Subject: Re: Taking snapshot of GLCtrl no longer works
Posted by Tom1 on Tue, 13 Aug 2019 07:07:34 GMT

Hi Mirek,

Maybe that is a good idea, actually before calling GLExecute() and GLPaint() too. However, the GLExecute() and GLPaint() should only be called if glGetError() does not have any errors pending from its own initialization. This way we can always trust in GLExecute() and GLPaint() that the initialization of GL has been successful and any GL errors are due to our own code. This may require something to handle errors inside GLCtrl.

Best regards,

Tom