
Subject: Re: Display problem with Splitter, GLCtrl and MenuBar

Posted by [mdelfede](#) on Mon, 12 May 2008 15:33:05 GMT

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Well, I'll give it a try this evening

Max

EDIT : the strange stuff is that now it doesn't depend on GLCtrl.... About the same happens if you change your first class :

```
class GLTest : public StaticRect
{
    virtual void Paint(Draw &w)
    {
        w.DrawRect(GetRect(), Yellow());
    }
};
```

I'll investigate a bit more...

Max
