Mirek,

I have now tested it on both Windows Vista Business 64 bit and Windows 7 Professional 64-bit. Both absolutely must have the GLEW_STATIC defined. Otherwise, I will get a large amount of compiler warnings for glew related stuff and also the 21 linker errors I reported previously. I'm compiling with MSC9 32-bit.

After defining the GLEW_STATIC, there are no such warnings or errors at all during GLDraw compilation nor executable linking. (Through GLDraw package compiler option WIN32: /DGLEW_STATIC).

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Maybe the screen update problems are related to the low-end NVidia GeForce 6150 display adapter. Or maybe I should have some extra GL drivers for it on windows?

Best regards,

Tom