U++ - Bug #1481
Fix DHCtrl for X11 and recover OpenGL

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

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