Subject: Re: [QUESTION]Is it possible to do internal include depending on Operating system or Flag we use/provide
Posted by Xemuth on Thu, 26 Nov 2020 13:58:43 GMT
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Hello Mirek,

in 60 files, only 8 are for windows, 17 are for GLFW core and the reste is for other OS :

Top window is all my GLFW + Windows file (working)
And the bottom window is the complete source code of GLFW (including Windows, OSX, Linux)
Their is only 60 file so adding a simple #ifdef LINUX / WIN32 at top of each file should be good (like in CtrlCore). no need to have conditional internal includes here

Thanks for your help !