

U++ - Feature #1284

OpenGL 3 support

10/08/2015 09:19 AM - Miroslav Fidler

Status:	New	Start date:	10/08/2015
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
http://www.ultimatepp.org/forums/index.php?t=msg&#38;th=9396&#38;start=0x%x%00			

History

#1 - 10/08/2015 03:48 PM - Zbigniew Rebacz

I think this patch is too radical. It means that some thing can stop working like windows scaling in GLDraw. It happens where we remove GLResize method. Of course it needs more improvements. I think we should wait with this patch until next release and review it step by step.

#2 - 10/08/2015 08:33 PM - Miroslav Fidler

- Target version deleted (Release 2015.2 - NTH)

OK.