
Subject: Re: GLCtrl in GTK

Posted by [ptkacz](#) on Tue, 11 Dec 2018 05:19:00 GMT

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Just did some quick checking the last screen shot that I attached. The FTGL_Demo by default only has the option of GUI NOGTK.

As for an application that I'm working on, if I specify GUI, I receive a bunch of compilation errors. If I specify GUI.NOGTK, the compilation errors go away and I am able to run the application. Unfortunately, it looks like I'll have to go back and comment out some U++ code in order to get the Open GL code to display as before...

It looks like the issue has not gone away...
