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Subject: Re: GLCtrl display error on Vista  
Posted by [kodos](#) on Fri, 27 Jun 2008 10:59:51 GMT  
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OK, I think I have found the problem.

[http://www.opengl.org/pipeline/article/vol003\\_7/](http://www.opengl.org/pipeline/article/vol003_7/)

If I set the PFD\_SUPPORT\_COMPOSITION flag on the OpenGL context and WS\_CLIPCHILDREN, WS\_CLIPSIBLINGS on the main window I can get it to work but now we have to InvalidateRect the DhCtrls individually.

I have not included a patch because my current solution is just a hack and I don't know how I should implement this in a proper manner.

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