Subject: [SOLVED] Background in dockable GL objects
Posted by keltor on Mon, 20 Feb 2012 17:37:50 GMT
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Hi everyone,

I am playing around with the Docking and GLCtrl packages. It's rather amazing how advanced both objects are! However, I have a small problem, probably quite trivial but I haven't solved it yet. When I initialise the (docked) GL window, I paint it blue (with glClearColor and glClear), but when I resize it, it reverts to black.

Any way to avoid this?

Thanks, and keep up the amazing work, this is truly a wonderful software!

Kel

Edit: Never mind, found a workaround while I was looking for something else: here. One just has to add a glClearColor to that example and it works.