Subject: OpenGL 3+ support
Posted by Mindtraveller on Sat, 05 Sep 2015 22:46:46 GMT
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I propose patch for newer OpenGL interface support. It requires some new initialization behavior as well as old code like StdView() is no longer needed. I guess the best way support both old and new interface is to add build flag. I called it 'OPENGL_NEW'. The patch proposed is mostly for Win32, I guess Linux version is yet to come.

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File Attachments
1) GLCtrl.patch, downloaded 238 times
```

Subject: Re: OpenGL 3+ support
Posted by mirek on Thu, 29 Oct 2015 18:05:08 GMT
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Filed in RM, but I would like to postpone this after 2/2015 release..