Subject: Re: Pre processor and macro error
Posted by Xemuth on Tue, 01 Dec 2020 10:49:22 GMT
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Hello Klugier,

Thanks for your awnser !

I will dig use of <Core/config.h> and try to reproduce all flag Cmake generate depending on configuration.

-WAYLAND, I had never meet any computer using it yet(according to Ubuntu wiki Wayland is a new protocol that enables 3D compositors to be used as primary display servers, instead of running the 3D compositor as an extension under the (2D) X.org display server.) I guess I just have to provide file to GLFW when the system is compatible Wayland, I will try to implement it

-MESA and not 'OMESA' I misspelled it :d (according to MESA home site The Mesa project began as an open-source implementation of the OpenGL specification - a system for rendering interactive 3D graphics.) Same as Wayland, I will implement it.

Quote:please consider make the glfw package available in UppHub
I decided to make my GLFW package (which only worked on Windows) cross-platform when I saw the UppHub announcement in order to share it ! (I also want to share my custom 'game engine' but it's another story :p)