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Subject: Re: How to render uncapped OpenGL ?  
Posted by [devilsclaw](#) on Thu, 09 Apr 2026 16:36:44 GMT  
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I found this so that it would work on windows and linux but it still seems to be locked to gtk or how ever upp handles refresing

```
const char *glxExts = glXQueryExtensionsString(s_Display, s_XVisualInfo->screen);
PFNGLXSWAPINTERVALEXTPROC glXSwapIntervalEXT = NULL;

if (glxExts && strstr(glxExts, "GLX_EXT_swap_control")) {
    // get function pointer
    glXSwapIntervalEXT = (PFNGLXSWAPINTERVALEXTPROC)
        glXGetProcAddress((const GLubyte *)"glXSwapIntervalEXT");
}

if (glXSwapIntervalEXT) {
    // Set swap interval to 0 -> disable VSync (uncapped FPS)
    glXSwapIntervalEXT(s_Display, win, 0);
    printf("GLX_EXT_swap_control available - swap interval set to 0\n");
} else {
    printf("GLX_EXT_swap_control not available; cannot set swap interval via
glXSwapIntervalEXT\n");
    printf("If you have GLX_MESA_swap_control or GLX_SGI_swap_control, use
appropriate function.\n");
}
```