
Subject: Re: A (maybe) bug in GLControl (on Ubuntu)
Posted by [mdelfede](#) on Thu, 18 Oct 2007 10:29:11 GMT
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luzr wrote on Wed, 17 October 2007 19:05

Do you "delete" the window somewhere?

Of course, as in example, in MyAppWindow destructor....

At first I tried also to delete it at the end, but that of course doesn't work because of eventloop still running.

As I said, if the control is NOT derived from GLCtrl, all that works. I think that's something missing on GLCtrl class, but I had no time to investigate it more in depth.

Or, maybe, something missing in core classes when a control is built with a window handler as in GLCtrl.

Ciao

Max
