Subject: Re: [QUESTION]Is it possible to do internal include depending on Operating system or Flag we use/provide
Posted by Klugier on Mon, 23 Nov 2020 21:39:55 GMT

Hello Xemuth,

Sorry for off topic, but what is the main selling point to use GLFW over U++. Seems that we offer similar feathers - OepnGL for Windows and Linux with windowing system. Do you want to try Vulcan? Maybe it is good time to write VulcanCtrl ;)

If we are lack of some other feathers like GLLock please let us know.

Backing to your topic - you could analyze CtrlCore and see how multi-platform problem was solved :)

Klugier