TopWindow::FullScreen is used for that.

Anyway, my dislike for OpenGL has proven on good base again and it managed not to work alright on any hardware I have. For cutting edge 3D DirectX is more advanced and more supported (I only need a few polys), and on cheap integrated cards I always get graphical errors. And in a period at least, ATI drivers did not have OpenGL hardware acceleration at all. I had hello world OpenGL apps running at 6 FPS. From my personal experience I can say that the chance of OpenGL working is very low when compared to DirectX. I tried two computers today and both were unsatisfactory even with basic stuff.

I am investigating Irrlicht right now. It has support for multiple backends so if OpenGL does not work, DirectX does. Software rendering is also fast enough. I managed to use it with U++, but not to limit it it to a single DHCtrl yet. Maybe I can get something that only falls back under OpenGL for Linux.