
Subject: Missing methods in Win32 version of GLCtrl

Posted by [cas_](#) on Sun, 12 Oct 2008 19:52:07 GMT

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Hi!

X11 version of GLCtrl has two useful virtual methods, which are not present in GLCtrl's Win32 counterpart. I propose following changes:

On the bottom of Win32's GLCtrl class definition:

```
-- cut here --  
protected:  
    virtual void GLInit() {};  
    virtual void GLDone() {};  
-- cut here --
```

Now, on the bottom of void GLCtrl::OpenGL() in Win32GLCtrl.cpp:

```
-- cut here --  
wglMakeCurrent(hDC, hRC);  
GLInit();  
-- cut here --
```

and on the top of void GLCtrl::CloseGL():

```
-- cut here --  
    GLDone();  
-- cut here --
```
