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Subject: Re: Problem with OpenGL functionality: glPrimitiveRestartIndex

Posted by [mrjt](#) on Thu, 22 Jul 2010 09:02:22 GMT

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I'm not sure what purpose this would serve really. The OpenGL example isn't designed to teach OpenGL, there are plenty of other resources for that, but how to set up a window for GL painting in UPP. It's like Tutorial 01 on NeHe, the absolute beginning.

Besides that, making anything more complicated quickly involves using other resources like textures and extensions that are well beyond the scope of the example. I think the current one is pretty good really, the only thing that could use improvement is the GLCtrl itself.

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