

## U++ - Bug #1481

### Fix DHCtrl for X11 and recover OpenGL

06/25/2016 08:25 PM - Zbigniew Rebacz

<b>Status:</b>	Rejected	<b>Start date:</b>	06/25/2016
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Miroslav Fidler	<b>% Done:</b>	0%
<b>Category:</b>	CtrlCore	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Release 2020.1	<b>Spent time:</b>	0.00 hour

#### Description

It seems that recent changes to DHCtrl cause that OpenGL is not rendered on X11 backend. The easiest fix is to revert to old code with commenting.

#### History

##### #1 - 06/25/2016 08:26 PM - Zbigniew Rebacz

- Category set to CtrlCore
- Assignee set to Miroslav Fidler
- Priority changed from Normal to High
- Target version set to Release 2017.1

##### #2 - 02/05/2017 11:19 AM - Zbigniew Rebacz

- Target version changed from Release 2017.1 to Release 2017.2

##### #3 - 12/24/2017 06:36 PM - Zbigniew Rebacz

- Target version changed from Release 2017.2 to Release 2018.1

##### #4 - 04/03/2018 10:01 PM - Zbigniew Rebacz

- Target version changed from Release 2018.1 to Release 2019.1

##### #5 - 06/24/2019 01:28 AM - Zbigniew Rebacz

- Target version changed from Release 2019.1 to Release 2019.2

##### #6 - 11/01/2019 11:20 AM - Zbigniew Rebacz

- Target version changed from Release 2019.2 to Release 2020.1

##### #7 - 02/18/2020 01:55 PM - Miroslav Fidler

- Status changed from New to Rejected

#### Files

FixDHCtrl.diff	806 Bytes	06/25/2016	Zbigniew Rebacz
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