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

Posted by [Klugier](#) on Mon, 31 Aug 2020 20:30:18 GMT

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Hello Xemuth,

It seems that Mirek push fix with GLEW_STATIC. Also OepnGL_gald can be removed from bazzar to do not produced unnecessary confusion which GLCtrl should be used. Will you remove it?

plugin/glad also seems unnecessary now. And trust me the less package to maintain the better :)

Klugier
