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Subject: Re: A (maybe) bug in GLControl (on Ubuntu)

Posted by [mirek](#) on Wed, 17 Oct 2007 17:05:34 GMT

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mdelfede wrote on Sun, 14 October 2007 16:26 Following the example of making an app with more than one topwindow, i changed the Opengl example in reference like this :

GUI\_APP\_MAIN

```
{
  MyAppWindow *win, *win2;
  win = new MyAppWindow;
  win2 = new MyAppWindow;
  OpenGLExample gl, gl2;
  gl.SetFrame(InsetFrame());
  gl2.SetFrame(InsetFrame());
  win->Add(gl.HSizePos(10, 10).VSizePos(10, 10));
  win2->Add(gl2.HSizePos(10, 10).VSizePos(10, 10));
  win->Sizeable().Zoomable();
  win2->Sizeable().Zoomable();
  win->OpenMain();
  win2->OpenMain();
  Ctrl::EventLoop();
}
```

That works, but hangs on window closing. It even hangs the debugger so I've to kill the process. Investigating a bit more, I've seen that the destructor for GLControl NEVER get called.

Do you "delete" the window somewhere?

Mirek

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