

## U++ - Bug #1981

### GLDrawDemo hangs on exit

08/18/2019 09:58 PM - Zbigniew Rebacz

<b>Status:</b>	Approved	<b>Start date:</b>	08/18/2019
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Miroslav Fidler	<b>% Done:</b>	0%
<b>Category:</b>	GLCtrl	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Release 2020.1 - NTH	<b>Spent time:</b>	0.00 hour

#### Description

It seems that Radeon driver deinitialization code doesn't work well. It causing that the app hangs on exit... More information in attached screenshot.

#### History

##### #1 - 11/01/2019 11:22 AM - Zbigniew Rebacz

- Target version changed from Release 2019.2 - NTH to Release 2020.1 - NTH

##### #2 - 01/23/2020 06:50 PM - Miroslav Fidler

- Status changed from New to Approved

#### Files

GLDrawDemoHangsOnRadeonDriver.png	305 KB	08/18/2019	Zbigniew Rebacz
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