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Subject: Re: Taking snapshot of GLCtrl no longer works

Posted by [mirek](#) on Fri, 09 Aug 2019 14:29:52 GMT

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Now works in GTK too.

As for textures, that was actually the primary motivation for changes. It should actually be possible to create textures without ExecuteGL, all that is needed is a call to GLCtrl::CreateContext before it. (It gets called on GLCtrl creation too).

Mirek

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