Subject: Re: OpenGL example does not work
Posted by Tom1 on Mon, 25 Jun 2018 11:30:34 GMT

Hi Koldo,

Just wanted to let you know that I recently had some trouble with OpenGL / GLCtrl, until I found and disabled some 'USE-GL-SHADER' macro. My graphics hardware was not up to that, so it was not working when enabled.

I'm sorry I can't confirm the exact real name or location of the #define in U++ code base. (I'm not at the office right now and cannot check.) Hope this helps anyway.

Best regards,

Tom

Update: Maybe it was in GLDraw...