
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;  
};
```
