My computer runs both, WIN / XP prof. and UBUNTU 14.04 alternatively. The graphics card is a
NVIDIA GT9600.
GLDraw demo compiles and runs on WIN / XP if TheIDE is adviced to use MSVC10.0 for building.
MSVC8, that is installed as well, and used by default, gives an error about
SPI_GETWHEELSCROLLINES.
Using UBUNTU I could not manage to see the same result. Here, I use gcc as build environment.
Until I updated the driver to the latest propietary (NVIDIA) driver. I got error messages "shaders do
not compile" or "heap leaks detected". Now, build and run gives no error messages but the
window shows pure black, like Tom's experience. For a short moment the rectangle and two lines
in the upper left corner appear before all is painted black.
Am I missing something?