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

Posted by [Klugier](#) on Wed, 09 Sep 2020 19:25:25 GMT

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Hello Koldo, Mirek and Xemuth,

Koldo, you convinced me :) If two members of the community wants that functionality and probably more. I opt to add it also - with the version that will have the lowest maintenance cost.

And I think version without swapping should be:

```
GLLock __(canvas, false);
```

Without the need to call three methods/functions instead.

I do not have strong opinion about GLCtrl::GLLock - maybe simple GLLock within Upp namespace is better. Less typing at least.

So, Mirek we are waiting for final decision. We know that you follow this topic :)

Klugier

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