
Subject: reference/OpenGL crashes
Posted by [slashupp](#) on Tue, 24 Oct 2017 16:31:36 GMT
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Compiles fine but when trying to run get:
"Fatal error
Heap leaks detected"

Where should I start looking for the cause?

Subject: Re: reference/OpenGL crashes
Posted by [mirek](#) on Tue, 31 Oct 2017 22:41:28 GMT
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Should be now fixed (in trunk).

Subject: Re: reference/OpenGL crashes
Posted by [slashupp](#) on Thu, 02 Nov 2017 13:19:31 GMT
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compiled tested & working

thank you mirek
