Subject: Re: [BUG] GL canvas gone missing...
Posted by ptkacz on Tue, 13 Nov 2018 00:31:17 GMT

Thank's Merik!

I'm making use of the following version, upp-x11-src-11873.

I'll give just deriving from "public TopWindow" a try.

With the exception of the canvas gone missing, Klugier assisted me with getting OpenGL working a while back. Because of the following issue, I have to modify a couple of lines of code before building U++, in order to get OpenGL working.

Looking forward to any update!

Peter