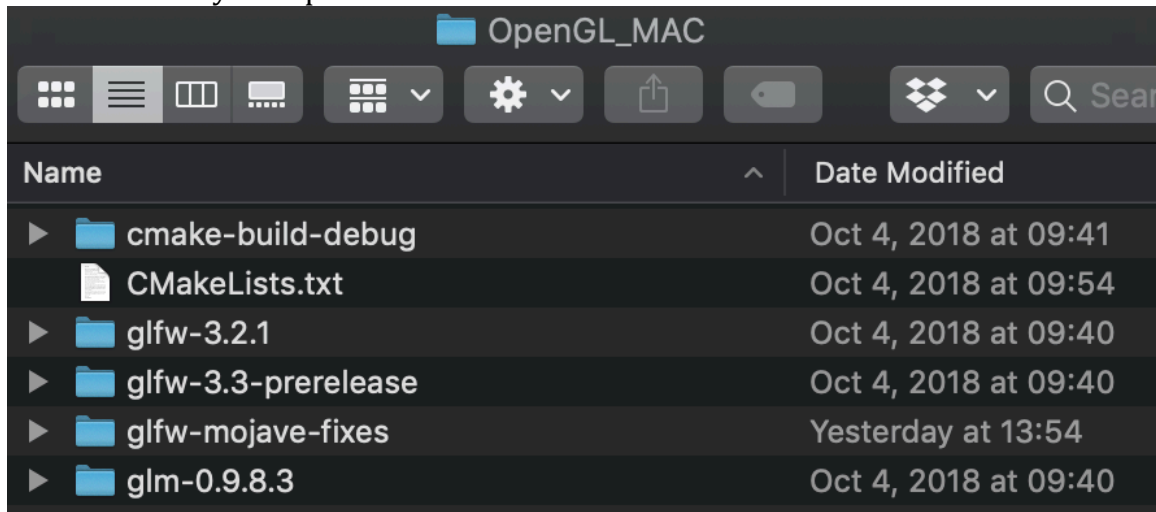


I got the error below after upgrading to MacOS 10.14.

```
*** Assertion failure in -[GLFWContentView
_createLayerAndInitialize],
/BuildRoot/Library/Caches/com.apple.xbs/Sources/AppKit/AppK
it-1671/AppKit.subproj/NSView.m:17221
```

To fix, you need the hotfix version of GLFW, which you can clone/download from here: <https://github.com/glfw/glfw/tree/mojave-fixes>

Move that into your OpenGL folder. Mine looks like this now:



(This is all worth it for Dark Mode)

Finally, in your CMakeLists file for each project, you need to change where it looks for GLFW. Below is a code snippet:

```
21 # Add GLFW
22 # Get the GLFW environment variable.
23 # There should be a CMakeLists.txt in the specified directory.
24 set(GLFW_DIR "/Users/Jordan/School/Fall 2018/471/OpenGL_MAC/glfw-3.3-prerelease")
25 if(GLFW_DIR)
26     message(STATUS "GLFW environment variable found")
```

Change this line to point to the new folder (i.e., change "glfw-3.30-prerelease" to "glfw-mojave-fixes"), here on line 24.

That should be it! Happy coding!