Subject: GLCtrl problem
Posted by koldo on Sat, 31 Dec 2016 11:25:57 GMT
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Hello all

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

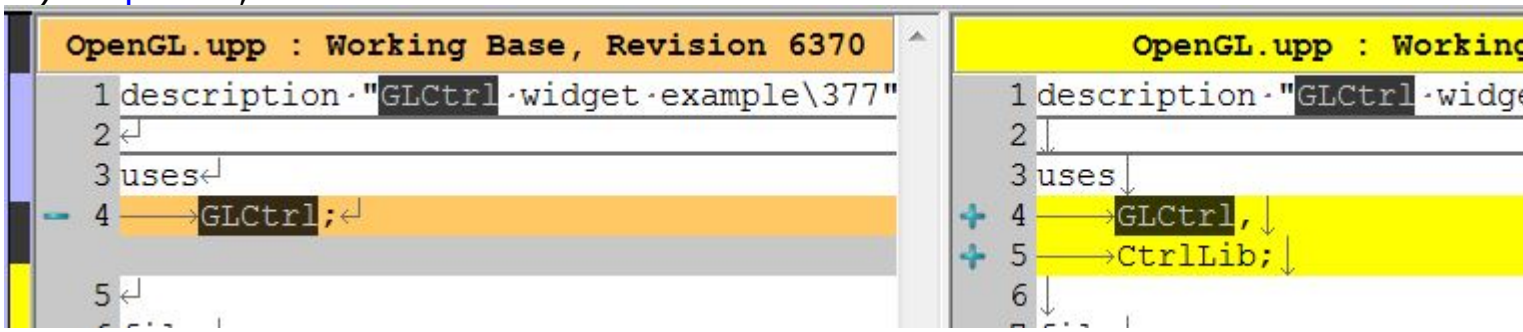
- CtrlLib is not included

- 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 1161 times



2) cap2.JPG, downloaded 1198 times

