
Subject: Re: Controls & classes design questions
Posted by [unodgs](#) on Thu, 16 Aug 2007 10:06:19 GMT
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Quote:

You need to inherit from GLCtrl and overload GLPaint to be able to draw anything.

That's not true. GLCtrl call WhenGLPaint to which you can assign your painting routine:

```
GLCtrl gl;  
gl.WhenGLPaint = THISBACK(MyGLPaint);
```
