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Subject: Re: Updating GLEW to version 2.2.0 for 2020.2 Release

Posted by [Xemuth](#) on Sat, 29 Aug 2020 18:00:36 GMT

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First I have changed the "uppsrc/plugin/glew" by the glew you provided, then I have launch the example : Reference->OpenGL

Compilation error: C:\Upp\upp\uppsrc\plugin\glew\glew.c (34): fatal error: 'GL/glew.h' file not found

Comparing the glew you provided with the one Upp had, it should be #include "glew.h"

Same for line 53 in glew.c it should be #include "wglew.h" instead of #include <GL/wglew.h>

Same for....

You will find the patch file bellow.

Also, GLCtrl have a strange behavior concerning context (A behavior I changed in my own GLCtrl)  
:

When ExecuteGL is call, in original version it do this :

```
void GLCtrl::GLPane::ExecuteGL(HDC hDC, Event<> paint, bool swap_buffers){  
    /**** CODE ****/  
    wglMakeCurrent(hDC, s_openGLContext); //Hooking the OpenGL Context  
    /***** Code / Swap buffer etc .... *****/  
    wglMakeCurrent(NULL, NULL); //Releasing the current OpenGL Context  
}
```

This aquisition then releasing is problematic since it prevent you to execute some OpenGL code outside of GLPaint function.

It mean I can't do OpenGL when button is pressed or fenetre resized or even when my application is starting etc... To fix this issue, in my own Ctrl I just changed the fonction like this :

```
void GLCtrl::GLPane::ExecuteGL(HDC hDC, Event<> paint, bool swap_buffers)  
{  
    ONCELOCK{  
        wglMakeCurrent(hDC, s_openGLContext); //Creating the context one time  
    }  
    /**** CODE .... ****/  
    //wglMakeCurrent(NULL, NULL); //no release  
}
```

Since I encountered no problem with my version and I don't see (maybe I'm wrong) any problem with it, I would be happy it become so official behavior of GLCtrl. So I could migrate my surfaceCtrl package to this GLCtrl.

With all this, my application and OpenGL Example (in reference) work perfectly.

## File Attachments

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- 1) [glew.c.patch](#), downloaded 281 times
- 2) [Win32GLCtrl.cpp.patch](#), downloaded 298 times
- 3) [XGLCtrl.cpp.patch](#), downloaded 272 times

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