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

Posted by [Klugier](#) on Sun, 30 Aug 2020 22:23:39 GMT

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Hello Mirek,

Thanks for updating this plugin is such short amount of time!

You are right about GL version string it is only used in Windows implementation. About the if you are right too, we will do not execute some enhanced OpenGL initialization when version will be less than 4.3. If this initialization works correctly on 2.1 there is no need to change them.

Klugier

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