Subject: Re: OpenGL demo resulting in Fatal error, Heap leaks detected! error...
Posted by ptkacz on Mon, 10 Jul 2017 03:16:25 GMT
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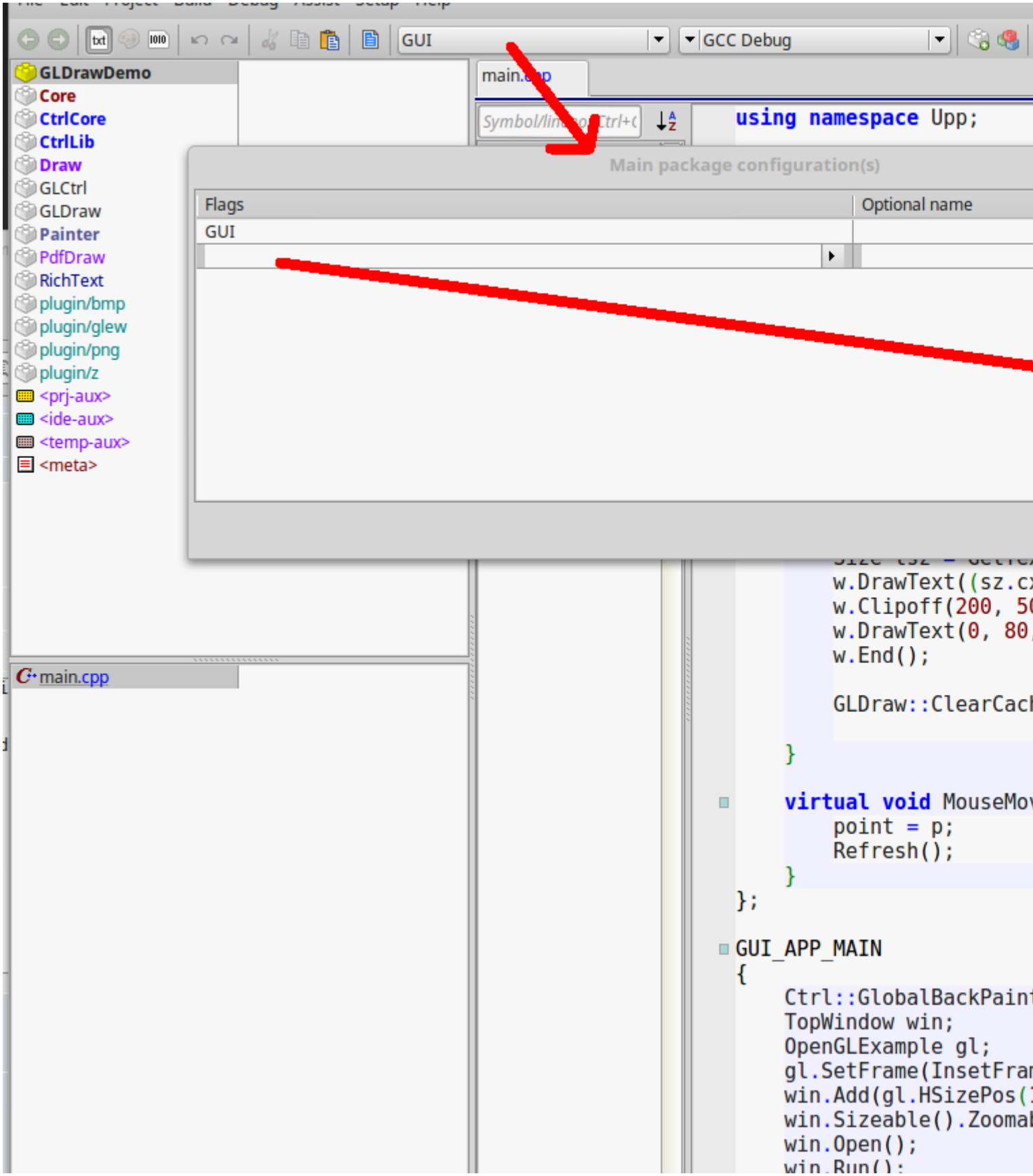
That seems pretty easy, but when I bring up the GLDrawDemo project, the only option that displays within the drop-down is, "GUI". Not other options list to select from.

When I click on the listed "GUI" option, a Main package configuration(s) dialog window lists with, GUI listing under the Flags heading. Appending a row the the list, and selecting the right selection triangle, a Configurations flags dialog window displays (see screen shot below).

How come the GUI X11 option didn't list for this project? How do I go about adding it, so that the project is correctly built?

File Attachments

1) ConfigurationFlags.png, downloaded 942 times


GUI
GCC Debug
GLDrawDemo
Core
CtrlCore
CtrlLib
Draw
GLCtrl
GLDraw
Painter
PdfDraw
RichText
plugin/bmp
plugin/glew
plugin/png
plugin/z
<prj-aux>
<ide-aux>
<temp-aux>
<meta>
main.cpp
using namespace Upp;
Main package configuration(s)
Flags
Optional name
GUI
main.cpp
w.DrawText((sz.cx
w.Clipoff(200, 50
w.DrawText(0, 80,
w.End();
GLDraw::ClearCach
}
virtual void MouseMov
point = p;
Refresh();
}
};
GUI_APP_MAIN
{
Ctrl::GlobalBackPaint
TopWindow win;
OpenGLExample gl;
gl.SetFrame(InsetFra
win.Add(gl.HSizePos(
win.Sizeable().Zoomab
win.Open();
win.Run();