
Subject: [SOLVED]Removing glaux lib from GLctrl
Posted by [Xemuth](#) on Mon, 24 Feb 2020 14:09:47 GMT
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Hello,

today, downloading the latest version of Upp to a brand new computer, I just noticed that GLctrl always uses glaux lib during the linking sequence. Since this library disappeared from Mingw (I'm not sure it was part of it) and from Win10 and GLctrl still work when removed. I tell myself that maybe we should permanently delete it from the package options to allow beginner to compile the GLctrl example without having to modify the initial configuration of the package.

Thanks in advance,
Have good day.

Xemuth

Subject: Re: Removing glaux lib from GLctrl
Posted by [Xemuth](#) on Thu, 27 Feb 2020 07:57:18 GMT
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Hello,

Using CLANG compiler toolchain (from the latest version of TheIDE), the problem doesn't appear anymore !
