On the latest Upp version (15475), something may have changed in Upp framework (probably on CtrlLib but I havnt found yet where it come) resulting in this :

My application is simply a top window with a GLCtrl in it, here is a quick chunck of code :

```
class StencilTest : public TopWindow{
 public:
  typedef StencilTest CLASSNAME;

  StencilTest(){
   Add(GLCanvas.HSizePos(10, 10).VSizePos(10, 10));
   context.TimerStart(); //One of my object
   GLCanvas.WhenGLPaint = THISBACK(OnPaint);
  }

  virtual bool Key(dword key, int count){
   if(key == K_ESCAPE){
    Close();
   }
   return true;
  }

 private:
  GLCtrl GLCanvas;
  UFEContext context;
  bool loaded = false;
  //...
```

All thoses logs can also be found if you add the line : Upp::StdLogSetup(Upp::LOG_COUT| Upp::LOG_FILE); to OpenGL exemple in Reference Assembly.