I hate images smh. Cleaner this way

Scrolling with scrollbar/ mousewheel

Basic controls such as Label, Button, Scrollable Container, ComboBox, ListView/ListBox, Radio, Picture Box, Tab control

Basic control features such as Anchoring Alignment, Docking

Movable and resizable Windows within the system

UI events Mouse and key events

Possibly rich text to some degree, won't allow different sizes though because of sanity. Done this to some degree

Use of GLFW for Input and contexts

Possibly multi window support, have to look into this one as I'm not too familiar with GLFW

Sensible hierarchical tree structure for controls

Anything you would like to added, shoot me ?