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Subject: Re: [Proposal] Adding a GLLock struct to GLCtrl

Posted by [Xemuth](#) on Thu, 03 Sep 2020 15:21:45 GMT

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You are right my example do not really feel like improvement... however this struct is not a huge improvement at all, it allow me to make simpler some portion of my code without surrounding it with anonymous function passed to ExecuteGL function.

At some place in my package, I still use ExecuteGL() because only a little portion of code need OpenGL Context however, a lot of function of my package requiere the context and I feel like it is more esthetique and simpler to simply call a function or invoke/Destroy a lock to get or release the context.

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