
Subject: Re: OpenGL example does not work
Posted by [mirek](#) on Mon, 25 Jun 2018 15:51:49 GMT
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Tom1 wrote on Mon, 25 June 2018 13:30Hi 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.

That is extremely unlikely. Our shader stuff is supported by anything younger than 12 years...

Mirek
