
Subject: Re: GLDrawDemo NOGTK doesn't work
Posted by [mirek](#) on Wed, 16 Oct 2019 11:36:14 GMT
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luoganda wrote on Wed, 16 October 2019 13:01

By the way - are GLCtrl GLPaint calls(eg DrawLine) faster than usual standard Paint(Draw&...) context?

No.

Mirek
