Subject: [GlCtrl] Integration and use of Glad loader instead of Glew Posted by Xemuth on Wed, 08 Jul 2020 12:37:03 GMT

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Hello,

Glew have not been updated since 2017 and people on reddit and stackoverflow seems more rely on Glad (wich is another openGL loader/provider).

From here I propose to set up a Glad package in order to replace Glew.

(With glad we wont need to include glew anymore)

What you guys think about it?

Best regard, Xemuth