Subject: Re: [GlCtrl] Integration and use of Glad loader instead of Glew
Posted by Klugier on Sat, 29 Aug 2020 11:40:10 GMT

Hello Xemuth,

It seems that GLEW will be soon updated to version 2.2.0 (Documentation updates for GLEW 2.2.0 release). So, the problem with outdated package will not be true. Bazaar should be as much compatible with uppsrc as possible. Introducing new library that do exactly the same is not very responsible decision. It is always add the need of maintenance, which is costly. You need to spend time to update the library and test if new version doesn't break compatibility. We should focus on one selected.

If we think that GLEW is bad then we should start discussion about moving towards GLAD for whole Upp. What things should be done in order to migrate to new library? Do I need to rewrite my app that loads OpenGL extensions?

I would like to also ask you about Vulcan. Do you plan any work in this area? It seems that this API is "OpenGL Next"? On the other hand do you consider to creating tutorial for learning 3D graphics with U++. I think something like "Learn 3D Graphics with C++ and Ultimate++". I think it would perfect opportunity to increase our ranges.

Sincerely,
Klugier