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Subject: Re: Issue in docking example application  
Posted by [frankdeprins](#) on Tue, 07 Oct 2014 05:45:32 GMT  
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Personally, I have the impression that the GICtrl is the culprit.

Even without the docking, the same problems as I encountered were already reported in this forum.

It looks like, when you have multiple GICtrl instances in one topwindow, they all paint to the same surface (some static member somewhere?).

In my converted GIDrawDemo -> GLDockDemo app, I had the impression that the docking GICtrl was drawing to the one in the toplevel window. Something that came to my mind observing your example app as well.

But, as you say, I am not an OpenGL or even graphics expert. So, I'm afraid I'm at the end of this.

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