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Subject: GLDraw - 32/64-bit version  
Posted by [luoganda](#) on Tue, 29 Apr 2025 10:42:13 GMT  
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[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

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1) [GLDraw-ellipse.png](#), downloaded 171 times

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