
Subject: [SOLVED] A (maybe) bug in GLControl (on Ubuntu)

Posted by [mdelfede](#) on Sat, 27 Oct 2007 18:47:31 GMT

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Well, at the end, I found a solution for that.

The GLCtrl::State() function must be extended with a call of CloseGL() on CLOSE state :

```
void GLCtrl::State(int reason)
{
    if( InitializationProblem )
        return;

    if( IsInitialized )
    {
        switch( reason )
        {
            case SHOW:
            {
                if( IsShown() && !IsMapped )
                    MapWindow();

                if( !IsShown() && IsMapped )
                    UnMapWindow();
            }; break;

            case LAYOUTPOS:
            {
                MoveSubWindow();
                OpenGLResize();
            }; break;
```

added-->

```
        case CLOSE:
        {
            CloseGL();
        }; break;
```

<--added

```
        default:
            break;
    }
}
else
    if( GetTopWindow() && GetTopWindow()->GetWindow() )
```

```
    OpenGL();  
}
```

Whith this change, the list of top controls is updated correctly closing windows that contains GLControl.

Ciao

Max
