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

Posted by [Xemuth](#) on Mon, 31 Aug 2020 00:28:23 GMT

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The linking error is fix by adding this define at the top of GLCtrl.h

```
#define GLEW_STATIC
```

Just before the glew include.

However I don't understand why it work since it is still defined as compilation option in package configuration of plugin/glew....

Update: After trying to set -D GLEW_STATIC as compiler option in GLCtrl package configuration it worked. Maybe this compiler option should be move from plugin/glew to GLCtrl
