Subject: Re: GLCtrl and textures

Posted by jjacksonRIAB on Thu, 18 Mar 2021 20:13:16 GMT

Or perhaps just add an empty override:

```
protected:
 // Called on paint events
 virtual void GLPaint() { WhenGLPaint(); }
 virtual void GLInit()  { };
 void Init();
```

and call it after GL has been initialized in linux and win32