Subject: Re: Taking snapshot of GLCtrl no longer works
Posted by mirek on Fri, 09 Aug 2019 07:26:44 GMT

There is now new ExecuteGL method to resolve this issue - it sets the context, executes any GL code, then finishes. For now only implemented in Win32.

Can you try if that solves your problem please?

Also, I would appreciate a code snippet you are using to capture the Image, I would like to incorporate it to some reference example.