Subject: Re: Updating GLEW to version 2.2.0 for 2020.2 Release
Posted by Klugier on Sat, 29 Aug 2020 19:06:54 GMT
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Hello Xemuth,

Thanks for the feedback. I compiled glew on windows and apply patches + fix the issue with compilation warning. Right now glew is always compile in static mode. I just wonder why "New add remove/flag" options doesn't work (with single GLEW_STATIC option) and I need manually add compiler option -D GLEW_STATIC. Mirek if you read that thread - could you answer to that question.

Xemuth small power tip for you. Keeping commented code on production is treated as code smell. Please avoid this behavior in your future commits. You can read more about this for example here or just search for "commented code" in Google ;)

I would suggest Mirek to test and apply your fixes to OpenGL you posted in this thread (of course without commented code ;)). Thanks for these improvements!

Sincerely,
Klugier

File Attachments
1) glew.zip, downloaded 263 times