Subject: Re: 32 bit wchar - for now in branch
Posted by mirek on Wed, 17 Nov 2021 09:22:16 GMT

Tom1 wrote on Tue, 16 November 2021 09:05Another strange thing happened: OpenGL has stopped working. E.g. reference/OpenGL no longer works with this, while at 16111 it was still fine.

Best regards,

Tom

EDIT: The current git version works too. It's just this wchar version that does not show OpenGL content.

I am a bit confused by EDIT....

What do you mean by "current git version"? wchar head or master head?