@unodogs: i am unable to find out what difference there is in PaintGl using WinGl and Paint using WinGl..the first compiles and runs, the latter compiles but crashes..

is there anything special about PaintGl? in theory, we should be able to enhance whichever application by more graphical backends. that's why i felt bold enough to try to use Paint with WinGl as well. any help here?