

U++ - Issues

| # | Tracker | Status | Priority | Subject | Assignee | Updated | Category | Author |
|------|---------|----------|----------|--|-----------------|---------------------|----------|-----------------|
| 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 |
| 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 |
| 1981 | Bug | Approved | Normal | GLDrawDemo hangs on exit | Miroslav Fidler | 01/23/2020 06:50 PM | GLCtrl | Zbigniew Rebacz |