
Subject: Re: [GLCtrl] Adding an Initialisation function to GLPaint

Posted by [mirek](#) on Fri, 06 Mar 2020 09:28:17 GMT

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Xemuth wrote on Wed, 04 March 2020 13:28mirek wrote on Wed, 04 March 2020 13:06I think the problem is that context is created but not associated with current thread.

Try with ExecuteGL method...

Hello Mirek, you are right, doing this kind of thing work :

```
void GLCtrl::GLPane::ExecuteGL(HDC hDC, Event<> paint, bool swap_buffers)
{
    static bool HaveBeenInitialised = false;
    wglMakeCurrent(hDC, s_openGLContext);
    if(!HaveBeenInitialised){
        static_cast<GLCtrl*>(parent)->Initialisation();//--> I call Initialisation Here
        HaveBeenInitialised = true;
    }
    paint();
    if(swap_buffers)
        SwapBuffers(hDC);
    else
        glFlush();
    wglMakeCurrent(NULL, NULL);
}
```

mirek wrote on Wed, 04 March 2020 13:06That said, doing this in GLPaint actually seems fine to me.

Yes, it work aswell but the idea of having a visible boolean just to do some action at the first loop of drawing is disturbing me (the fix I did in ExecuteGL(...) is basicly the same things but user don't see it Is it possible to add it to the GLCtrl code or you prefer stay like that ?

Thanks in advance

Best regard !

For I prefer it to stay as it is....
