
Subject: GLDrawDemo NOGTK doesn't work
Posted by [luoganda](#) on Wed, 16 Oct 2019 11:01:09 GMT
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I don't know about GTK version, but NOGTK version compiling on linux kubuntu 18.06 and mxLinux does not do what it should.

Eg - window shows up, but GLCtrl control is empty, nothing is drawn into it - and there is just nonDrawn scrambled control.

When tested - GLPaint seems to not be called at all.

And when app is closed, there is "Heap leaks detected!".

Any ideas?

By the way - are GLCtrl GLPaint calls(eg DrawLine) faster than usual standard Paint(Draw&...) context?

Subject: Re: GLDrawDemo NOGTK doesn't work
Posted by [mirek](#) on Wed, 16 Oct 2019 11:36:14 GMT
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luoganda wrote on Wed, 16 October 2019 13:01

By the way - are GLCtrl GLPaint calls(eg DrawLine) faster than usual standard Paint(Draw&...) context?

No.

Mirek
