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Subject: How to render uncapped OpenGL ?

Posted by [devilsclaw](#) on Thu, 09 Apr 2026 15:42:29 GMT

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Currently I am using GLCtrl for opengl and on linux (maybe windows not tested yet). the max fps I can get is 60 due it being locked to the refresh of the display.

OpenGL supports uncapped FPS via glfw but GLCtrl does not use glfw, it also supports unlocked fps if you run a program with environment variables `vblank_mode`, `__GL_SYNC_TO_VBLANK` set to 0.

This works with glxgears and other opengl programs but it does not work with GLCtrl / upp.

Is there a way to uncap the fps?

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