
Subject: Re: OpenGL demo resulting in Fatal error, Heap leaks detected! error...

Posted by [ptkacz](#) on Tue, 11 Jul 2017 02:47:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks Guys!

That worked, selecting App Style to GUI and checking the NOGTK check box! Now displayed selected in the place of GUI within the drop-down is, GUI.NOGTK. Here's what resulted when the program compiled and ran:

I just went and tried the FTGL_Demo and that worked too!

Peter

File Attachments

1) [GLDrawDemoScreenShot.png](#), downloaded 579 times
