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Subject: Re: GLCtrl and textures

Posted by [mirek](#) on Fri, 19 Mar 2021 12:04:23 GMT

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I am sorry as I am sort of "detuned" from OpenGL, but I believe that you can force the initializations by

```
GLCtrl::CreateContext();
```

call. If I remember well, it should be fine to create textures after that.

Mirek

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