
Subject: Re: DHCTRL not refreshed

Posted by [mirek](#) on Tue, 15 Jan 2019 08:07:33 GMT

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mdelfede wrote on Tue, 15 January 2019 00:08Hi,

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.

Well, could you please test our OpenGL Ctrl (e.g. OpenGL/examples) with Win7?

Mirek
