
Subject: OpenGL bad context in key function
Posted by [Xemuth](#) on Mon, 20 Jul 2020 16:13:20 GMT
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hello, I have some context problem using OpenGL Ctrl. Let me present my problem using the OpenGL package (reference assembly) :

in the void GLPaint() function I add this at the end :

```
auto test = wglGetCurrentContext(); //Get current OpenGL context, NULL if no context is active
if(test == NULL)Cout() << "Bad Context" << EOL;
else Cout() << "Good Context" << EOL;
```

```
auto test2 = GetCurrentThreadId(); //Get current thread PID
Cout() << "Thread PID : " << test2 << EOL;
```

The goal of this code is to print if the function handle a valid openGL context and then print the PID of the current thread

The result of this bunch of code is simple :
Good context

However when using this bunch of code in Key function, it print me bad context with the same PID than in the GLpaint function
wich is problematic because I can't execute some opengl function directly in the key handler !

Can someone explain me why this happen ? :?

Thanks in advance
Best regard.

Subject: Re: OpenGL bad context in key function
Posted by [Xemuth](#) on Tue, 21 Jul 2020 13:03:28 GMT
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Ok I have found why I lose my OpenGL context in Ctrl base override function :

wglMakeCurrent(NULL, NULL); wich is call in ExecuteGL Funtion.
