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Subject: Re: GLCtrl and Docking: do they work together as expected?

Posted by [281264](#) on Tue, 14 Sep 2010 14:50:21 GMT

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Roger. I shall do that.

Allow me to ask some more questions (I have poste one of them in this forum):

1.- How is Docking dealing with the OpenGL rendering context creation? I guess that for using the main TopWindow as OpenGL device context, GLCtrl does it (this is obvious); but what about the hRc created?

2.- Then if we have two OpenGL hRC, which of them is the current?

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2.- Then if we have two OpenGL hRC, which of them is the current?

rendering/interaction with the user?

4.- How a multithreading feature can work in this context?

5.- When a dockable ctrl is not docked, how is it considered? Like a new TopWindow?

Many thanks.

Best wishes,

Javier

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