
Subject: Re: A (maybe) bug in GLControl (on Ubuntu)
Posted by [mdelfede](#) on Fri, 26 Oct 2007 18:51:49 GMT

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Well, investigating a bit more, I've seen that if control is derived from GLControl, the `GetTopCtrls().GetCount()` still returns 2 controls (in my example with 2 windows...) even on window close, so the `Ctrl::EventLoop()` never returns.

I'll try to investigate a bit more this bug....

Ciao

Max
