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

Posted by [Xemuth](#) on Sun, 30 Aug 2020 23:58:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

I moved my package SurfaceCtrl to GLCtrl with the fresh Glew implementation. Everythings worked fine (CLANG / MSVS) in debug mode, however when trying the Release mode linking error occure:

The MSVS error:

The CLANG one :

Apparently this problem occure when compilation options GLEW_STATIC is not defined but in the case of plugin/glew it is actually defined so I don't know why it occure
