

Development Roadmap

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This page provides a dynamic look at all Software Trouble Reports ("STRs") that have been filed and accepted through the [Bugs & Features](#) page. If you would like to contribute code to implement any of the RFEs below, please consult the [Configuration Management Plan](#) for the coding standards we follow and then post your changes to the corresponding RFE.

FLTK 1.1 (2 Open Bugs)

FLTK 1.1.x is the former stable development branch. It is no longer being maintained, and any bug fixes will be applied against FLTK 1.3.x.

We recommend using the active FLTK 1.3.0 branch instead.

STR #	Summary	Subsystem	Status	Priority
2870	fltk 1.1 can't be built on Ubuntu12.04		New	CRIT
2897	function Fl_Menu_Item::size() works wrong when Fl_Menu_Item does not meet specification	Core Library	Pending	HIGH

FLTK 1.2

FLTK 1.2 is not available any longer. Please use the latest 1.1.x release for a stable release, or 1.3.x if you feel like sacrificing some stability for utf8 support and other new features.

FLTK 1.3 (46 Open Features, 38 Open Bugs)

FLTK 1.3 is the current stable development branch based on FLTK 1.1.10. It adds internationalization, UTF-8 (Unicode), and printing support, Doxygen based documentation, and several new widgets including `Fl_Native_File_Chooser`, `Fl_Table`, and `Fl_Tree_View`.

STR #	Summary	Subsystem	Status	Priority
2730	valgrind, out of bounds access, Fl_Text_Display wrapping	Core Library	New	HIGH
2891	Fl_Gl_Window does not draw when using FL_DLL		New	HIGH
2678	internationalization	Core Library	New	MOD
2682	Vertical scrollbar of Fl_Text_Editor have a strange behavior. Or is bug?	Core Library	New	MOD

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<u>2689</u>	<u>Handling of "@" symbols in fl_draw() and symbol expansion</u>	<u>Core Library</u>	<u>New</u>	<u>MOD</u>
<u>2735</u>	<u>fl_utf_toupper() and Eszett</u>	<u>Unicode support</u>	<u>New</u>	<u>MOD</u>
<u>2772</u>	<u>Remove possibly dead code in fl_draw.cxx::fl_measure()</u>	<u>Core Library</u>	<u>New</u>	<u>MOD</u>
<u>2795</u>	<u>Fl_Tree: needs to be optimized to handle very large contents (>10000)</u>	<u>Core Library</u>	<u>Pending</u>	<u>MOD</u>
<u>2844</u>	<u>Fl_Text_Display: needs keyboard nav for caret motion and keyboard selection</u>	<u>Core Library</u>	<u>New</u>	<u>MOD</u>
<u>2845</u>	<u>image test program blank on cygwin/GDI</u>	<u>Image Support</u>	<u>New</u>	<u>MOD</u>
<u>2862</u>	<u>Fl_Table keyboard nav issue: can't use tab to navigate off the widget</u>	<u>Core Library</u>	<u>New</u>	<u>MOD</u>
<u>2873</u>	<u>Fl JPEG Image: when file not found, d() returns 3 instead of 0</u>	<u>Image Support</u>	<u>Pending</u>	<u>MOD</u>
<u>2885</u>	<u>Enabling OPTION_BUILD_SHARED_LIBS=ON in cmake breaks compilation</u>		<u>New</u>	<u>MOD</u>
<u>2895</u>	<u>Fl_Tree: SINGLE mode selection issues</u>	<u>Core Library</u>	<u>New</u>	<u>MOD</u>
<u>2907</u>	<u>deactivated box appearance</u>		<u>New</u>	<u>MOD</u>
<u>2911</u>	<u>Library can't be compiled under clang 3.1</u>	<u>Core Library</u>	<u>Pending</u>	<u>MOD</u>
<u>2913</u>	<u>Patch for fltk-1.3.x-r9780</u>		<u>New</u>	<u>MOD</u>
<u>2915</u>	<u>Mac OS: subwindow is not shown correctly after hide() and then show()</u>	<u>MacOS</u>	<u>Pending</u>	<u>MOD</u>
<u>2714</u>	<u>FLTK headers have shadow lint</u>	<u>Core Library</u>	<u>Pending</u>	<u>LOW</u>
<u>2773</u>	<u>window always show on the wrong screen</u>	<u>X11</u>	<u>New</u>	<u>LOW</u>
<u>2788</u>	<u>Annoying Fl_Text_Editor mouse cursor behavior</u>	<u>Core Library</u>	<u>New</u>	<u>LOW</u>
<u>2791</u>	<u>Minmum size for tiles in an Fl_Tile</u>	<u>Core Library</u>	<u>New</u>	<u>LOW</u>
<u>2797</u>	<u>X errors occur when XDBE disabled + Fl_Double_Windows resized to zero on W or H</u>	<u>Core Library</u>	<u>New</u>	<u>LOW</u>
<u>2798</u>	<u>X11 coordinate clipping - label</u>	<u>X11</u>	<u>New</u>	<u>LOW</u>
<u>2802</u>	<u>poor modality interaction with local window manager</u>		<u>New</u>	<u>LOW</u>

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		<u>Core Library</u>		
<u>2822</u>	<u>Fl Input UTF-8 handling</u>	<u>Unicode support</u>	<u>New</u>	<u>LOW</u>
<u>2823</u>	<u>Fl Preferences unnecessary setting of dirty attribute</u>	<u>Core Library</u>	<u>New</u>	<u>LOW</u>
<u>2828</u>	<u>Fl Tree RFE's</u>	<u>Core Library</u>	<u>New</u>	<u>LOW</u>
<u>2861</u>	<u>Enabling "Extract gettext" on fluid menus + possibility of static initialization of strings</u>	<u>FLUID</u>	<u>New</u>	<u>LOW</u>
<u>2878</u>	<u>Many warnings during MSWindows 7 64-bit compilation.</u>	<u>WIN32</u>	<u>New</u>	<u>LOW</u>
<u>2880</u>	<u>menu popup() positioning</u>		<u>New</u>	<u>LOW</u>
<u>2883</u>	<u>submenu positioning</u>		<u>New</u>	<u>LOW</u>
<u>2892</u>	<u>Fl Text Display::position to line(): Consistency check ptvl failed</u>		<u>New</u>	<u>LOW</u>
<u>2893</u>	<u>configure.in : --enable-xft does not update \$CFLAGS</u>		<u>New</u>	<u>LOW</u>
<u>2901</u>	<u>Fl Browser format codes</u>		<u>New</u>	<u>LOW</u>
<u>2908</u>	<u>Menu ::find_index(const char*) doesn't handle escape sequence correctly</u>		<u>New</u>	<u>LOW</u>
<u>2909</u>	<u>Fl Tile does not pass FL_RELEASE event to children</u>		<u>New</u>	<u>LOW</u>
<u>2910</u>	<u>File chooser: pressing ENTER does not work as expected</u>		<u>New</u>	<u>LOW</u>
<u>2676</u>	<u>Enhance error reporting on broken Xft installations (was:fl_alert dialogs etc crashes in XftTextExtents32 on Solaris)</u>	<u>X11</u>	<u>New</u>	<u>RFE</u>
<u>2728</u>	<u>Add test program to test for shadowed variables (-Wshadow)</u>	<u>Test Framework</u>	<u>New</u>	<u>RFE</u>
<u>2750</u>	<u>Separate Fl Input_Choice.H to Fl Input_Choice.cxx</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2751</u>	<u>Limit input field characters.</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2752</u>	<u>Allow down arrow to open input-choice drop down menu</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2753</u>	<u>Capture enter as click on button with focus</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2754</u>	<u>Automatically make copy of labels</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>

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<u>2755</u>	<u>Allow color change on Browser selection bar based on focus</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2756</u>	<u>New browser checkbox widget</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2757</u>	<u>Allows shortcuts on browser items</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2762</u>	<u>Ability to set icon character for fl_choice</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2763</u>	<u>Full Selection Movement when using Keyboard in Browser</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2766</u>	<u>New configurable option to change symbol prefix character</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2767</u>	<u>Fix scrollbar visiblity from causing miscalcuation on select()</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2776</u>	<u>Separate Fl_Spinner.H to Fl_Spinner.cxx</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2789</u>	<u>Make tooltip appear grayed on Fl_Input when there is no value</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2790</u>	<u>Patch allow fluid generate constructor without arguments for Widget_Class</u>	<u>FLUID</u>	<u>New</u>	<u>RFE</u>
<u>2792</u>	<u>Change of logic used on browser when no selection</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2793</u>	<u>Option to change FL_SHORTCUT logic</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2794</u>	<u>Fluid hacked</u>	<u>FLUID</u>	<u>New</u>	<u>RFE</u>
<u>2799</u>	<u>Menus can suddenly disappear</u>	<u>Core Library</u>	<u>Pending</u>	<u>RFE</u>
<u>2813</u>	<u>Tons of compile warnings in mingw64</u>	<u>WIN32</u>	<u>New</u>	<u>RFE</u>
<u>2815</u>	<u>Implementation of Fl_Text_Display backdrop</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2816</u>	<u>Add ability to set proper window icons</u>	<u>OS support</u>	<u>New</u>	<u>RFE</u>
<u>2817</u>	<u>Add a hook to track timeouts</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2821</u>	<u>MouseWheel acceleration patch</u>	<u>OS support</u>	<u>New</u>	<u>RFE</u>
<u>2824</u>	<u>Adding scroller animation to FLTK</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2830</u>	<u>Fl_Input is limited to 1023 bytes but not documented</u>		<u>New</u>	<u>RFE</u>

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		<u>Core Library</u>		
<u>2834</u>	<u>Make Fl_Help_View draw() and handle() public</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2835</u>	<u>Fl_Widget::do_callback() should check callback for NULL</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2838</u>	<u>Add Colors to FL_Text_Display (+ underscore + strikethru)</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2840</u>	<u>Fluid doesn't release images</u>	<u>FLUID</u>	<u>New</u>	<u>RFE</u>
<u>2841</u>	<u>preventing of unintentional removing in Fluid</u>	<u>FLUID</u>	<u>New</u>	<u>RFE</u>
<u>2842</u>	<u>putting new widget on place of user's click</u>	<u>FLUID</u>	<u>New</u>	<u>RFE</u>
<u>2843</u>	<u>Fluid: "space evenly" makes the same distance between pairs</u>	<u>FLUID</u>	<u>New</u>	<u>RFE</u>
<u>2860</u>	<u>Multi-head full screen support</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2867</u>	<u>ADding bgcolor to Style Table Entry</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2869</u>	<u>Better scaling algorithm</u>	<u>Image Support</u>	<u>New</u>	<u>RFE</u>
<u>2875</u>	<u>More general methods to select fonts with attributes BOLD/ITALIC (Patch supplied)</u>	<u>X11</u>	<u>New</u>	<u>RFE</u>
<u>2876</u>	<u>Make xft font sorting work (patch supplied)</u>	<u>X11</u>	<u>New</u>	<u>RFE</u>
<u>2882</u>	<u>a minimum knob-size for Fl_Scrollbar widget</u>		<u>New</u>	<u>RFE</u>
<u>2894</u>	<u>problem with pressed menu button</u>		<u>New</u>	<u>RFE</u>
<u>2896</u>	<u>Better looking menu dividers</u>		<u>New</u>	<u>RFE</u>
<u>2899</u>	<u>unnecessary case-sensitive comparison</u>		<u>New</u>	<u>RFE</u>
<u>2902</u>	<u>FL_HOLD_BROWSER selection positioning</u>		<u>New</u>	<u>RFE</u>
<u>2904</u>	<u>Native file chooser isn't exactly native on linux</u>	<u>X11</u>	<u>New</u>	<u>RFE</u>

FLTK 1.4 (78 Open Features, 45 Open Bugs)

FLTK 1.4 will add even more features to the FLTK 1 branch.

STR #	Summary	Subsystem	Status	Priority
<u>1869</u>	<u>avoid recursing event handlers (Fl::readqueue, Fl::check)</u>		<u>New</u>	<u>HIGH</u>
<u>1986</u>		<u>X11</u>	<u>Pending</u>	<u>HIGH</u>

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	<u>X-server freezes when a window is opened while the menu is open</u>			
<u>2444</u>	<u>SGI: CTRL key not working in editor/input widgets over X remote connection</u>	<u>OS support</u>	<u>New</u>	<u>HIGH</u>
<u>2531</u>	<u>Fl Text Display proportional text wobbles when selected on OS X</u>		<u>New</u>	<u>HIGH</u>
<u>2634</u>	<u>fl help view bug fixes and new features</u>		<u>New</u>	<u>HIGH</u>
<u>2639</u>	<u>Fl Pack resizes hidden widgets, which it doesn't touch when visible.</u>	<u>Core Library</u>	<u>New</u>	<u>HIGH</u>
<u>24</u>	<u>Fluid should support sub-windows</u>	<u>FLUID</u>	<u>Pending</u>	<u>MOD</u>
<u>1650</u>	<u>relative widget image path is uncorrect if fl file not saved where created</u>	<u>FLUID</u>	<u>New</u>	<u>MOD</u>
<u>1859</u>	<u>Fluid callbacks in declaration blocks not working correctly</u>	<u>Core Library</u>	<u>New</u>	<u>MOD</u>
<u>1919</u>	<u>Fl Tile uses resizable() interface for different functionality</u>	<u>None</u>	<u>New</u>	<u>MOD</u>
<u>1973</u>	<u>autotools build badly broken on 64-bit Linux</u>	<u>Build Files</u>	<u>New</u>	<u>MOD</u>
<u>1993</u>	<u>No redraw when dragging windows</u>	<u>WIN32</u>	<u>New</u>	<u>MOD</u>
<u>2034</u>	<u>function Fl Preferences::getUserdataPath() creates wrong directories</u>	<u>Core Library</u>	<u>New</u>	<u>MOD</u>
<u>2112</u>	<u>OSX: changing a window's size() affects size range() max</u>		<u>New</u>	<u>MOD</u>
<u>2131</u>	<u>test/help: The 'search window' doesn't work for text within <PRE></u>		<u>New</u>	<u>MOD</u>
<u>2151</u>	<u>allow building fltk-1.1 with X11 on cygwin</u>		<u>New</u>	<u>MOD</u>
<u>2165</u>	<u>fluid interface drawing problems (Linux + XFT)</u>		<u>New</u>	<u>MOD</u>
<u>2166</u>	<u>New fluid "Comments" field: bad tab navigation order</u>		<u>New</u>	<u>MOD</u>
<u>2187</u>	<u>fltk 1.1.9 code blocks project and workspace files (MS SDK 2008)</u>	<u>Build Files</u>	<u>New</u>	<u>MOD</u>
<u>2284</u>	<u>Bad return value handling from "getc" in Fl BMP Image c'tor</u>	<u>Image Support</u>	<u>New</u>	<u>MOD</u>
<u>2306</u>	<u>fltk's use of snprintf() should be hardened -- recommend alternatives</u>	<u>Core Library</u>	<u>New</u>	<u>MOD</u>
<u>2459</u>	<u>GLUT compatibility problem</u>		<u>New</u>	<u>MOD</u>
<u>2663</u>	<u>OpenGL overlay bug on Windows 7 + Intel graphics</u>	<u>OpenGL</u>	<u>New</u>	<u>MOD</u>
<u>2738</u>	<u>fltk-3 align anomaly</u>		<u>New</u>	<u>MOD</u>
<u>469</u>	<u>Drawing problem when FL_ROUNDED_BOX and Fl_Menu_Button</u>	<u>Core Library</u>	<u>Active</u>	<u>LOW</u>

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<u>702</u>	<u>Fl Scrollbar increments incorrectly in specific situation</u>	<u>Core Library</u>	<u>New</u>	<u>LOW</u>
<u>810</u>	<u>Fl File Chooser value(const char*) not wholly functional</u>	<u>Core Library</u>	<u>New</u>	<u>LOW</u>
<u>1115</u>	<u>Windows shown while popup menu was active disappear when the menu is dismissed.</u>	<u>WIN32</u>	<u>New</u>	<u>LOW</u>
<u>1190</u>	<u>Drawing glitch in Radio Button</u>	<u>Core Library</u>	<u>New</u>	<u>LOW</u>
<u>1373</u>	<u>per-window vsync control</u>	<u>OpenGL</u>	<u>New</u>	<u>LOW</u>
<u>1597</u>	<u>Fl Help View: HTML problems with font size + </u>	<u>Core Library</u>	<u>New</u>	<u>LOW</u>
<u>1679</u>	<u>Borderless windows on WIN32 do not appear on the taskbar</u>	<u>WIN32</u>	<u>New</u>	<u>LOW</u>
<u>1742</u>	<u>Fl Browser: Inconsistent behavior of value()</u>	<u>Core Library</u>	<u>New</u>	<u>LOW</u>
<u>1860</u>	<u>Would like ability to specify software rendering for OpenGL contexts</u>	<u>OpenGL</u>	<u>New</u>	<u>LOW</u>
<u>1895</u>	<u>Fl Scroll does its scrollbar management only in its draw()</u>	<u>Core Library</u>	<u>New</u>	<u>LOW</u>
<u>1921</u>	<u>Current definition of fl_begin_offscreen() and fl_end_offscreen() makes impossible to divide offscreen drawing procedure to a set of subsequently called functions</u>		<u>New</u>	<u>LOW</u>
<u>1922</u>	<u>src/Makefile has hardcoded libfltk*.so.1.3</u>	<u>Build Files</u>	<u>Pending</u>	<u>LOW</u>
<u>1925</u>	<u>Fl Text Display should have a member for secondary selection color</u>	<u>Core Library</u>	<u>New</u>	<u>LOW</u>
<u>1997</u>	<u>fl file chooser(...) has a glitch</u>		<u>New</u>	<u>LOW</u>
<u>2132</u>	<u>Fluid's Write Code shortcut does not work</u>		<u>New</u>	<u>LOW</u>
<u>2145</u>	<u>FL ROUND UP BOX+Fl Button+"gtk+" scheme: focus box draws outside widget</u>		<u>New</u>	<u>LOW</u>
<u>2234</u>	<u>Fl Text Editor defaults to DOWN FRAME</u>	<u>Core Library</u>	<u>Pending</u>	<u>LOW</u>
<u>2251</u>	<u>Fl Pack resize() and draw() behavior should be improved</u>	<u>Core Library</u>	<u>New</u>	<u>LOW</u>
<u>2617</u>	<u>Inconsistent behavior for Fl Window on win32</u>	<u>Core Library</u>	<u>New</u>	<u>LOW</u>
<u>2658</u>	<u>set_fonts() comments</u>		<u>New</u>	<u>LOW</u>
<u>45</u>	<u>Help View does not handle tables with border properly (and more)</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>214</u>	<u>function objects for callbacks.</u>	<u>Core Library</u>	<u>Pending</u>	<u>RFE</u>
<u>275</u>	<u>fl_ask, fl_alert, fl_file_chooser, fl_* positioning</u>	<u>Core Library</u>	<u>Active</u>	<u>RFE</u>
<u>298</u>	<u>FLUID "commenting out" would be nice</u>	<u>FLUID</u>	<u>New</u>	<u>RFE</u>
<u>334</u>	<u>technical change : remove statics in fl_ask</u>	<u>Core Library</u>	<u>Pending</u>	<u>RFE</u>
<u>370</u>	<u>warn, if image format is not compiled in, but application attempts to read</u>	<u>Image Support</u>	<u>Pending</u>	<u>RFE</u>

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<u>380</u>	<u>Fl Value Slider should have controllable width/height for valuator portion</u>	<u>Core Library</u>	<u>Active</u>	<u>RFE</u>
<u>419</u>	<u>Fl_XXX Image classes need a status function</u>	<u>Image Support</u>	<u>New</u>	<u>RFE</u>
<u>460</u>	<u>Provide save() member function to Fl_Image subclasses</u>	<u>Image Support</u>	<u>Pending</u>	<u>RFE</u>
<u>470</u>	<u>up / down indicator when portion of menu is off screen</u>	<u>Core Library</u>	<u>Pending</u>	<u>RFE</u>
<u>712</u>	<u>Fluid External Editor Patch</u>	<u>FLUID</u>	<u>New</u>	<u>RFE</u>
<u>749</u>	<u>Enable a right-click copy/paste menu for all Input/Output/Editor/Display widgets</u>		<u>New</u>	<u>RFE</u>
<u>767</u>	<u>Removeing titlebar but keeping border.(win32)</u>		<u>New</u>	<u>RFE</u>
<u>900</u>	<u>Fl::add_timeout will also consume all the time of embedded low speed CPU</u>		<u>New</u>	<u>RFE</u>
<u>1029</u>	<u>Fl::font(), Fl::size(), etc. for changing defaults</u>		<u>New</u>	<u>RFE</u>
<u>1739</u>	<u>[PATCH] Add support for icons in Fl_Browser</u>	<u>Core Library</u>	<u>Pending</u>	<u>RFE</u>
<u>1903</u>	<u>Check for missing functionalities from original UTF8 patch</u>	<u>Unicode support</u>	<u>New</u>	<u>RFE</u>
<u>1923</u>	<u>Enhance non-modal windows on Mac OS X</u>		<u>New</u>	<u>RFE</u>
<u>1928</u>	<u>Consider deriving Fl_Label from Fl_Widget</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>1951</u>	<u>additional test folder programs</u>		<u>New</u>	<u>RFE</u>
<u>1954</u>	<u>de-obfuscate fluid enum values</u>		<u>New</u>	<u>RFE</u>
<u>1959</u>	<u>Building of image DLL's on win32</u>		<u>New</u>	<u>RFE</u>
<u>1981</u>	<u>[PATCH] Add "stay on top"-feature to Fl_Window</u>		<u>New</u>	<u>RFE</u>
<u>1984</u>	<u>provide a hook to override default event delivery</u>		<u>New</u>	<u>RFE</u>
<u>1989</u>	<u>Support for Multiple Cursor interaction (MPX)</u>		<u>New</u>	<u>RFE</u>
<u>2014</u>	<u>Digital Mars C++ support for FLTK 1.3</u>		<u>New</u>	<u>RFE</u>
<u>2022</u>	<u>Deriving from Fl_Chart</u>		<u>New</u>	<u>RFE</u>
<u>2041</u>	<u>Addition of a FL_TOOLTIP event (PoC)</u>	<u>Core Library</u>	<u>Pending</u>	<u>RFE</u>
<u>2059</u>	<u>Support for CDash</u>		<u>New</u>	<u>RFE</u>
<u>2060</u>	<u>fluid should rewrite files conservatively on "Write Code"</u>	<u>FLUID</u>	<u>New</u>	<u>RFE</u>
<u>2081</u>	<u>add opengl 3 support to fltk</u>		<u>New</u>	<u>RFE</u>
<u>2083</u>	<u>Add maximize, minimize caps to FL_Window</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2107</u>	<u>WIN32: Fl::add_fd does not work well with anonymous pipes</u>	<u>OS support</u>	<u>New</u>	<u>RFE</u>

Development Roadmap - Fast Light Toolkit (FLTK)

<u>2118</u>	<u>Multisample support on Windows</u>		<u>New</u>	<u>RFE</u>
<u>2148</u>	<u>Use iconv() if provided by glibc</u>	<u>OS support</u>	<u>New</u>	<u>RFE</u>
<u>2162</u>	<u>[PATCH] Wrap CJK characters in Fl_Input</u>	<u>Unicode support</u>	<u>New</u>	<u>RFE</u>
<u>2175</u>	<u>why dose not FLTK support framebuffer directly?</u>		<u>New</u>	<u>RFE</u>
<u>2177</u>	<u>Fl::add_handler() additional data parameter</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2178</u>	<u>Allow Fl_X::make_xid() to call user defined function</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2179</u>	<u>Allow receiving events before FLTK handles them</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2180</u>	<u>pkg-config support</u>	<u>Config Files</u>	<u>New</u>	<u>RFE</u>
<u>2188</u>	<u>[PATCH] Support win32 accessibility via MSAA</u>	<u>WIN32</u>	<u>New</u>	<u>RFE</u>
<u>2192</u>	<u>Customs Cursors in fltk</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2242</u>	<u>Enable usage of FLTK fonts in cairo context (patch included)</u>	<u>Cairo</u>	<u>New</u>	<u>RFE</u>
<u>2314</u>	<u>Width option for the Fl_Menu_Item</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2338</u>	<u>Propose to add a new method to Fl_Widget Fl_Widget::parent_root()</u>		<u>New</u>	<u>RFE</u>
<u>2340</u>	<u>Allow setting both a window icon and a mask pixmap in the X11 version.</u>		<u>New</u>	<u>RFE</u>
<u>2387</u>	<u>Speedup of fl_read_image on win32</u>	<u>Core Library</u>	<u>Pending</u>	<u>RFE</u>
<u>2402</u>	<u>Widget Associations</u>		<u>New</u>	<u>RFE</u>
<u>2411</u>	<u>ICC Colour management policy</u>		<u>New</u>	<u>RFE</u>
<u>2434</u>	<u>Fl_Native_File_Chooser and Fl_Table could use some screenshots in docs</u>	<u>Documentation</u>	<u>New</u>	<u>RFE</u>
<u>2445</u>	<u>Small modification to Fl_Value_Input to allow precize steps with left mouse button</u>		<u>New</u>	<u>RFE</u>
<u>2446</u>	<u>Allow easy customization for special purposes</u>		<u>New</u>	<u>RFE</u>
<u>2453</u>	<u>Enable cups printing on unix platforms (include a patch)</u>		<u>New</u>	<u>RFE</u>
<u>2454</u>	<u>Fl_Tree: need to fix keyboard nav of *child fltk widgets* added to tree</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2482</u>	<u>glutKeyboardUpFunc, glutSpecialUpFunc, glutLeaveMainLoop</u>	<u>GLUT Emulation</u>	<u>New</u>	<u>RFE</u>
<u>2494</u>	<u>Patch that adds some macros to the extra code lines</u>		<u>New</u>	<u>RFE</u>
<u>2583</u>	<u>transparency for fl_draw_image()</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2584</u>		<u>Core Library</u>	<u>New</u>	<u>RFE</u>

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	<u>A timer to make tooltips hide themselves after a period of time</u>			
<u>2586</u>	<u>Consolidate fluid settings into one dialog</u>	<u>FLUID</u>	<u>New</u>	<u>RFE</u>
<u>2599</u>	<u>expose dead keys to applications</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2609</u>	<u>shape functions (fl_rectf etc.) support alpha</u>		<u>New</u>	<u>RFE</u>
<u>2610</u>	<u>Add another method for Fl_Menu_Button to allow popup at specific position</u>		<u>New</u>	<u>RFE</u>
<u>2621</u>	<u>Line numbers in Fl_Text_Display/Editor</u>		<u>New</u>	<u>RFE</u>
<u>2624</u>	<u>Placement of widgets be Group relative</u>		<u>New</u>	<u>RFE</u>
<u>2633</u>	<u>New methods for Fl_JPEG_Image and Fl_PNG_Image to encode from Fl_Image</u>		<u>New</u>	<u>RFE</u>
<u>2636</u>	<u>notification of clipboard changes</u>		<u>New</u>	<u>RFE</u>
<u>2642</u>	<u>Need examples and docs for how to build apps against DLL version of FLTK</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2650</u>	<u>a tooltip is sometimes placed under the cursor, where it flashes and flashes</u>		<u>New</u>	<u>RFE</u>
<u>2659</u>	<u>support conversion from Fl_Pixmap to Fl_RGB_Image</u>		<u>New</u>	<u>RFE</u>
<u>2660</u>	<u>support for custom (image) cursors</u>		<u>New</u>	<u>RFE</u>
<u>2662</u>	<u>Docs for "Drawing Things In FLTK" should cover coordinate space of widgets vs. windows</u>		<u>New</u>	<u>RFE</u>
<u>2669</u>	<u>Fluid Enhancement To Indicate Active Widgets</u>		<u>New</u>	<u>RFE</u>
<u>2672</u>	<u>Updated Gleam patch against FLTK1.3.x-r8816</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2675</u>	<u>Patch for a new theme of FLTK 1.3 (with gradient).</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2692</u>	<u>right justify option for scroll window</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2761</u>	<u>Force break when wrapping long words</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2785</u>	<u>Evalayout with FLTK one attempt</u>		<u>New</u>	<u>RFE</u>

FLTK 2.0 (96 Open Features, 161 Open Bugs)

FLTK 2.0 development is focused on a new C++ API using namespaces which provides support for UTF-8 (Unicode) text, enhanced UI scheme support and device and OS abstraction for easier porting and better printing and off-screen rendering support.

STR #	Summary	Subsystem	Status	Priority
<u>2075</u>	<u>Fluid2 locks up Xserver when creating TabGroup</u>		<u>New</u>	<u>CRIT</u>

Development Roadmap - Fast Light Toolkit (FLTK)

<u>2361</u>	<u>Hacker's Version of 2.0 (compiles with debug info, demos fixed)</u>		<u>New</u>	<u>CRIT</u>
<u>1042</u>	<u>Image::make_current() do not work</u>		<u>New</u>	<u>HIGH</u>
<u>1302</u>	<u>Update FLTK build system to undefine DISPLAY</u>	<u>Build Files</u>	<u>Pending</u>	<u>HIGH</u>
<u>1317</u>	<u>fluid2 authorize and generates static png image table but don't use it</u>	<u>FLUID</u>	<u>New</u>	<u>HIGH</u>
<u>1660</u>	<u>Xft font listing is broken on X11</u>		<u>New</u>	<u>HIGH</u>
<u>1759</u>	<u>Fluid2 -- Live Preview Broken</u>		<u>New</u>	<u>HIGH</u>
<u>1784</u>	<u>scrolling in ScrollGroup does not take into account labels</u>	<u>Core Library</u>	<u>Pending</u>	<u>HIGH</u>
<u>1804</u>	<u>"MOVE" in handle(int event) broken</u>		<u>New</u>	<u>HIGH</u>
<u>1832</u>	<u>Item (TOGGLE or RADIO) has wrong width</u>		<u>New</u>	<u>HIGH</u>
<u>1979</u>	<u>[with a hackish fix] fltk::PackedGroup::layout() keeps layout damage() at return</u>		<u>New</u>	<u>HIGH</u>
<u>2016</u>	<u>Nasty logic error in Group::draw_child()</u>		<u>New</u>	<u>HIGH</u>
<u>2023</u>	<u>Cairo context and clipping interaction</u>		<u>New</u>	<u>HIGH</u>
<u>2033</u>	<u>Troubles while loading png images with fluid2</u>		<u>New</u>	<u>HIGH</u>
<u>2074</u>	<u>Input method ONLY works when mouse pointer move out of window in Linux</u>		<u>New</u>	<u>HIGH</u>
<u>2077</u>	<u>Label tooltips drag over displayable area</u>		<u>New</u>	<u>HIGH</u>
<u>2095</u>	<u>FLTK2 WinCE port, mouse events do not work</u>		<u>New</u>	<u>HIGH</u>
<u>2110</u>	<u>E: no-ldconfig-symlink /usr/lib/libfltk2*</u>		<u>New</u>	<u>HIGH</u>
<u>2126</u>	<u>Cairo: fltk::cr not affected by translation matrix</u>		<u>New</u>	<u>HIGH</u>
<u>2217</u>	<u>FLTK2 doesn't work with "fixed" Font</u>		<u>New</u>	<u>HIGH</u>
<u>2271</u>	<u>fltk 1.3&2.0 can not build on VC++ 2008 Express</u>		<u>New</u>	<u>HIGH</u>
<u>2296</u>	<u>segmentation fault when fetching jpeg images from data</u>		<u>New</u>	<u>HIGH</u>
<u>2327</u>	<u>image w() and h() bug</u>		<u>New</u>	<u>HIGH</u>
<u>2359</u>	<u>cpu time sharing issues in v1 and v2 (solutions).</u>		<u>New</u>	<u>HIGH</u>
<u>2590</u>	<u>glut specifics functions are not working with FLTK 2</u>		<u>New</u>	<u>HIGH</u>
<u>2698</u>	<u>ENTER and LEAVE events are always generated by mouse movement</u>	<u>Core Library</u>	<u>Pending</u>	<u>HIGH</u>
<u>2804</u>	<u>horizontal mousewheel causes crash under windows</u>		<u>New</u>	<u>HIGH</u>
<u>975</u>	<u>InputBrowser multiple issues</u>		<u>New</u>	<u>MOD</u>

Development Roadmap - Fast Light Toolkit (FLTK)

<u>1273</u>	<u>WSAAsyncSelect not working in win32/run.cxx</u>		<u>New</u>	<u>MOD</u>
<u>1295</u>	<u>controls in the browser widget are not accessible</u>		<u>New</u>	<u>MOD</u>
<u>1312</u>	<u>incorrect configure script: "dirent" redefined, U32 not defined...</u>		<u>New</u>	<u>MOD</u>
<u>1347</u>	<u>incomplete fltk.dev</u>		<u>New</u>	<u>MOD</u>
<u>1353</u>	<u>Build issues on solaris</u>		<u>New</u>	<u>MOD</u>
<u>1380</u>	<u>make install fails with "--enable-shared" and OpenGL disabled (by configure)</u>		<u>New</u>	<u>MOD</u>
<u>1385</u>	<u>cursor(Image*, ...) not implemented</u>		<u>New</u>	<u>MOD</u>
<u>1390</u>	<u>FLTK2.0-r5274 snprintf seg faults ubuntu 6.06 (linux2.6)</u>		<u>New</u>	<u>MOD</u>
<u>1394</u>	<u>Adding GIWindow to a window after show() is called causes crash</u>		<u>New</u>	<u>MOD</u>
<u>1433</u>	<u>Window::size_range doesn't work on OSX</u>		<u>New</u>	<u>MOD</u>
<u>1509</u>	<u>There is a hardcoded path to a GIF in about_panel.fl</u>	<u>FLUID</u>	<u>New</u>	<u>MOD</u>
<u>1591</u>	<u>moving a window on OSX results in redraw (was str 1452)</u>		<u>New</u>	<u>MOD</u>
<u>1610</u>	<u>../fluid/fluid2: error while loading shared libraries: libfltk2_images.so: cannot open shared object file: No such file or directory</u>		<u>New</u>	<u>MOD</u>
<u>1622</u>	<u>Menu choices can't use list(StringArray*)</u>		<u>New</u>	<u>MOD</u>
<u>1630</u>	<u>include file Fl_FormsBitmap.h not found</u>		<u>New</u>	<u>MOD</u>
<u>1635</u>	<u>getMonitorInfoA not supported in windows NT</u>		<u>New</u>	<u>MOD</u>
<u>1636</u>	<u>borland 5.5.1 command line compiler</u>		<u>New</u>	<u>MOD</u>
<u>1661</u>	<u>Function default parameters in the Fluid</u>		<u>New</u>	<u>MOD</u>
<u>1697</u>	<u>CheckBox not sized right in ItemGroup</u>		<u>New</u>	<u>MOD</u>
<u>1720</u>	<u>missing function in main_thread in src/x11/lock.cxx</u>		<u>New</u>	<u>MOD</u>
<u>1722</u>	<u>Simplify Browser interface and split MultiBrowser from Browser</u>		<u>New</u>	<u>MOD</u>
<u>1727</u>	<u>FLTK2's X11 changing main icon</u>		<u>New</u>	<u>MOD</u>
<u>1754</u>	<u>WordwrapOutput wraps unicode text as it was ascii</u>		<u>New</u>	<u>MOD</u>
<u>1755</u>	<u>FLTK2's widget's timeout fltk::event x() and event y() wrong</u>		<u>New</u>	<u>MOD</u>
<u>1785</u>	<u>Function default parameters in the Fluid</u>		<u>New</u>	<u>MOD</u>
<u>1806</u>	<u>Fails to work under "wine" under "Linux" when compiled with MingW32</u>		<u>New</u>	<u>MOD</u>

Development Roadmap - Fast Light Toolkit (FLTK)

<u>1807</u>	<u>FLUID's functions are not spit in the specified order</u>		<u>New</u>	<u>MOD</u>
<u>1813</u>	<u>test/image segfaults or crash Xorg</u>		<u>New</u>	<u>MOD</u>
<u>1842</u>	<u>fltk::Guard(RecursiveMutex *) works not as expected</u>		<u>New</u>	<u>MOD</u>
<u>1845</u>	<u>fltk::TiledGroup fix</u>		<u>New</u>	<u>MOD</u>
<u>1858</u>	<u>TextDisplay needs its own default style</u>		<u>New</u>	<u>MOD</u>
<u>1861</u>	<u>fullscreen off() Problems</u>	<u>Core Library</u>	<u>New</u>	<u>MOD</u>
<u>1876</u>	<u>FLTK2 menu Under 256 Color</u>	<u>Example Programs</u>	<u>Pending</u>	<u>MOD</u>
<u>1890</u>	<u>fltk-2.0.x-r6059 fails to build on Solaris</u>		<u>New</u>	<u>MOD</u>
<u>1924</u>	<u>Tablet support: incorrect tilt value.</u>		<u>New</u>	<u>MOD</u>
<u>1946</u>	<u>scrollbars not working after switching virtual desktops in e17</u>		<u>New</u>	<u>MOD</u>
<u>1947</u>	<u>moving a window causes a complete redraw</u>		<u>New</u>	<u>MOD</u>
<u>1968</u>	<u>Portability fixes</u>		<u>New</u>	<u>MOD</u>
<u>1975</u>	<u>browser loses horizontal scrollbar on redraw</u>		<u>New</u>	<u>MOD</u>
<u>2001</u>	<u>Browser Items image height (from leaf symbol for example) do not adjust height of items</u>		<u>New</u>	<u>MOD</u>
<u>2012</u>	<u>Fix build problems with trunk as dll on win32(vc++)</u>		<u>New</u>	<u>MOD</u>
<u>2018</u>	<u>OSX --enable-cairo fails with Cairo svn</u>		<u>New</u>	<u>MOD</u>
<u>2020</u>	<u>drawing mistakes with --enable-cairo enabled</u>		<u>New</u>	<u>MOD</u>
<u>2042</u>	<u>fltk2 does not compile on DragonFly BSD</u>		<u>New</u>	<u>MOD</u>
<u>2044</u>	<u>resizable not reset after remove</u>		<u>New</u>	<u>MOD</u>
<u>2047</u>	<u>Tabs: shrink pager + long tab text + narrow window = corrupt display of tab text</u>		<u>New</u>	<u>MOD</u>
<u>2048</u>	<u>Tabs + clear double buffer() + narrow window = storm of redraw events</u>		<u>New</u>	<u>MOD</u>
<u>2049</u>	<u>MenuTabPage::draw tabs very weird</u>		<u>New</u>	<u>MOD</u>
<u>2062</u>	<u>Zero height tabs show white label text</u>		<u>New</u>	<u>MOD</u>
<u>2064</u>	<u>fltk-2.0.x-r6403 does not builds without opengl</u>		<u>New</u>	<u>MOD</u>
<u>2092</u>	<u>With MAC OSX Leopard, I had to hack into Makefiles to complete --enable-shared option</u>		<u>New</u>	<u>MOD</u>
<u>2111</u>	<u>W: shared-lib-calls-exit /usr/lib/libfltk2.so.2.0</u>		<u>New</u>	<u>MOD</u>
<u>2119</u>			<u>New</u>	<u>MOD</u>

Development Roadmap - Fast Light Toolkit (FLTK)

	<u>fltk::Group::replace(int, Widget&) does not notify old parent of removal</u>			
<u>2160</u>	<u>Several functions in class fltk::Widget undefined</u>	<u>Config Files</u>	<u>New</u>	<u>MOD</u>
<u>2210</u>	<u>value() returns incorrect value during button press</u>	<u>Core Library</u>	<u>New</u>	<u>MOD</u>
<u>2230</u>	<u>Menus should not be animated when using Compiz - Ubuntu 9.04</u>		<u>New</u>	<u>MOD</u>
<u>2231</u>	<u>Browser doesn't recalculate column width when item has an image</u>		<u>New</u>	<u>MOD</u>
<u>2236</u>	<u>WidgetAssociation.cxx is missing from MSVS 2005/2008 fltk 2.0 projects</u>		<u>New</u>	<u>MOD</u>
<u>2238</u>	<u>linkage specifier incorrect in Cursor.h</u>		<u>New</u>	<u>MOD</u>
<u>2239</u>	<u>with --disable-gi, glut/glpuzzle.cxx tries to build anyway and fails</u>		<u>New</u>	<u>MOD</u>
<u>2240</u>	<u>WidgetAssociation.cxx compile fails with Visual C++ 6 - Error: unable to convert param for 'foreach'</u>		<u>New</u>	<u>MOD</u>
<u>2258</u>	<u>Cairo.h is missing from build.</u>		<u>New</u>	<u>MOD</u>
<u>2276</u>	<u>word wrapping problems in TextEditor</u>	<u>Core Library</u>	<u>New</u>	<u>MOD</u>
<u>2319</u>	<u>fltk::setfont() crashes as fontopen() returns NULL</u>		<u>New</u>	<u>MOD</u>
<u>2391</u>	<u>Cursor constructor not declared with proper external linkage in fltk dll</u>		<u>New</u>	<u>MOD</u>
<u>2392</u>	<u>WidgetAssociations.cxx lost from vcnet 7.1 project after upgrade to 9.0</u>		<u>New</u>	<u>MOD</u>
<u>2403</u>	<u>FLTK assumes support for Xinerama</u>		<u>New</u>	<u>MOD</u>
<u>2415</u>	<u>arc requires cairo.lib even in release mode</u>		<u>New</u>	<u>MOD</u>
<u>2427</u>	<u>Strange cursor behavior in child GlWindow</u>		<u>New</u>	<u>MOD</u>
<u>2567</u>	<u>The 'then' statement is equivalent to the 'else' statement</u>		<u>New</u>	<u>MOD</u>
<u>2568</u>	<u>dubious logical expresion on 'if' statement</u>		<u>New</u>	<u>MOD</u>
<u>2758</u>	<u>fltk-2 lock.cxx fails with gcc-4.6.1</u>		<u>New</u>	<u>MOD</u>
<u>2800</u>	<u>background not drawn in widget when label empty and image has been set to null</u>		<u>New</u>	<u>MOD</u>
<u>2872</u>	<u>Fullscreen and then off does not return the border decorations</u>		<u>New</u>	<u>MOD</u>
<u>21</u>	<u>(XWindow) Memory leak in Window::copy_label()</u>	<u>WIN32</u>	<u>Pending</u>	<u>LOW</u>
<u>108</u>	<u>Automatically link correct libraries in Visual C++</u>	<u>WIN32</u>	<u>Pending</u>	<u>LOW</u>

Development Roadmap - Fast Light Toolkit (FLTK)

<u>449</u>	<u>OSX detachable menus "feature"</u>	<u>MacOS</u>	<u>Pending</u>	<u>LOW</u>
<u>494</u>	<u>Rectangular selection not displayed as a rectangle...</u>	<u>Core Library</u>	<u>Pending</u>	<u>LOW</u>
<u>521</u>	<u>Mac support in 2.0 docs.</u>	<u>Documentation</u>	<u>Pending</u>	<u>LOW</u>
<u>675</u>	<u>All functions in fl_ask.H is not thread safe (using fltk thread model)</u>	<u>Core Library</u>	<u>Pending</u>	<u>LOW</u>
<u>1174</u>	<u>Documentation update suggestion: Fl_Tabs Examples</u>		<u>New</u>	<u>LOW</u>
<u>1249</u>	<u>Is there a memleak in cube demo in test folder?</u>	<u>Example Programs</u>	<u>New</u>	<u>LOW</u>
<u>1304</u>	<u>Resizable and Resize</u>		<u>New</u>	<u>LOW</u>
<u>1325</u>	<u>fltk::getdescent () returns 0</u>		<u>New</u>	<u>LOW</u>
<u>1334</u>	<u>Input widget do not have WHEN_CHANGED behavior as default</u>		<u>New</u>	<u>LOW</u>
<u>1369</u>	<u>Trivial warnings fix (and maybe 64-bit bugs fix)</u>		<u>New</u>	<u>LOW</u>
<u>1388</u>	<u>FIX: CheckButton and RadioButton in Browser</u>		<u>New</u>	<u>LOW</u>
<u>1423</u>	<u>Redraw problems with ScrollGroup w/NO_BOX items</u>	<u>Core Library</u>	<u>New</u>	<u>LOW</u>
<u>1473</u>	<u>fluid2 doesn't handle static class member callback functions properly</u>		<u>New</u>	<u>LOW</u>
<u>1508</u>	<u>The index.html in the documentation directory redirects to an unexisting path</u>		<u>New</u>	<u>LOW</u>
<u>1517</u>	<u>warnings for fltk-2.0.x-r5547 on i686-apple-darwin9 and powerpc-apple-darwin9</u>		<u>New</u>	<u>LOW</u>
<u>1529</u>	<u>fltk2 deactivated group shows children as active</u>		<u>New</u>	<u>LOW</u>
<u>1545</u>	<u>Default fltk.dsw solution config is 'Debug Cairo' instead of 'Release'</u>		<u>New</u>	<u>LOW</u>
<u>1612</u>	<u>TextDisplay::draw_string() ATTR_UNDERLINE drawline() error</u>		<u>New</u>	<u>LOW</u>
<u>1627</u>	<u>Strange behavior wih drawimage()</u>		<u>New</u>	<u>LOW</u>
<u>1629</u>	<u>BUGFIX for wrong scrollbar size on Microsoft Windows</u>		<u>New</u>	<u>LOW</u>
<u>1662</u>	<u>FLTK API docs: request for standard documenting of pointer return values</u>		<u>New</u>	<u>LOW</u>
<u>1674</u>	<u>Adding displaylines() accessibility to fltk::Browser</u>		<u>New</u>	<u>LOW</u>
<u>1675</u>	<u>AnsiWidget demo application does not work well on Linux/X11</u>	<u>X11</u>	<u>Pending</u>	<u>LOW</u>
<u>1712</u>	<u>RELEASE and DRAG events naver come into Widget::handle() at Windows</u>	<u>Core Library</u>	<u>Pending</u>	<u>LOW</u>

Development Roadmap - Fast Light Toolkit (FLTK)

<u>1713</u>	<u>FLTK 2.0 manual</u>		<u>New</u>	<u>LOW</u>
<u>1732</u>	<u>GLWindow inside PackedGroup problems</u>		<u>New</u>	<u>LOW</u>
<u>1737</u>	<u>window->resizable(window) does not make all contents resize</u>		<u>New</u>	<u>LOW</u>
<u>1757</u>	<u>bad AltGr behaviour</u>		<u>New</u>	<u>LOW</u>
<u>1765</u>	<u>Input widgets should support alignment for contents</u>		<u>New</u>	<u>LOW</u>
<u>1769</u>	<u>If widget in fltk::ScrollGroup has width more than ~ 32700, in certain scroll positions it isn't drawn</u>		<u>New</u>	<u>LOW</u>
<u>1788</u>	<u>Browser do selection but don't do callback after adding first element</u>		<u>New</u>	<u>LOW</u>
<u>1797</u>	<u>MinGW DLL build contains unnecessary exports (fix included)</u>		<u>New</u>	<u>LOW</u>
<u>1808</u>	<u>FLTK2's fluid does respect namespaces correctly</u>		<u>New</u>	<u>LOW</u>
<u>1825</u>	<u>draw_overlay() OS-specific effect</u>		<u>New</u>	<u>LOW</u>
<u>1848</u>	<u>Menu::insert() does not work correctly when inserting an ItemList (it works like add())</u>		<u>New</u>	<u>LOW</u>
<u>1930</u>	<u>ColorChooser wraps</u>		<u>New</u>	<u>LOW</u>
<u>1957</u>	<u>TextDisplay incorrectly displays after buffer change</u>		<u>New</u>	<u>LOW</u>
<u>1977</u>	<u>fltk::setfont() documentation error on linux/x11/xft</u>		<u>New</u>	<u>LOW</u>
<u>1985</u>	<u>Radio button behavior sub-optimal</u>		<u>New</u>	<u>LOW</u>
<u>1999</u>	<u>V2.0 user HTML documentataion, no valid root</u>		<u>New</u>	<u>LOW</u>
<u>2009</u>	<u>Parentless Popup Menus Are Not Placed Correctly</u>		<u>New</u>	<u>LOW</u>
<u>2072</u>	<u>Input method ONLY works when mouse pointer move out of window in Linux</u>		<u>New</u>	<u>LOW</u>
<u>2090</u>	<u>Incorrect instructions for building documentation</u>		<u>New</u>	<u>LOW</u>
<u>2116</u>	<u>adding non-RADIO widgets to group "breaks" setonly()</u>		<u>New</u>	<u>LOW</u>
<u>2143</u>	<u>GCC4 warnings and a deprecated X function</u>		<u>New</u>	<u>LOW</u>
<u>2167</u>	<u>About the original creator of the Forms library</u>		<u>New</u>	<u>LOW</u>
<u>2255</u>	<u>disable RPATH</u>		<u>New</u>	<u>LOW</u>
<u>2256</u>	<u>Click on check- or radiobutton doesn't move the focus to that button</u>	<u>Core Library</u>	<u>New</u>	<u>LOW</u>
<u>2312</u>	<u>documentation index.html file is incorrect</u>		<u>New</u>	<u>LOW</u>
<u>2331</u>	<u>fltk2 AND SharedImage</u>		<u>New</u>	<u>LOW</u>

Development Roadmap - Fast Light Toolkit (FLTK)

<u>2398</u>	<u>potentially unsafe behaviour for images</u>		<u>New</u>	<u>LOW</u>
<u>2425</u>	<u>Memory leaks in fluid2</u>		<u>New</u>	<u>LOW</u>
<u>2457</u>	<u>Patch to fix window icon on 64bit X11 (linux)</u>		<u>New</u>	<u>LOW</u>
<u>2487</u>	<u>fltk2 glut.dll won't build</u>	<u>DLL/DSO</u>	<u>Active</u>	<u>LOW</u>
<u>2496</u>	<u>Win32 sockets: USE_ASYNC_SELECT and high CPU usage</u>		<u>New</u>	<u>LOW</u>
<u>2611</u>	<u>Multiple InputBrowsers will cause hang</u>	<u>Core Library</u>	<u>Active</u>	<u>LOW</u>
<u>2765</u>	<u>fltk::TiledGroup</u>		<u>New</u>	<u>LOW</u>
<u>2</u>	<u>Unclamped ROLLER with delta()</u>	<u>Core Library</u>	<u>Pending</u>	<u>RFE</u>
<u>25</u>	<u>Support of protected in any declaration and widgets in fluid</u>	<u>FLUID</u>	<u>Active</u>	<u>RFE</u>
<u>171</u>	<u>Support for class member callbacks.</u>	<u>Core Library</u>	<u>Pending</u>	<u>RFE</u>
<u>206</u>	<u>rotated text drawing</u>		<u>Pending</u>	<u>RFE</u>
<u>377</u>	<u>Improve Fl_Int/Float input input method</u>	<u>Core Library</u>	<u>Pending</u>	<u>RFE</u>
<u>431</u>	<u>Submenu doesn't stick when you click on it</u>	<u>Core Library</u>	<u>Active</u>	<u>RFE</u>
<u>543</u>	<u>can't change position of Fl_Input subclasses through position()</u>	<u>Core Library</u>	<u>Pending</u>	<u>RFE</u>
<u>609</u>	<u>Three-state checkboxes</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>656</u>	<u>OpenGL and context deletion</u>	<u>OpenGL</u>	<u>New</u>	<u>RFE</u>
<u>665</u>	<u>Support for filename drag-n-drop on MacOS X</u>	<u>MacOS</u>	<u>New</u>	<u>RFE</u>
<u>686</u>	<u>GLUT Joystick support does not work with FLTK</u>	<u>GLUT Emulation</u>	<u>New</u>	<u>RFE</u>
<u>717</u>	<u>Fluid 2.0 External Editor Patch</u>		<u>New</u>	<u>RFE</u>
<u>732</u>	<u>Improved Icon support for Win32 and X11 (but no Mac yet...)</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>812</u>	<u>Make XOpenIM() call for input device selective</u>		<u>New</u>	<u>RFE</u>
<u>829</u>	<u>Support for animated GIFs in Fl_GIF_Image</u>	<u>Image Support</u>	<u>New</u>	<u>RFE</u>
<u>855</u>	<u>Text selection feature for Fl_Help_View widget.</u>		<u>New</u>	<u>RFE</u>
<u>875</u>	<u>fluid option to shrinkwrap window around contents</u>		<u>New</u>	<u>RFE</u>
<u>881</u>	<u>Option to set alignment for individual columns in Browser widget</u>		<u>New</u>	<u>RFE</u>
<u>923</u>	<u>OpenVMS port of fltk</u>		<u>New</u>	<u>RFE</u>
<u>925</u>	<u>Icon fixes in Windows and X</u>		<u>New</u>	<u>RFE</u>

Development Roadmap - Fast Light Toolkit (FLTK)

<u>1017</u>	<u>Add support for i18n to FLUID</u>	<u>FLUID</u>	<u>Pending</u>	<u>RFE</u>
<u>1055</u>	<u>Menu tear-off</u>		<u>New</u>	<u>RFE</u>
<u>1071</u>	<u>TextEditor does not treat utf-8 correctly [PATCH]</u>		<u>New</u>	<u>RFE</u>
<u>1074</u>	<u>libintl support for fluid</u>		<u>New</u>	<u>RFE</u>
<u>1114</u>	<u>fltk.spec reflect cvs snapshot</u>	<u>Build Files</u>	<u>Pending</u>	<u>RFE</u>
<u>1130</u>	<u>A global file for setting FLTK defaults like the default font (think .gtkrc)</u>		<u>New</u>	<u>RFE</u>
<u>1136</u>	<u>Write Unicode and other character using equivalent number for Windows [Alt + number] for Linux (GNOME) [ctrl + shift + number] but feature not available in FLTK editor</u>		<u>New</u>	<u>RFE</u>
<u>1170</u>	<u>FLTK windows, regardless of their type, are always treated as application windows (thus maximized) on Matchbox</u>	<u>X11</u>	<u>New</u>	<u>RFE</u>
<u>1251</u>	<u>Whole 2D widget rendering via agg library</u>		<u>New</u>	<u>RFE</u>
<u>1259</u>	<u>Strange pop-up behavior in FLUID2</u>	<u>FLUID</u>	<u>Active</u>	<u>RFE</u>
<u>1261</u>	<u>FLUID wp4 : add an optional,configurable Toolbox to fluid</u>	<u>FLUID</u>	<u>New</u>	<u>RFE</u>
<u>1262</u>	<u>Implement when available high resolution timers to get time_secs()</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>1263</u>	<u>Callback Update improvements</u>		<u>New</u>	<u>RFE</u>
<u>1270</u>	<u>extended GLUT emulation</u>		<u>New</u>	<u>RFE</u>
<u>1285</u>	<u>hirachical MultiBrowser selected function</u>		<u>New</u>	<u>RFE</u>
<u>1288</u>	<u>WHEN ENTER KEY call only on enter</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>1311</u>	<u>FLUID splash screen</u>	<u>FLUID</u>	<u>Pending</u>	<u>RFE</u>
<u>1337</u>	<u>something is wrong with fltk alpha in X11, when I disable XFT</u>		<u>New</u>	<u>RFE</u>
<u>1343</u>	<u>RFE: extension to FLTK2's browser for interactively resizable columns</u>		<u>New</u>	<u>RFE</u>
<u>1351</u>	<u>FLTK2 Table Widget</u>		<u>New</u>	<u>RFE</u>
<u>1357</u>	<u>Scrolling capabilities in menus</u>		<u>New</u>	<u>RFE</u>
<u>1362</u>	<u>Is there or will there be, a layout manager for the components?</u>		<u>New</u>	<u>RFE</u>
<u>1375</u>	<u>glu.h header</u>		<u>New</u>	<u>RFE</u>
<u>1444</u>	<u>Own non-client area for fltk windows</u>		<u>New</u>	<u>RFE</u>
<u>1480</u>	<u>User messages</u>		<u>New</u>	<u>RFE</u>
<u>1502</u>	<u>New './configure' flag to disable .SILENT in makeinclude</u>		<u>New</u>	<u>RFE</u>

Development Roadmap - Fast Light Toolkit (FLTK)

<u>1518</u>	<u>CoolInput with inline popup-menu on 2 langs [en.ru]</u>		<u>New</u>	<u>RFE</u>
<u>1540</u>	<u>Please restore BGR PixelType support in drawimage</u>		<u>New</u>	<u>RFE</u>
<u>1560</u>	<u>crosscompiling under unix and (compiling under windows with MINGW)</u>		<u>New</u>	<u>RFE</u>
<u>1569</u>	<u>FLTK is not taking advantage of compiler flags</u>		<u>New</u>	<u>RFE</u>
<u>1618</u>	<u>show_cursor for fltk::Input</u>		<u>New</u>	<u>RFE</u>
<u>1638</u>	<u>MENU STAYS UP - very good and usefull idea!</u>		<u>New</u>	<u>RFE</u>
<u>1640</u>	<u>"When" field in callbacks</u>		<u>New</u>	<u>RFE</u>
<u>1648</u>	<u>Menu browsing wrap around</u>	<u>Core Library</u>	<u>Pending</u>	<u>RFE</u>
<u>1657</u>	<u>how porting fltk to other os, eg: ST20/Nucleus.....</u>		<u>New</u>	<u>RFE</u>
<u>1658</u>	<u>advise to separate the engine lib and the control</u>		<u>New</u>	<u>RFE</u>
<u>1659</u>	<u>Missing "virtual" keyword in some .h files</u>		<u>New</u>	<u>RFE</u>
<u>1663</u>	<u>ability to compile FLTK as single translation unit</u>		<u>New</u>	<u>RFE</u>
<u>1725</u>	<u>FLTK2's FLUID (and FLTK lib) should handle better UTF8 input/output chars</u>		<u>New</u>	<u>RFE</u>
<u>1728</u>	<u>Using freeglut</u>		<u>New</u>	<u>RFE</u>
<u>1731</u>	<u>SetCursorPosition implementation</u>		<u>New</u>	<u>RFE</u>
<u>1750</u>	<u>FLUID should not generate casts</u>		<u>New</u>	<u>RFE</u>
<u>1764</u>	<u>FLTK2.0 should support some form of DrawContext</u>		<u>New</u>	<u>RFE</u>
<u>1772</u>	<u>Are there any ways to draw borders around browser items?</u>		<u>New</u>	<u>RFE</u>
<u>1826</u>	<u>fltk2-svn compiler error under x86_64-pc-mingw32 platform</u>		<u>New</u>	<u>RFE</u>
<u>1828</u>	<u>fluid -c try to open display while it doesn't need it</u>		<u>New</u>	<u>RFE</u>
<u>1835</u>	<u>user-defined events</u>		<u>New</u>	<u>RFE</u>
<u>1838</u>	<u>Bad Documentation</u>		<u>New</u>	<u>RFE</u>
<u>1839</u>	<u>Dial should have no bounds</u>		<u>New</u>	<u>RFE</u>
<u>1841</u>	<u>consistent guarding: fltk::Unguard.FltkGuard.FltkUnguard</u>		<u>New</u>	<u>RFE</u>
<u>1944</u>	<u>Would like tooltip_copy, analogous to copy_label</u>		<u>New</u>	<u>RFE</u>
<u>1965</u>	<u>Few changes to fluid2</u>		<u>New</u>	<u>RFE</u>
<u>1976</u>	<u>I would like a "inverse" transform() (device to user coordinates)</u>		<u>New</u>	<u>RFE</u>
<u>1978</u>	<u>There is a fair amout of "kruf" in fuction names</u>		<u>New</u>	<u>RFE</u>

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<u>1982</u>	<u>Rewrite the fltk to use the newer and faster XCB instead of Xlib</u>		<u>New</u>	<u>RFE</u>
<u>1990</u>	<u>Support for multiple visuals inside an application</u>		<u>New</u>	<u>RFE</u>
<u>1996</u>	<u>Adding native Antialiasing within FLTK2</u>		<u>New</u>	<u>RFE</u>
<u>2008</u>	<u>Browser column header doesn't allow for multi-line labels</u>		<u>New</u>	<u>RFE</u>
<u>2010</u>	<u>need copy tooltip</u>		<u>New</u>	<u>RFE</u>
<u>2015</u>	<u>function for feeling rectangles and other shapes with pattern</u>		<u>New</u>	<u>RFE</u>
<u>2035</u>	<u>Getting odd slider values</u>		<u>New</u>	<u>RFE</u>
<u>2170</u>	<u>Add widget cloning feature</u>		<u>New</u>	<u>RFE</u>
<u>2225</u>	<u>fltk2 fluid code generation for functions</u>		<u>New</u>	<u>RFE</u>
<u>2263</u>	<u>better tab completion</u>		<u>New</u>	<u>RFE</u>
<u>2295</u>	<u>ComboBox</u>		<u>New</u>	<u>RFE</u>
<u>2351</u>	<u>test files fixups (ported version 2.0 to version 2.0) :-)</u>		<u>New</u>	<u>RFE</u>
<u>2354</u>	<u>Offscreen and off target.</u>		<u>New</u>	<u>RFE</u>
<u>2356</u>	<u>Non-Explosive Fluid</u>		<u>New</u>	<u>RFE</u>
<u>2357</u>	<u>More Fluid, Anyone? (double-click fix and NOW! Proper inlined image code)</u>		<u>New</u>	<u>RFE</u>
<u>2358</u>	<u>Making Test Demos Tip</u>		<u>New</u>	<u>RFE</u>
<u>2360</u>	<u>Proposal re. Events Diagnostics</u>		<u>New</u>	<u>RFE</u>
<u>2362</u>	<u>Scrollbars fixed in HelpView</u>		<u>New</u>	<u>RFE</u>
<u>2371</u>	<u>Could you change Widget::do_callback to virtual function?</u>		<u>New</u>	<u>RFE</u>
<u>2424</u>	<u>Google Native Client Support</u>		<u>New</u>	<u>RFE</u>
<u>2492</u>	<u>Enhancements for Choice class (Mouse wheel, PgUp/PgDown/Home/End keys)</u>		<u>New</u>	<u>RFE</u>
<u>2548</u>	<u>Converting all fltk2 strings to UTF8</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>

FLTK 3.0 (2 Open Features, 20 Open Bugs)

FLTK 3.0 combines the stability of FLTK 1.3 with a more modern API based on FLTK 2.0. It is currently in pre-alpha state.

STR #	Summary	Subsystem	Status	Priority
<u>2712</u>	<u>Prepare FLTK 3 for its first Alpha release</u>	<u>None</u>	<u>New</u>	<u>HIGH</u>

Development Roadmap - Fast Light Toolkit (FLTK)

<u>2801</u>	<u>When a widget (buttons with or without a image in this case) is deactivated and then activated again, the widget does not draw the contents as active .</u>	<u>Core Library</u>	<u>Pending</u>	<u>HIGH</u>
<u>2900</u>	<u>ScrollGroup bug in fltk-3.0</u>		<u>New</u>	<u>HIGH</u>
<u>2716</u>	<u>Rename Fluid into Fluid3</u>	<u>FLUID</u>	<u>New</u>	<u>MOD</u>
<u>2777</u>	<u>Fltk3 doesn't apply font to IME.</u>		<u>New</u>	<u>MOD</u>
<u>2833</u>	<u>fltk-3 tries to compile local PNG lib even if system lib is selected</u>	<u>Build Files</u>	<u>New</u>	<u>MOD</u>
<u>2837</u>	<u>Window doesn't show the correct title (label)</u>		<u>New</u>	<u>MOD</u>
<u>2850</u>	<u>Fl RGB Image::color average loops indefinetley</u>	<u>Core Library</u>	<u>New</u>	<u>MOD</u>
<u>2851</u>	<u>FLTK1 emu layer scroll offset is wrong</u>	<u>Core Library</u>	<u>New</u>	<u>MOD</u>
<u>2852</u>	<u>Fl Box(NO BOX... generates UP BOX instead</u>	<u>Core Library</u>	<u>New</u>	<u>MOD</u>
<u>2853</u>	<u>Symbol type changes in test1/symbols1</u>	<u>Core Library</u>	<u>New</u>	<u>MOD</u>
<u>2854</u>	<u>Fl Table wrapper does not work</u>	<u>Cairo</u>	<u>New</u>	<u>MOD</u>
<u>2905</u>	<u>test/scroll.cxx bug in fltk-3.0</u>		<u>New</u>	<u>MOD</u>
<u>2912</u>	<u>Patch for fltk-3.0.x-r9780</u>		<u>New</u>	<u>MOD</u>
<u>2914</u>	<u>Patch for FTPClient.cxx in fltk-3.0.x-r9780</u>		<u>New</u>	<u>MOD</u>
<u>2717</u>	<u>Add Namespace support to Fluid</u>	<u>FLUID</u>	<u>New</u>	<u>LOW</u>
<u>2718</u>	<u>Add FLTK1 to FLTK3 naming convention search and replace to Fluid</u>	<u>FLUID</u>	<u>New</u>	<u>LOW</u>
<u>2736</u>	<u>'make html' in documentation folder looks for fluid.dox</u>		<u>New</u>	<u>LOW</u>
<u>2739</u>	<u>fltk-3 install anomaly</u>		<u>New</u>	<u>LOW</u>
<u>2814</u>	<u>Status of fltk-1.3 compatability (as at r9297)</u>	<u>Core Library</u>	<u>New</u>	<u>LOW</u>
<u>2745</u>	<u>fltk-3 window origin</u>	<u>Core Library</u>	<u>New</u>	<u>RFE</u>
<u>2906</u>	<u>support of x64 systems</u>		<u>New</u>	<u>RFE</u>