
Subject: GLCtrl problem

Posted by [koldo](#) on Sat, 31 Dec 2016 11:25:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello all

Trying to compile reference/OpenGL in Windows, a couple of problems avoided it:

- CtrlLib is not included
- GLCtrl for MinGW wants to link with "glaux"

Just by including CtrlLib in reference/OpenGL and removing glaux in GLCtrl package, both in MinGW and MSC the demo compiles and runs perfectly.

File Attachments

- 1) [cap.JPG](#), downloaded 639 times
 - 2) [cap2.JPG](#), downloaded 667 times
-