Subject: OpenGL demo resulting in Fatal error, Heap leaks detected! error...
Posted by ptkacz on Mon, 26 Jun 2017 03:03:27 GMT
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Hi Guys,

Upon bringing up TheIDE, I launch the OpenGL demo from the reference section.

Upon compiling the running the program, the program is launched followed by window popping up with the following message:

Fatal error
Heap leaks detected!

Upon selecting the, "okay" button, all windows are closed.

The issue appears to be happening on the win.Open():

```
GUI_APP_MAIN
{
 Ctrl::GlobalBackPaint();
 TopWindow win;
 OpenGLExample gl;
 gl.SetFrame(InsetFrame());
 win.Add(gl.HSizePos(10, 10).VSizePos(10, 10));
 win.Sizeable().Zoomable();
    win.Open();
 // win.Run();
}
```

Anyone have some code that works demoing a simple OpenGL program?

Peter