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Subject: Re: GLFW Package

Posted by [Xemuth](#) on Wed, 02 Dec 2020 10:56:15 GMT

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Thanks Oblivion,

Well my machine is not Wayland / Mesa compliant apparently.

I have updated the package to implement WayLand and Mesa. Can you please test it on your machine ? same code just flag MESA or WAYLAND

I'm curious to see If you have a compilation error like "no member named 'null' in ..." or "no member named 'wl' in ..."

Thanks in advance

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### File Attachments

1) [GLFW.7z](#), downloaded 356 times

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