Subject: Re: Problem with OpenGL functionality: glPrimitiveRestartIndex
Posted by 281264 on Wed, 21 Jul 2010 12:53:18 GMT

Hi,

I have found the cause of the error: my graphic card does not support OpenGL version beyond 2.1, and the function glPrimitiveRestartIndex was implemented in OpenGL 3.1.

Yes, Glew is included (I have modified GLCtrl to have Glew).

It is a pity for I need these functions to facilitate the geometry generation.

Thanks,

Javier