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Subject: Re: Docking: Future request!

Posted by [tojocky](#) on Tue, 01 Feb 2011 18:51:13 GMT

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281264 wrote on Tue, 01 February 2011 14:24Excellent!

Docking still does not work 100% correctly with OpenGL (U++-GLCtrl) when more than one mode provokes an incorrect assignment of the device context between the different GLCtrls and

It would be great if, forming part of this Docking upgrade, you could investigate and eventually fix this limitation.

Many thanks,

Javier

I will try to investigate this problem. I afraid that this is the OpenGL problem.

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