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Subject: OpenGL 3+ support

Posted by [Mindtraveller](#) on Sat, 05 Sep 2015 22:46:46 GMT

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I propose patch for newer OpenGL interface support. It requires some new initialization behavior as well as old code like StdView() is no longer needed. I guess the best way support both old and new interface is to add build flag. I called it 'OPENGL\_NEW'. The patch proposed is mostly for Win32, I guess Linux version is yet to come.

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### File Attachments

1) [GLCtrl.patch](#), downloaded 402 times

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