Subject: Re: Updating GLEW to version 2.2.0 for 2020.2 Release
Posted by Klugier on Tue, 01 Sep 2020 23:14:56 GMT

Hello Novo,

Thanks for reporting. I checked this example before creating this message, however I need to have glew library installed on my system. In this case all we need to do is replace in the plugin/glew source code:

include <GL/glew.h>

with

include "glew.h"

Let's do the same for eglew.h (line 110). Mirek please apply I do not have write permission for plugins...

In case of glew static I just wonder what is the difference between passing argument like "-D GLEW_STATIC" to "-DGLEW_STATIC". I see that plugin/png uses the second notation.

Klugier