Subject: Re: Taking snapshot of GLCtrl no longer works
Posted by mirek on Mon, 12 Aug 2019 19:50:40 GMT

Tom1 wrote on Mon, 12 August 2019 07:42Hi 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

I can add glGetError to ExecuteGL. Should I?