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Subject: What is the minimum OpenGL version required for GLCtrl?

Posted by [Tom1](#) on Thu, 29 Aug 2019 12:21:46 GMT

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Hi,

Does anybody know what is the lowest OpenGL version that supports running software based on GLCtrl?

I'm currently working on a 3D viewer based on GLCtrl and decided to test it on my older laptop (running Windows 10 1903 though) to check for adequate performance with older computers too. It turned out that it did not run at all. My app simply closed without any explanations. It's not very complicated app from OpenGL point of view; just some colored or textured 3D surfaces with simple lighting.

Thanks and best regards,

Tom

EDIT (twice): I know it works on OpenGL 2.1.2, 3.1, 3.3, 4.3, 4.4 and 4.5, which I have on other computers here.

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