
Subject: Re: OpenGL example does not work
Posted by [mirek](#) on Tue, 26 Jun 2018 08:45:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

koldo wrote on Tue, 26 June 2018 08:52 Thank you Pepe

It is true. Nobody is calling GLPaint() and also nobody is calling GLCtrl::GLPane::WindowProc().
Is the problem in DHCtrl()?

BTW, I am actually starting to think that using DHCtrl is a mistake for GLCtrl.

AFAIK, it is possible to render opengl to bitmap handle, so it is possible to create GLCtrl that is not based on DHCtrl.
