Subject: Re: Layout and Paint event processing
Posted by mrjt on Fri, 22 Feb 2008 12:51:12 GMT
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Sorry, my mistake.

The problem is that the rendering context isn't being made current before Layout is called, so your projection matrix calls have no effect.

If you change it like so:
```
void Layout()
{
    wglMakeCurrent(GLCtrl::GetDC(), GLCtrl::GetHGLRC());

    ....Projection stuff

    wglMakeCurrent(NULL, NULL);
}
```
it almost fixes the problem, but you need to force a call to Layout AFTER the window has openned as well (Layout is normally called before). So add the following function:
```
void State(int reason)
{
    GLCtrl::State(reason);
    Layout();
}
```

This should really all be done by GLCtrl (with a GLLayout function).

James