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Subject: Re: GLDraw

Posted by [Tom1](#) on Wed, 04 Dec 2013 15:04:49 GMT

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OK, solved -- sort of. It works after I comment the following line in GLDraw.h:

```
#define GL_USE_SHADERS
```

So, I guess the old GeForce 6150 is too old and does not support shaders.

Best regards,

Tom

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