
Subject: Re: GLCtrl in GTK

Posted by [Oblivion](#) on Wed, 28 Nov 2018 17:54:23 GMT

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Hopefully, I narrowed down the area to investigate. (Sorry, I don't have time now, but I'll be able to look into it tomorrow.)

```
void GLCtrl::Paint(Draw& w)
{
    Size sz = GetSize();
    if(!s_GLXContext || sz.cx == 0 || sz.cy == 0)
        return;

    MemoryIgnoreLeaksBlock __;    // This supresses all. Note: Putting this below
    glXMakeCurrent() leads to heap leaks message only when the ctrl is resized.

    glXMakeCurrent(s_Display, win, s_GLXContext);

    ONCELOCK {
        glewInit();
    }

    DoGLPaint();

    if(doubleBuffering)
        glXSwapBuffers(s_Display, win);
    else
        glFlush();

    glXMakeCurrent(s_Display, None, NULL);
}
```

Edit:

Apparently, GLCtrl::Sync() (resize) causes extra leaks.

I've noted one more thing: DrawImage(), for some reason, doesn't work. Image is not painted onto screen.

Best regards,
Oblivion
