
Subject: Re: [BUG] GL canvas gone missing...
Posted by [mirek](#) on Mon, 26 Nov 2018 10:51:28 GMT
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ptkacz wrote on Tue, 13 November 2018 01:31

Looking forward to any update!

Peter

So after fixing GTK GLCtrl, I have tried your code and found that the problem was something else.

It is a bad idea to do layout in DialogGL::DialogGL - at that point, GetSize is likely to return something odd. The best here is to use SizePos.

Fixed code:

```
struct CanvasGL : GLCtrl {  
    typedef CanvasGL CLASSNAME;  
  
    virtual void GLPaint() {  
        StdView();  
  
        glLoadIdentity();  
        glShadeModel(GL_SMOOTH);  
        glClearColor(0.0f, 0.0f, 0.0f, 0.0f);  
        glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);  
        // glClearDepth(1.0f);  
    }  
};  
  
struct DialogGL : public TopWindow {  
    typedef DialogGL CLASSNAME;  
  
    DialogGL() {  
        Add(canvasGL.SizePos());  
    }  
  
    void open() {  
        if(!isOpen()) {  
            Open();  
        }  
    }  
  
    void close() {  
        if(isOpen()) {  
            Close();  
        }  
    }  
};
```

```
    }  
}  
  
private:  
    CanvasGL canvasGL;  
};
```
