
Subject: Re: OpenGL example does not work
Posted by [281264](#) on Mon, 27 Aug 2018 11:36:56 GMT
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Klugier,

I am sorry but I do not know how to update the plug in for it contains multi-platform features. I normally use the files directly from the Glew web page (Windows version), which is updated. I tested the plugin and I noticed that some of the OpenGL features are not contained in it; but I reckon that, unless you are an advanced OpenGL user -I am not, by the way-, or want yo use the latest version of a function in OpenGL 4.6, one can be perfectly happy with the plugin as it is at the moment.

BR,

Javier
