Subject: OpenGL text drawing
Posted by koldo on Mon, 06 Apr 2009 11:33:55 GMT

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Hello all

I would like to know how to draw text in GLCtrl. 3D would be great but 2D is enough.

I have seen different ways but I would like your opinion.

Of course if somebody has done it before it would be great if he/she would submit the sample code.

Best regards
Koldo