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Subject: [FIXED] GLDraw, GLCtrl would be nice to work properly  
Posted by [luoganda](#) on Fri, 17 Jun 2022 10:54:20 GMT

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Since this are a part of nonBazaar core packages,  
this would be nice to work properly.

I tested this on w7x64 with latest upp-included-clang(16299) and msvc17  
producing 32bit debug executable with reference example - GLDrawDemo.  
But for this - i used msvc17 since debugger gave me a little more info.

I have also tested this with producing 64bit code,  
but it was even worse(only blank white screen).

Anyhow, i attached screenshots where bug happens,  
if one is a little bit more familiar with underlying code,  
one could probably resolve this quite easily.

Commented code also mostly all produces such bugs.

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Bazaar(uppHub) thing:

i suggest - don't throw away Bazaar archive - it has a lot of usefull code.  
I didn't for example found Serial package or non-bazaar FontSel(dialog)  
in uppHub(maybe i overlooked something), which are mostly just copy/paste  
packages - since all works out of the box.

For Serial bazaar package i just added this, to adjust a few things,  
for linux, i am not sure if this is needed or how it's done.

```
void SetWriteTimeout(dword ms){  
    COMMTIMEOUTS ct;memset(&ct,0,sizeof(ct));  
    ct.WriteTotalTimeoutConstant=ms;SetCommTimeouts(fd,&ct);  
}  
void SetTimeouts(dword msRead,dword msWrite){  
    COMMTIMEOUTS ct;memset(&ct,0,sizeof(ct));  
    ct.ReadIntervalTimeout=ct.ReadTotalTimeoutMultiplier=MAXDWORD;  
    ct.ReadTotalTimeoutConstant=msRead;  
    /*ct.WriteTotalTimeoutMultiplier=MAXDWORD;*/  
    ct.WriteTotalTimeoutConstant=msWrite; SetCommTimeouts(fd,&ct);  
}
```

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## File Attachments

1) [GLDrawDemo-sshots.7z](#), downloaded 191 times

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