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Subject: GLCtrl Linux dependency

Posted by [Tom1](#) on Mon, 12 Apr 2021 07:52:45 GMT

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Hi,

I just compiled reference/OpenGL on Linux Mint for testing if pen works on GLCtrl. Well, the pen worked, but in order to compile this reference code (or anything else using GLCtrl), I had to install an additional dependency with:

```
sudo apt-get install libglu1-mesa-dev
```

So the question is: Should this be installed with default U++ POSIX installer? Or is it intentionally left out as it is not required for building TheIDE?

Best regards,

Tom

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