
Subject: GLFW Package

Posted by [Xemuth](#) on Tue, 01 Dec 2020 18:51:31 GMT

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Here is a GLFW package compatible Windows and Linux.

No flag have to be set to make it compatible with your operating system.

Default POSIX/LINUX implementation use X11. If you want to use Wayland or Mesa instead use flag MESA or WAYLAND

UPDATE : The package present in this post is up to date (at least until UppHub have been released)

A simple example code :

```
#include <Core/Core.h>
```

```
#include <GLFW/glfw.h>
```

```
const unsigned int SCR_WIDTH = 800;
```

```
const unsigned int SCR_HEIGHT = 600;
```

```
CONSOLE_APP_MAIN{
```

```
    // glfw: initialize and configure
```

```
    glfwInit();
```

```
    //Major and Minor stand (in this case) for OpenGL 3.2
```

```
    //Make sure your OpenGL implemntation is compatible with the version exaplained here
```

```
    glfwWindowHint(GLFW_CONTEXT_VERSION_MAJOR, 3);
```

```
    glfwWindowHint(GLFW_CONTEXT_VERSION_MINOR, 2);
```

```
    //If you OpenGL version is higher than 3.2 :
```

```
    glfwWindowHint(GLFW_OPENGL_PROFILE, GLFW_OPENGL_CORE_PROFILE);
```

```
    //else if it's below :
```

```
    //glfwWindowHint(GLFW_OPENGL_PROFILE, GLFW_OPENGL_ANY_PROFILE);
```

```
#ifdef __APPLE__
```

```
    glfwWindowHint(GLFW_OPENGL_FORWARD_COMPAT, GL_TRUE);
```

```
#endif
```

```
    // glfw window creation
```

```
    GLFWwindow* window = glfwCreateWindow(SCR_WIDTH, SCR_HEIGHT, "Ultimate++",  
NULL, NULL);
```

```
    if (window == NULL)
```

```
    {
```

```
        Upp::Cout() << "Failed to create GLFW window\n";
```

```
        glfwTerminate();
```

```
        Upp::Exit(-1);
```

```
    }
```

```
    glfwMakeContextCurrent(window);
```

```
    // Glew: load all OpenGL function pointers
```

```
    glewExperimental=true;
    if (glewInit() != GLEW_OK){
        Upp::Cout() << "Failed to initialize GLEW\n";
        Upp::Exit(-1);
    }

    //the game loop
    glViewport(0,0, SCR_WIDTH, SCR_HEIGHT);
    while (!glfwWindowShouldClose(window)){
        glfwSwapBuffers(window);
        glfwPollEvents();
    }
    glfwTerminate();
}
```

EDIT: at the moment LINUX version have been tested on X11. Some Memory leaks have been reported. (probably due to a AMD driver bug)

EDIT2: Cocoa (MacOS) and Wayland and Mesa have not been tested yet.

File Attachments

1) [GLFW.7z](#), downloaded 156 times
