Subject: GLDraw - 32/64-bit version
Posted by luoganda on Tue, 29 Apr 2025 10:42:13 GMT
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[not the highest priority].
Upp-v17605.

Drawing like this produces attached image.

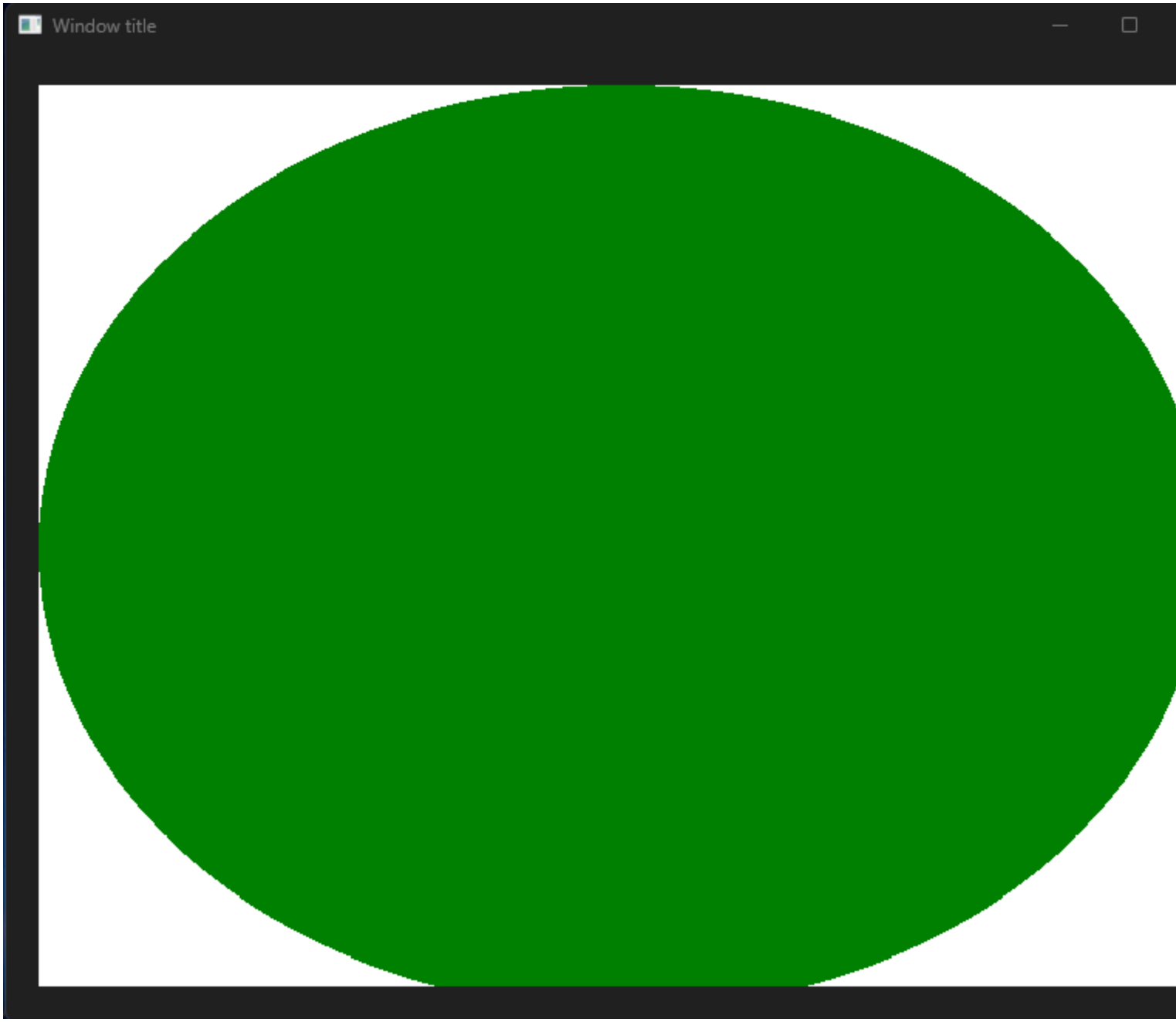
```
...::GLPaint(){
 Size sz = GetSize();
 GLDraw w;w.Init(sz);
 w.DrawEllipse(sz,Green());
 //w.DrawRect(sz,LtGray());
}
```

Added:
for attached image: it was compiled for 32bit version(so this is not the highest priority).
in 32bit ver - one drawing w.DrawRect(sz) is not drawn at all(neither with msvc/clang),
but with msvc w.DrawRect(10,10,100,100,Red()) draws ok(with clang that is not drawn at all).

Compiling for 64bit - all works fine.

File Attachments

1) GLDraw-ellipse.png, downloaded 446 times


Window title