
Subject: Re: OpenGL demo resulting in Fatal error, Heap leaks detected! error...
Posted by [Klugier](#) on Tue, 27 Jun 2017 10:48:04 GMT

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Hello,

Please remove '/*' from the if statement and let me know it works. This patch is not included in nightly builds, so you need to apply it manually. I will need to talk with Mirek why this line is commented. It causes bad regression in OpenGL.

Please be careful with OpenGL it can work unstable in latest upp stable release.

Sincerely,
Klugier