Subject: GLCtrl not working in 11873
Posted by abductee23 on Thu, 25 Oct 2018 22:04:01 GMT
View Forum Message <> Reply to Message

Hi,

i just realized that in Upp 11873 the glCtrl in the refernce/gl example stays white.
i use win10 64 bit, checked using MSVC15, MSVC15x64, MSVC17, MSVC17x64 compilers, all the same result: GLCtrl stays white.

also, i tested with Upp 10804, same machine, same compilers -> works fine.

hope this is the right place to write that ...
cheers