Hello Mirek,

Quote:
 we think this because the number of leaks is always the same number regardless what we do (perhaps you can test that theory too?).

Yes, same on my machine. Always the same number (4) and size (48b, 48b, 16b, 16b) of memory. Both with reference examples and a simple glctrl app I've created.

Pattern:

Heap leaks detected:

--memory-breakpoint__ 13578 : Memory at 0x0x7fe4901bf600, size 0x30 = 48
   +0 0x00007FE4901BF600 01 00 00 00 46 72 65 65 68 F3 1B 90 E4 7F 00 00   ....Freeh....•..
   +16 0x00007FE4901BF610 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00   ....
   +32 0x00007FE4901BF620 00 72 65 65 46 72 65 65 60 89 9E 03 D3 55 00 00
.reeFree`....U..

--memory-breakpoint__ 13577 : Memory at 0x0x7fe4901bf360, size 0x30 = 48
   +0 0x00007FE4901BF360 46 72 65 65 46 72 65 65 00 00 00 00 46 72 65 65
FreeFree....Free
   +16 0x00007FE4901BF370 00 F6 1B 90 E4 7F 00 00 00 F6 1B 90 E4 7F 00 00   .....•.......•..
   +32 0x00007FE4901BF380 00 F6 1B 90 E4 7F 00 00 01 00 00 00 00 00 00 00   .....•..........

--memory-breakpoint__ 13576 : Memory at 0x0x7fe4901ab6e0, size 0x10 = 16
   +0 0x00007FE4901AB6E0 80 97 95 03 D3 55 00 00 00 00 00 00 01 72 65 65   .....U.......ree

--memory-breakpoint__ 6757 : Memory at 0x0x7fe498a9fba0, size 0x10 = 16
   +0 0x00007FE498A9FBA0 08 0E EE 8B E4 7F 00 00 00 72 65 65 00 00 00 00   .....•...ree....
****************** PANIC: Heap leaks detected!

Quote:
Peter's observation is blank screen. Thats sort of more serious problem

Yes, I get this blank/black screen with NOGTK only. I was referring to that. But as you pointed out NOGTK for GLCtrl is broken. :)

Best regards,
Oblivion