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Subject: Re: DHCTRL not refreshed

Posted by [mdelfede](#) on Mon, 14 Jan 2019 23:08:47 GMT

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Hi,

I'm not using GLCtrl but DHCtrl directly...OpenCascade library already has the OpenGL layer, just needs an hwnd.

EDIT

Thinking a bit more... I could use the generic interface of OpenCascade, which should do the job with your GLCtrl

control. It's called Aspect\_NeutralWindow, in replacement of WNT\_Window and X11\_Window, and requires the "manual" context creation, which your control does.

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