Hello Xemuth,

I am glad it is working! I am also happy UppHub will have this awesome package for the premiere. Good job!

Also, please replace "int main()" with CONSOLE_APP_MAIN thanks to Core we are in U++ world :)
return -1 can be replaced with Upp::Exit(). Also, you could consider adding description to GLFW package - what it is. It is very helpful information when you don't know anything about package and wants to try.

I tested it on my machine with Radeon GPU on Manjaro (X11) and in the window I saw only blinking artifacts :(. This might be the library problem or something else. I will probably do not have time to dig more.

Small remark:
Upp::Cout() << "Failed to create GLFW window" << Upp::EOL;
Could be replace with
Upp::Cout() << "Failed to create GLFW window\n";

Oblivion the leak problem is related to leak in AMD drivers we (Mirek and I) fought with it in the past for GLCtrl but without success.

Klugier