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Subject: Re: GLCtrl questions

Posted by [mrjt](#) on Mon, 04 Oct 2010 10:00:09 GMT

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It's strange you're having problems, I was able to get multiple GLCtrls working in a Upp app quite easily. The main gotcha is to know that there are some cases (such a modal windows / prompts) that change the rendering context so you must always do wglGetContext / wglSetContext before calling GL functions.

I'm not sure what befit you would get from running the rendering in another thread. If your rendering is that slow then you will never be able to assure a responsive application. Just keep the GUI and Rendering in the main thread and move everything else (where possible) into worker threads.

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