
Subject: Re: GLCtrl in GTK

Posted by [mirek](#) on Sun, 09 Dec 2018 11:08:07 GMT

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Thank you. Based on logs, I have attempted the fix. Can you please try with trunk, or if you do not want to get dirty with svn nor git, can you please try to replace

```
void GLCtrl::Create()
{
    Ctrl *top = GetTopCtrl();
    if(!top)
        return;

    GdkWindow *gdk = top->gdk();
    if(!gdk)
        return;

    Window w = gdk_x11_drawable_get_xid((GdkDrawable *)gdk);

    ONCELOCK {
        s_Display = gdk_x11_drawable_get_xdisplay((GdkDrawable *)gdk);
        int samples = numberOfSamples;

        do {
            Vector<int> attr;
            attr << GLX_RGBA << GLX_DEPTH_SIZE << depthSize
                << GLX_STENCIL_SIZE << stencilSize;
            if(doubleBuffering)
                attr << GLX_DOUBLEBUFFER;
            if(samples > 1)
                attr << GLX_SAMPLE_BUFFERS_ARB << 1 << GLX_SAMPLES_ARB << samples;
            attr << 0;
            samples >>= 1;
            s_XVisualInfo = glXChooseVisual(s_Display, DefaultScreen(s_Display), attr);
        }
        while(!s_XVisualInfo && samples > 0);
        if(!s_XVisualInfo)
            return;
        s_Colormap = XCreateColormap(s_Display, RootWindow(s_Display, s_XVisualInfo->screen),
s_XVisualInfo->visual, AllocNone);
        s_GLXContext = glXCreateContext(s_Display, s_XVisualInfo, NULL, GL_TRUE);
    }

    if(!s_GLXContext)
        return;

    XSetWindowAttributes swa;
```

```
swa.colormap = s_Colormap;  
swa.border_pixel = 0;  
swa.event_mask = 0;  
  
win = XCreateWindow(s_Display, w, 0, 0, 1, 1, 0,  
                    s_XVisualInfo->depth, InputOutput, s_XVisualInfo->visual,  
                    CWBorderPixel|CWColormap|CWEventMask, &swa);  
visible = false;  
position = Null;  
}
```
