Subject: Re: Updating GLEW to version 2.2.0 for 2020.2 Release
Posted by Xemuth on Sun, 30 Aug 2020 22:35:10 GMT

mirek wrote on Sun, 30 August 2020 19:42Xemuth 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 problematique 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

Indeed it work, thanks for the tips