Subject: OpenGL example
Posted by 281264 on Wed, 14 Jul 2010 07:42:27 GMT

Hi,

I have examined the OpenGL example and I have some questions, which I show here. I will be grateful if someone answers them:

1.- The examples uses GLCtrl struc; where in the manual is this widget described?

used); does this means that somehow this code is built in within GLCtrl class?

3.- It seems that when the window is resized a nasty flicker happens; how this can be eliminated?
4.- How the different releases of Open can be selected? For instance, if I decide to use the reseal 3.1, how can I select it?

Many thanks and my best wishes.

Javier