Subject: How to render uncapped OpenGL ?
Posted by devilsclaw on Thu, 09 Apr 2026 15:42:29 GMT
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Currently I am using GLCtrl for opengl and on linux (maybe windows not tested yet). the max fps I can get is 60 due it being locked to the refresh of the display.

OpenGL supports uncapped FPS via glfw but GLCtrl does not use glfw, it also supports unlocked fps if you run a program with environment variables vblank_mode, __GL_SYNC_TO_VBLANK set to 0.

This works with glxgears and other opengl programs but it does not work with GLCtrl / upp.

Is there a way to uncap the fps?

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");
  }
```