Subject: Re: GLDraw,GLCtrl would be nice to work properly
Posted by mirek on Sun, 03 Jul 2022 22:41:03 GMT
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Does not crash for me, but backtrace is helpful. You have not posted the screenshot, but it appears like "Writes to freed blocks detected" issue?

Obviously, this is is not detected with USEMALLOC for simple reason that normal allocator does not have any such detected.

Anyway, probably the problem is somewhere about image cache recycling/freeing (related to rendering the text). Can you try with

```
  w.DrawLine(80, 90, 400, 0, PEN_DASHDOT);
 // w.DrawImage(200, 10, CtrlImg::reporticon());
 // w.DrawImage(280, 10, CtrlImg::reporticon(), Red());
  const char *text = "This text is centered";
  Size tsz = GetTextSize(text, Arial(25).Bold());
 // w.DrawText((sz.cx - tsz.cx) / 2, (sz.cy - tsz.cy) / 2, text, Arial(27).Bold(), SBlue);
  w.Clipoff(200, 50, 95, 100);
 // w.DrawText(0, 80, "CLIPPED", Roman(25));
  w.End();

 // for(int angle = 0; angle < 360; angle += 30)
 //  w.DrawText(sz.cx - sz.cx / 3, sz.cy - sz.cy / 3, angle * 10, "x   Text with angle " +
AsString(angle));
```

just to test if we are onto something?