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Subject: GLCtrl in TopWindow

Posted by [NeilMonday](#) on Wed, 22 Jan 2014 21:45:38 GMT

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I have a GLCtrl in a TopWindow that works fine the first time, but if I close, and then open the window, the GLCtrl is blank.

I have a Spectrogram class that inherits from GLCtrl. I also have a TopWindow called SpectrogramPanel that has a Spectrogram object in its layout.

```
LAYOUT(SpectrogramPanelLayout, 1036, 652)
ITEM(Spectrogram, spectrogram, HSizePosZ(0, 0).VSizePosZ(0, 0))
END_LAYOUT
```

```
struct SpectrogramPanel : public WithSpectrogramPanelLayout<TopWindow>
{
    typedef SpectrogramPanel CLASSNAME;

    SpectrogramPanel()
    {
        CtrlLayout(*this);
    }
};
```

```
class Spectrogram : public GLCtrl
{
    ...
}
```

Before I "Execute();" the SpectrogramPanel instance, I first call "SetData(...)" to give it some 3D points to render.

I have implemented the GLInit, GLPaint, and GLResize, and the whole thing works perfectly the first time the window is shown. However, when I close the window, then call "SetData(...)" again with new data, and then "Execute()" the SpectrogramPanel again, I have a blank GLCtrl. I can see the glClearColor, but I cannot see the 3D object that I just saw the last time the window was open.

I noticed that "GLInit();" gets called again the second time even though the window never destroyed. I would have expected "GLInit();" to be called only once during the whole lifetime of the GLCtrl. But it looks like "GLInit();" is called everytime the window is "Execute();"d. Any help is appreciated.

This question might be specific to OpenGL and not Ultimate++, but I thought I would start here to see if anyone has any ideas.

Thanks!

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Subject: Re: GLCtrl in TopWindow  
Posted by [mirek](#) on Thu, 23 Jan 2014 07:27:03 GMT  
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This might well be a bug in U++. I guess nobody tried to reopen GLCtrl woindow.

What is your OS?

Also, testcase would be helpful...

Mirek

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Subject: Re: GLCtrl in TopWindow  
Posted by [NeilMonday](#) on Thu, 23 Jan 2014 12:59:31 GMT  
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I am running on Windows 7 64-bit and am compiling with MSVC 10 (32-bit). Also, I am using GLEW(<http://glew.sourceforge.net/>) with my GLCtrl.

I will create a very simple test case and upload it today.

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Subject: Re: GLCtrl in TopWindow  
Posted by [NeilMonday](#) on Thu, 23 Jan 2014 14:32:20 GMT  
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So, I modified the GLCtrl example so that the GLCtrl is inside a top window that gets dismissed and re-opened and it works fine . So, I will build up that simple example until it exhibits my problem and hopefully that will narrow it down.

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