
Subject: Taking snapshot of GLCtrl no longer works
Posted by [Tom1](#) on Mon, 05 Aug 2019 10:20:41 GMT
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Hi,

I have not worked with GLCtrl for a while. Now as I tried to recompile my old program, I found out that my code taking snapshot of the GLCtrl contents no longer works. It just returns a black image:

```
Size sz=GetSize();  
ImageBuffer ib(sz);  
glReadPixels(0,0,sz.cx,sz.cy,GL_BGRA_EXT,GL_UNSIGNED_BYTE,(GLvoid*)(RGBA*)ib);
```

Any suggestions how to proceed?

Best regards,

Tom
