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Subject: Re: OpenGL example does not work  
Posted by [Klugier](#) on Tue, 26 Jun 2018 10:18:19 GMT  
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Hello,

Mirek, do you remember our implementation of GLCtrl that uses bitmap on GTK? It is slow and it doesn't work great and it doesn't support several important features like double buffering etc. I am not sure it is the good way for implementing OpenGL. Please think about better alternative...

Sincerely,  
Klugier

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