

---

Subject: Re: GLCtrl problem

Posted by [Klugier](#) on Fri, 30 Jun 2017 20:07:31 GMT

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

---

Hello,

This patch is not on the trunk. Take a look at .upp file of GLCtrl (  
<https://github.com/ultimatepp/mirror/blob/master/uppsrc/GLCtrl/GLCtrl.upp>):

uses

CtrlCore; // No CtrlLib dependency

library(WIN32 GCC) "glaux glu32 opengl32";

library(LINUX | BSD) "GL GLU";

library((LINUX | BSD) & !X11 & !NOGTK) "gdkglext-x11-1.0 gtkglext-x11-1.0";

file

GLCtrl.h,  
GLPicking.cpp,  
Win32GLCtrl.cpp,  
X11GLCtrl.cpp,  
GtkGLCtrl.cpp,  
GLCtrl.cpp;

Anyway, this is not the problem here. OpenGL was working without CtrlLib for the long time. I believe the latest Core modification causes the CtrlLib dependency on the linking level. Mirek have you got any suspicion in this area?

Sincerely,  
Klugier

---