
Subject: Re: Taking snapshot of GLCtrl no longer works

Posted by [Tom1](#) on Mon, 12 Aug 2019 05:42:39 GMT

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Hi Koldo,

Have you tried to call 'glGetError()' just before taking the snapshot? This would clear any errors prior to calling 'glReadPixels()'. Since you can get the actual snapshot done, it does not sound logical the 'glReadPixels()' would be the one to fail with GL_INVALID_OPERATION. (Just for reference, I do not get GL_INVALID_OPERATION here. Running on latest Windows 10 x64 with Intel Core i9 integrated graphics.)

Best regards,

Tom
