
Subject: Re: [GICtrl] Integration and use of Glad loader instead of Glew

Posted by [Xemuth](#) on Wed, 08 Jul 2020 14:07:44 GMT

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If you want to have a look at how the package looks : <https://github.com/Xemuth/UPP-glad>

I have try it with OpenGL example (from reference) by replacing every include glew had by a single `#include <glad/glad.h>` and it worked well (on windows)

I also changed the `MakeWGLContext` function :

```
void MakeWGLContext(int depthBits, int stencilBits, int samples)
{
    /*...*/
    if(pass == 0) {
        HGLRC hRC = wglCreateContext(hDC);
        wglMakeCurrent(hDC, s_openGLContext);
        if(!gladLoadGL()){
            RLOG("Failed to load all OpenGL functions");
            exit(-1);
        }
        if(!gladLoadWGL(hDC)){
            RLOG("Failed to load Wiggle API");
            exit(-1);
        }
        if ("GLAD_GL_VERSION_2_1") enhanced_mode=true;
        wglMakeCurrent(NULL, NULL);
    }
    /*...*/
}
```

instead of :

```
void MakeWGLContext(int depthBits, int stencilBits, int samples)
{
    /*...*/
    if(pass == 0) {
        HGLRC hRC = wglCreateContext(hDC);
        wglMakeCurrent(hDC, s_openGLContext);
        glewInit();
        if (glewIsSupported("GL_VERSION_2_1")) enhanced_mode=true;

        wglMakeCurrent(NULL, NULL);
    }
    /*...*/
}
```

I don't have made any change for X11 and GTK yet.

If you are interesse in change I can provide a patch file
