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Subject: Re: A (maybe) bug in GLControl (on Ubuntu)  
Posted by [melfede](#) on Thu, 18 Oct 2007 13:06:46 GMT  
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luzr wrote on Thu, 18 October 2007 14:37

Hm, do you think you could post the complete package (to save the time recreating the testcase....)?

Of course, here is it.

But it's really simple, It's a copy of the tutorial's example with multiple main windows combined with the OpenGL example.

Pay attention, I modified on-the-fly the OpenGL example, so it has the same name of the original OpenGl reference package... I'm not at home so I have not the original package.

But this one behaves exactly the same.

Ciao

Max

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#### File Attachments

1) [OpenGL.zip](#), downloaded 367 times

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