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Subject: GLCtrl display error on Vista

Posted by [kodos](#) on Tue, 24 Jun 2008 17:14:40 GMT

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Hi,

I think I have no luck with the GLCtrl

On my Vista x64 SP1 PC the OpenGL example has some display problems. If I move the mouse over the window than I can see the animation, but when I don't move the cursor I will just get a white screen.

This happens with and without `Ctrl::GlobalBackPaint()` .

Thanks in advance

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