Subject: [BUG] GLDraw on multiple window on the same time doesn't work
Posted by Klugier on Sun, 20 Apr 2014 23:49:46 GMT
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Hello,

I have got some problems with GLDraw. It seems that it can draw exactly to one window on the same time. When I am creating new window the whole area is black (See screenshot below!).

I have also exhaustive test case. It bases on package reference/GLDrawDemo. The correct result of this test case should be two the same images on both windows.

Screenshots:

Sincerely,
Klugier

File Attachments
1) main.cpp, downloaded 342 times
2) GLDraw-OneWindow-Rendering.png, downloaded 571 times