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Subject: FTGL details

Posted by [koldo](#) on Wed, 16 Sep 2015 11:38:20 GMT

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Hello Max

I have found a couple of problems with FTGL:

- MinGW

In the package organizer rule "When WIN32 GCC Libraries glaux glu32 opengl32", I think "glaux" would have to be removed.

- MSC12 64 bits

I do not know why but package compiles with MSC10 32/64, latest MinGW 32/64 and MSC12 32, but with MSC12x64 bits there are compiling errors in fterrdef.h and many other files, like if some things where undefined.

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