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

File Attachments
1) GLFW.7z, downloaded 356 times