
Subject: Re: [BUG] OpenGL reference example X11 crash

Posted by [masu](#) on Sun, 24 Feb 2008 20:30:51 GMT

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I found that the error occurs in a call to
`glXMakeCurrent((Display*)Xdisplay, GetWindow(), WindowContext);`

in X11GLCtrl.cpp line 128.

This call is not successful returning a 'BadMatch', I got an explanation from
http://caesar.informatik.uni-freiburg.de/people/reisert/open_gl/doc/glXMakeCurrent.html:
Quote:BadMatch is generated if drawable was not created with the same X screen and visual as
ctx. It is also generated if drawable is None and ctx is not None..

Anybody who knows, what's going wrong here?

Matthias
