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Subject: Re: What is the minimum OpenGL version required for GLCtrl?

Posted by [Tom1](#) on Fri, 30 Aug 2019 08:06:51 GMT

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Hi,

More on the subject: In my case it crashes in here:

```
if(!wglChoosePixelFormatARB(hdc, attr, NULL, 1, &s_pixelFormatID, &numFormats))
```

Tracked this down with RLOGs, since when attempting to run in debugger, the entire system crashed with BSOD!

Best regards,

Tom

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