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Subject: Re: GLCtrl questions

Posted by [cbpporter](#) on Wed, 29 Sep 2010 11:02:43 GMT

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I don't know what to say about multithreading and GL. I am having troubles with mixing U++ windows and the rendering context. I'll continue to investigate but probably I am going to have to drop CtrlCore and CtrlLib.

And another thing I have determined experimentally after a lot of troubles with a few select computers: use textures that have dimensions divisible by 64. Even my 2D API had visual artifacts because after activating hardware acceleration the textures would get enlarged to whatever size the video card uses most comfortably. I only saw this happen on low quality video cards. Just to be safe, I am using now 512x512 size textures.

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