

U++ - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated	Category	Author
1999	Bug	New	Low	Unused parameter multisamplebuffering in GLCtrl.h, line 151	Miroslav Fidler	11/01/2019 06:19 PM	GLCtrl	Iñaki Zabala
722	Bug	Approved	Normal	GLCtrl Flickering on Win32	Miroslav Fidler	03/19/2014 06:58 PM	GLCtrl	Zbigniew Rebacz
913	Bug	Approved	Normal	GCC.bm.in should contains include path to GTK GL headers	Zbigniew Rebacz	11/15/2014 08:26 PM	GLCtrl	Zbigniew Rebacz
917	Bug	New	Normal	GLCtrl on GTK backend is slow and posses artiffacts	Zbigniew Rebacz	01/15/2018 10:00 PM	GLCtrl	Zbigniew Rebacz
918	Bug	Approved	High	GLCtrl compilation & linking problem on GTK backend	Miroslav Fidler	11/23/2014 08:58 PM	GLCtrl	Zbigniew Rebacz
990	Bug	Approved	High	OpenGL linking problem on X11 (GLCtrl) - GTK library is not needed	Zbigniew Rebacz	02/23/2015 07:29 PM	GLCtrl	Zbigniew Rebacz
1293	Bug	New	Normal	GLCtrl dosen't recive key events		10/16/2015 08:42 PM	GLCtrl	Zbigniew Rebacz
1981	Bug	Approved	Normal	GLDrawDemo hangs on exit	Miroslav Fidler	01/23/2020 06:50 PM	GLCtrl	Zbigniew Rebacz