Subject: Re: How to add "GLEW" or "GLee" to GLCtrl?
Posted by navi on Sun, 06 May 2012 10:05:00 GMT

Quote:Take a look at WinGl package. You can just copy glew related files from there to your project and add following settings to upp project:
-D_WIN32 -DGLEW_STATIC

where is the WinGL package?