
Subject: Re: OpenGL and continous animation
Posted by [forlano](#) on Mon, 25 Feb 2008 18:16:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

masu wrote on Mon, 25 February 2008 16:28 Thanks Luigi, can you please compile in DEBUG mode, I would like to see if you also get the message I got.
But I am not sure whether the X11 error messages were already implemented in your version.

Matthias

I compiled in debug mode and got the same error.

Luigi
