
Subject: [DEPRECTED] GLDrawDemo - Resizing dosen't work.

Posted by [Klugier](#) on Sat, 01 Mar 2014 22:48:49 GMT

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Hello,

It seems that resizing in GLDrawDemo dosen't work properly.

The first worse solution is just to add explicit glVieport invocation in GLPaint() method(GLDrawDemo - main.cpp - Line 10):

```
virtual void GLPaint() {  
    Size sz = GetSize();  
    glViewport(0, 0, (GLsizei)sz.cx, (GLsizei)sz.cy); // <- We need to add this line  
    ...  
}
```

The second much complex solution is to extends a little bit GLCtrl. I think that Layout method should call glVieport function by default. Below is a proposal of my code (beta version):

```
void GLCtrl::Layout() {  
    if(controlVieport) { // <- Additional flag, enable by default  
        Size sz = GetSize();  
        glViewport(0, 0, (GLsizei)sz.cx, (GLsizei)sz.cy);  
    }  
    Ctrl::Layout();  
}
```

Please review above proposition.

Sincerely,
Klugier