
Subject: CreateDrawWidget fails " Unable to acquire a GL context."

Posted by on Fri, 29 Nov 2002 10:55:35 GMT

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I'm creating two instances of a IDLDrawWidget ActiveX.

The first one is created Ok, but the second one fails when I call
CreateDrawWidget.

The log window displays " Unable to acquire a GL context."

If I set rendering to hardware, it works OK, (but slow).

This is only happening if I set the rendering to software.
