
Subject: Re: GLCtrl in GTK

Posted by [ptkacz](#) on Sun, 09 Dec 2018 18:49:07 GMT

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Hi Mirek,

I downloaded build, upp-x11-src-12606M and modified, void GLCtrl::Create() as requested. Once I fixed some syntax in GLCtrl.cpp, built the Open GL Demo, the application worked! Attached will be a provided screen shot. Later today, I'll do some more playing around to see how the other demos fair.

The issue with GLCtrl.cpp is as follows: void GLCtrl::DoGLPaint()

```
{  
  glClearDepth(1);  
  glClearColor(1, 0, 0, 1);  
  glClear(GL_COLOR_B
```

```
UFFER_BIT|GL_DEPTH_BUFFER_BIT|GL_STENCIL_BUFFER_BIT);
glEnable(GL_MULTISAMPLE);
Size sz = GetSize();
current_viewport = sz;
SetCurrentViewport();
GLPaint();
}
```

Peter

File Attachments

1) [ItWorked.png](#), downloaded 347 times
