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Subject: Re: [QUESTION]Is it possible to do internal include depending on Operating system or Flag we use/provide

Posted by [Xemuth](#) on Tue, 24 Nov 2020 03:16:35 GMT

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Hello Klugier,

No I'm not yet doing some Vulkan :d (when the time will come I will try to create the VulkanCtrl)  
I'm actually working on the engine I have barely spoken here (hope I will be able to present it soon !)

All Features I want to implement to the engine is first tested on GLFW (without the engine) for one main reason :

-All the book I have, all topic and tutorial about OpenGL with C++ are for 100% of it (I have never seen something else) using GLFW. Also it is the most common way of sharing simple test case on all coding website (stackoverflow / Game dev exchange etc...)

Furthermore, All features of the engine are tested with U++ OpenGL Ctrl on many different computers (some with older OpenGL version).

At the moment I dont have found something working on GLFW which dont work on U++ GLCtrl but I wont be surprised if it happen on further. Some OpenGL advanced features need to be initialized at context creation (maybe I'm wrong, I have not yet reach thoses features)

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