Subject: GLCtrl and multithreading
Posted by 281264 on Mon, 27 Sep 2010 11:38:06 GMT
View Forum Message <> Reply to Message

Hi,

I wonder whether it would be possible to use GLCtrl with several threads. What I seek is to direct the GLPaint repeated function call to a dedicated thread, separated from the main application message loop. I do not know whether the present GLCtrl design is doing this or not.

Any thought?

Cheers,

Javier