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

Posted by [luoganda](#) on Tue, 05 Jul 2022 10:43:39 GMT

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The card is a little older

intel Q965/Q963 Express Chipset Family.

So yes, Mirek - it might be this.

Although i think that with gl2.0 should also work fine for basic line etc drawing,
if there are limits what glVer upp needs - then it might be this.

On w7x64 i have also directx11.

On windows - there are only drivers till 2.0 for opengl(rev 8.15.10.1930),
on linux - i think there are for 2.1 too.
