Subject: GLDraw - 32/64-bit version Posted by luoganda on Tue, 29 Apr 2025 10:42:13 GMT View Forum Message <> Reply to Message

[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 140 times