Subject: Re: GLDraw,GLCtrl would be nice to work properly
Posted by Klugier on Sat, 18 Jun 2022 07:53:30 GMT
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Hello,

Thank you for your feedback! In context of UppHub this is the step forward in comparison to
bazzar and we shouldn't back to it anymore. The reason for that is that many packages are
outdated and there are lack of maintainer. I know that currently we do not have Serial package on
UppHub, but why do not create one? If you are interested you can create UppHub repository with
Serial package from bazaar. This package will be maintain by you.

To create UppHub package, just create git repository and full-fill them accordingly. You could
follow the repository structure of AutoScroller. If everything will be ready just let us know that you
have created Serial package, so we could add it to UppHub registry.

BTW, You put two topics into one thread. Please raise separate topic for GLDraw issue. For me it
works correctly on Windows10. Are you compiling GLDrawDemo on virtual machine or something,
there might be a problem with a drivers. Also, you should migrate to more modern system.
Windows7 hit end of the life, so there is no grantee that everything will be working as expected.
Could you try on Windows10. Windows11 or GNU/Linux?

EDIT: OK, after testing we have a fatal error at the begging of the program when targeting 32 bit
operating system on Windows. On 64 bit everything works correctly. If you compile with
USEMALLOCK it should works fine.

Klugier

File Attachments
1) Screenshot 2022-06-18 100342.png, downloaded 739 times

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