Subject: Re: Updating GLEW to version 2.2.0 for 2020.2 Release
Posted by Klugier on Sun, 30 Aug 2020 20:04:36 GMT

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Hello Mirek,

It seems that we have all information to update glew. Howeverm what about this change proposed by Xemuth:

if (glewIsSupported("GL_VERSION_4_3")) enhanced_mode=true;

instead of

if (glewIsSupported("GL_VERSION_2_1")) enhanced_mode=true;

Do we need it? BTW, This string should be defined in one place to change it more easily. Right now to change it we need to modify two source files (Win & X11). Mire, can we improve this? I do not have access to GLCtrl.

Klugier