
Subject: Re: GLFW Package
Posted by [Xemuth](#) on Wed, 02 Dec 2020 09:58:37 GMT
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Hello Klugier,

Thanks for testing !

Klugier wrote on Wed, 02 December 2020 01:31

Also, please replace "int main()" with `CONSOLE_APP_MAIN` thanks to Core we are in U++ world :)

The quick example I provided was taken from web. I had change the original post to make it U++

Klugier wrote on Wed, 02 December 2020 01:31

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.

Yes, the next update (which will include Wayland and Mesa) will have a description

Klugier wrote on Wed, 02 December 2020 01:31

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.

The example I provided only open a Window, acquire an OpenGL context and loop infintly. the window is supposed to be fully black. In your case it probably come from lib. do you have a dedicated GPU ? or is it an integrated one ? do you know your OpenGL version ? (if you have Mesa, you can type commande `glxinfo`, see OpenGL version string)

Klugier wrote on Wed, 02 December 2020 01:31

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

I have dig up an old machine and put Lubuntu in it (so I'm running X11) with an intel CPU (pentium 4 + integrated intel GPU) and leak still happen. Maybe I'm naive but my system dont have amd driver, so the problem is may be related to my lib.

@Oblivion how have you retrieve system information you provided on this post ? is it a simple command ? (have not found it on web :cry:)
