

---

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

Posted by [mrjt](#) on Thu, 16 Sep 2010 08:45:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

1- Yes

2- When Painting begins wglMakeCurrent is called to make the GL context associated with the GLCtrl active. wglGetContext can determine which context is active, but this is really only useful for checking that you have a context active at all (modal windows can change the context for instance).

3- wglMakeCurrent. This is not currently exposed by the standard GLCtrl. I suggest just branching GLCtrl as I did in the package I posted in the other thread: 

```
void    StartDC() const          {  
wglMakeCurrent(GetDC(), GetRC()); }
```

```
void    StopDC() const          { wglMakeCurrent(NULL, NULL); }
```

 There will be other stuff you want to add also.

4- You will have to synchronise as OpenGL (ASFAIK) will only accept calls from the main thread.

5- Yes

6- Design decision. Store the controls globally, create an event system, use callbacks.

7- As above.

---