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.
~~~~~

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);
}
```

File Attachments
1) GLDrawDemo-sshots.7z, downloaded 185 times