Subject: Re: [BUG] GL canvas gone missing...
Posted by mirek on Mon, 12 Nov 2018 10:19:58 GMT

Hi, what U++ version are you using?

Accidentally, GLCtrl right now is under intense development... In fact, I am afraid that in GTK, it does not compile...

I hope to fix that this week and will check this issue in the process.

Mirek