Subject: OpenGL 3+ support Posted by Mindtraveller on Sat, 05 Sep 2015 22:46:46 GMT View Forum Message <> Reply to Message

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.

File Attachments

1) GLCtrl.patch, downloaded 373 times