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

Posted by [luoganda](#) on Mon, 25 Dec 2023 10:24:10 GMT

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Checked,
minimum OpenGL version on any platform is fully supported v2.1.

Meaning:

with older graphics card mentioned in previous post,
in this case - GLDraw/GLCtrl works ok on linux with latest drivers but not on win7(drivers not supporting full 2.1 capabilities).
