
Subject: Re: How to add "GLEW" or "GLee" to GLCtrl?

Posted by [navi](#) on Mon, 07 May 2012 09:35:52 GMT

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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

<http://code.google.com/p/upp-mirror/source/browse/#svn%2Ftrunk%2Frainbow%2FWinGl>

Thank you very much unodgs. Much appreciate your help!! I made the silly mistake of #define GLEW_STATIC after the #include <glew files>. Looking at WinGL.h found the correct way. also I used the modified glew files from the WinGL project as you said.

```
#ifndef GLEW_STATIC
    #define GLEW_STATIC
#endif
```

```
#include <glew/glew.h>
#include <glew/wglew.h>
```
