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

Posted by [Xemuth](#) on Sat, 29 Aug 2020 15:47:56 GMT

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Hello Klugier,

Klugier wrote on Sat, 29 August 2020 13:40

If we think that GLEW is bad then we should start discussion about moving towards GLAD for whole Upp.

GLEW is not bad, purpose of both lib is to provide wrapper around all new OpenGL Function / Features. So in practice Glad/Glew do the same work, the problem originally was the glew version in Upp was sync with OpenGL2 2.0(I'm not sure)(today we are at OpenGL 4.6) so many function and facilities introduced with new version are not visible. If GLew get an update then we could just keep it.

Klugier wrote on Sat, 29 August 2020 13:40

What things should be done in order to migrate to new library? Do I need to rewrite my app that loads OpenGL extensions?

From my point of view, switching from Glew to Glad mean modification in GLCtrl, the way OpenGL is loaded (via Glew or Glad). All the code around OpenGL function is unchanged. A proof of this come from my SurfaceCtrl package(in Bazaar) which is just an inheritance of GLCtrl but instead of loading OpenGL with Glew it load it with Glad (That's why my GLCtrl is called "GLCtrl\_glad"), today if Glew was up to date, I could easily swap my inheritance from GLCtrl\_glad to GLCtrl (which use glew) and all the package would work the same.

Klugier wrote on Sat, 29 August 2020 13:40

I would like to also ask you about Vulkan. Do you plan any work in this area? It seems that this API is "OpenGL Next"?

Indeed Vulkan should replace OpenGL in future. It is provided by Khronos Groupe (the same company which own OpenGL). It can be way more efficient in terme of performance however it's harded to utilize. One of my objective is to master it. However before learning it I first must know OpenGL deeply (both api have a similare way of working in many area)

Klugier wrote on Sat, 29 August 2020 13:40

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.

I would be really happy to provide some tutorial on How to do 3D graphics / basic games?(why not) with Ultimate++ (using U++ framework + package like SurfaceCtrl). And I think like you, this kind of initiative could bring some new members which want to learn C++ and OpenGL. However, before starting to do some article on the subject I first need a solide package in terme of OpenGL technique and possibility. (SurfaceCtrl package is on a good way and is introduction should come soon on the forum !)

