
Subject: Re: OpenGL and continous animation
Posted by [masu](#) on Mon, 25 Feb 2008 13:04:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

It would be nice if you can check it with Linux since I have problems with X11 GLCtrl implementation.
I get a window handle error when GLCtrl window is mapped to X11 window.

Thanks,
Matthias
