Subject: Re: How to render uncapped OpenGL ?
Posted by devilsclaw on Thu, 09 Apr 2026 16:36:44 GMT
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I found this so that it would work on windows and linux but it still seems to be locked to gtk or how ever upp handles refresing

```
  const char *glxExts = glXQueryExtensionsString(s_Display, s_XVisualInfo->screen);
  PFNGLXSWAPINTERVALEXTPROC glXSwapIntervalEXT = NULL;

  if (glxExts && strstr(glxExts, "GLX_EXT_swap_control")) {
     // get function pointer
     glXSwapIntervalEXT = (PFNGLXSWAPINTERVALEXTPROC)
        glXGetProcAddress((const GLubyte *)"glXSwapIntervalEXT");
  }

  if (glXSwapIntervalEXT) {
     // Set swap interval to 0 -> disable VSync (uncapped FPS)
     glXSwapIntervalEXT(s_Display, win, 0);
     printf("GLX_EXT_swap_control available - swap interval set to 0\n");
  } else {
     printf("GLX_EXT_swap_control not available; cannot set swap interval via
glXSwapIntervalEXT\n");
     printf("If you have GLX_MESA_swap_control or GLX_SGI_swap_control, use
appropriate function.\n");
  }
```