
Subject: Re: Problem with DHCTRL on Windows
Posted by [mirek](#) on Wed, 31 Oct 2018 14:17:42 GMT
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mdelfede wrote on Sat, 15 September 2018 15:34Weird... if I change the WindowProc like this :

```
LRESULT DHCtrl::WindowProc(UINT message, WPARAM wParam, LPARAM lParam)
{
    DEBUG_INFO("WindowProc:" << message);
    --> if(message == WM_ERASEBKGND)
    --> return true;
    GuiLock __;
    return DefWindowProc(hwnd, message, wParam, lParam);
}
```

The problem disappears. Don't know why, but that's a solution at least.

Hi,

I have to say I am now in intense period of OpenGL development. I will probably cause you some problems, right now I suppose that "picking" does not work anymore (but IMO it should have been implemented separately anyway).

Things I have changed (so far just in Win32):

There is now just single OpenGL context. That is all that is required - OpenGL can switch context between windows. So it is faster and more importantly, textures etc.. can now be shared between windows safely.

I have noticed that if OpenGL view is part of application, some things are less snappy (e.g. when Splitter is involved), so I was playing with WM_PAINT a bit.

BTW, I think that I have did the same fix as you suggest independently, so perhaps you just updated to some intermediate variant.
