

---

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

Posted by [Xemuth](#) on Fri, 04 Sep 2020 14:34:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello Klugier,

Klugier wrote on Thu, 03 September 2020 23:46

We should think about the drawback of this addition:

- maintenance (current implementation delivered by Xemuth can be simplify, however still the implementation will need to be provided when adding new platform).

Since my proposal simply call used function in ExecuteGL() I don't fairly see how it could grow up the maintenance needed on the package

Klugier wrote on Thu, 03 September 2020 23:46

- concurrent solution (one thing can be done using two different approach - my solution is better than yours (code review problem))

Both solution have the same purpose : Giving the OpenGL Context to allow GL Commands, The difference come from the timeline of the context, ExecuteGL() Release it when reached the end of function when the struct / function allow you to decide when releasing it. I think (maybe it's naive) both solutions complements each other and it is the developer job to choose the well suited one for is need at the moment. I see this choice like allocating on heap or stack depending on what you need, both allow you to reserve space for a data however the difference between both are huge and it is the developer job to choose the well suited one at a time.

Maybe my point of view is biased. What you think ?

---