
Subject: Re: GLDraw, GLCtrl would be nice to work properly

Posted by [Klugier](#) on Tue, 05 Jul 2022 08:44:14 GMT

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Hello Mirek,

You are right inserting numbers in the string cause crash. Below line crashes:

```
w.DrawText(sz.cx - sz.cx / 3, sz.cy - sz.cy / 3, angle * 10, "x  Text with angle 123");
```

So, it is not a problem with number to string conversion. Thanks for explanation about memory allocation

Klugier
