Subject: Re: Updating GLEW to version 2.2.0 for 2020.2 Release
Posted by mirek on Sun, 30 Aug 2020 22:01:25 GMT

Klugier wrote on Sun, 30 August 2020 22:04Hello Mirek,

It seems that we have all information to update glew.

Updated.

Quote:

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

instead of

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

Do we need it?

No. Check the code for the real purpose. Above change would be grave mistake.

Quote:
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).

I do not see it in X11. This is win32 specific issue if I remember well...

Mirek