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Subject: Re: Updating GLEW to version 2.2.0 for 2020.2 Release

Posted by [mirek](#) on Sun, 30 Aug 2020 17:42:39 GMT

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Xemuth wrote on Sat, 29 August 2020 20:00

Also, GLCtrl have a strange behavior concerning context (A behavior I changed in my own GLCtrl) :

When ExecuteGL is call, in original version it do this :

```
void GLCtrl::GLPane::ExecuteGL(HDC hDC, Event<> paint, bool swap_buffers){  
    /**** CODE ****/  
    wglMakeCurrent(hDC, s_openGLContext); //Hooking the OpenGL Context  
    /***** Code / Swap buffer etc .... *****/  
    wglMakeCurrent(NULL, NULL); //Releasing the current OpenGL Context  
}
```

This aquisition then releasing is problematic since it prevent you to execute some OpenGL code outside of GLPaint function.

This is needed so that you can have multiple GLCtrls in multiple windows. If you need to execute OpenGL code outside of GLPaint function, just use ExecuteGL (it is in fact inteded for that use).

Mirek

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