Subject: Re: Taking snapshot of GLCtrl no longer works
Posted by Tom1 on Wed, 07 Aug 2019 12:50:55 GMT
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Hi,

I just cannot get around this issue for some reason. When I call glGetError(), it simply returns GL_INVALID_OPERATION.

I'm not in a middle of a glBegin/glEnd -pair either. The code worked/works on Upp svn 11960, and I have tried many options for format parameter here without any success.

I guess this is somehow related to the changes done to GLCtrl some time ago, but I cannot see the relevant change compared to the previous version.

BTW, I'm working on Windows 10 x64.

Any help will be appreciated!

Best regards,

Tom