Subject: Re: OpenGL example does not work
Posted by koldo on Mon, 25 Jun 2018 07:47:37 GMT
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Hello Klugier

Good point.
Unfortunately I have just tried stable U++ with MSC17 and MinGW, 32 and 64 bits, and the problem remains.
I am confused. I have reviewed changes in DHCtrl and GLCtrl but i have not found anything relevant. :blush:

Just to clarify, the two tests I did that worked where programmed directly in OpenGL.