Subject: Re: OpenGL demo resulting in Fatal error, Heap leaks detected! error...
Posted by Klugier on Thu, 29 Jun 2017 10:07:44 GMT

Hello,

OK - I will check this problem. Please give me an information about your operating system setup, maybe this is the bug related to the Windows implementation. I was tested OpenGL with patch on Linux and it worked fine.

Also, please check compiling the OpenGL example using release mode instead of debug. It should silence "Heap leaks" error detection.

Can you explain to me - what do you have on mind when writing that "U++ should come with a AMD Threadrippe"?

Sincerely,
Klugier