Our GPU driver has already implemented those OpenGL function, what we need to do is to pull out those function, use the pointer to call them. Instead of using win32 to load those function, we will use some tool to help us do that. Because for different platforms, it will have different function pointer with different location, and those tools will help us locate those pointers by its platform.

We will use GLEW at this course

Text

Description automatically generated

There is a problem you may encounter if you don’t read the manual. You need to create a context before you use GLEW

Graphical user interface, text, application, Word, email

Description automatically generated

First, download GLEW, and add it to our project like glfw

A picture containing text

Description automatically generated

We add glewInit() here below glfwInit()

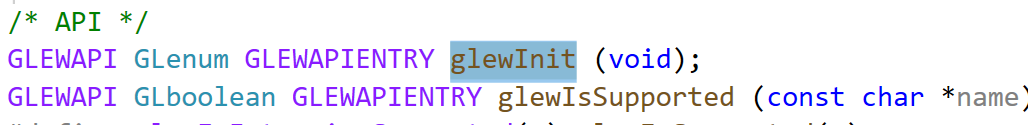
Graphical user interface, text, application, letter

Description automatically generated

And we will get:



Why?



We check the glewInit function, and we find that this function return GLenum type, and input is void. It also has a prefix called GLEWAPI. We check this prefix:

Graphical user interface, text, application

Description automatically generated

It says that if we define GLEW\_STATIC (use static .lib file, instead of .dll file), then GLEWAPI define as extern. If we use .dll library, then GLEWAPI is equal to “extern \_declspec(dllexport)”

Right now we don’t have GLEW\_STATIC define and GLEW\_BUILD, it will go to the final line. Now we are not using the dll version of GLEW. What we need to do is to define GLEW\_STATIC by ourself.

We add a preprocessor

Graphical user interface, text, application, Word

Description automatically generated

Graphical user interface, application

Description automatically generated

But we find that it is not okay. Because remember we need to create a context. So we put it over here.

Graphical user interface, text

Description automatically generated

When we call a function:

Graphical user interface, application

Description automatically generated

It is actually macro define

A picture containing text

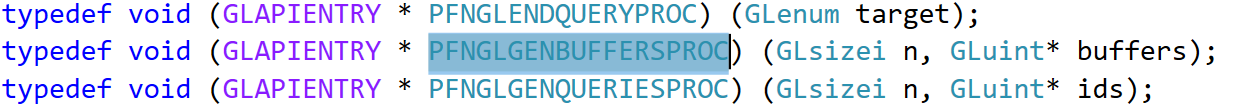
Description automatically generated

When we go to \_glewGenBuffers

Graphical user interface, text, application, Word

Description automatically generated

When we go to the type of this function



Return void, take size and unsigned int

We get the version:

Graphical user interface, text

Description automatically generated