

## Wt - Bug #10485

### Cannot build on macos with OpenGL enabled

06/13/2022 03:23 PM - Egor Pugin

<b>Status:</b>	New	<b>Start date:</b>	06/13/2022
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	4.10.0		
<b>Description</b>			
<pre>src/Wt/WServerGLWidget.C:24:10: fatal error: GL/gl.h: No such file or directory  24   #include &lt;GL/gl.h&gt;               ^~~~~~ compilation terminated.</pre>			
Google says that there is not GL/gl.h on apple platform. That file contains also following code			
<pre>#ifdef APPLE_GL #include &lt;OpenGL/OpenGL.h&gt; ...</pre>			
Commenting that include helps. So include must be under some ifdef.			

### History

#### #1 - 07/11/2022 03:24 PM - Roel Standaert

- Target version set to 4.9.0

#### #2 - 07/14/2022 04:13 PM - Roel Standaert

Do you need OpenGL? Because it should work if you use `-DENABLE_OPENGL=OFF`.

I did come up with a fix to make it compile, but even then I'm noticing some issues (even on Linux) when using WGLWidget in server-side rendering mode.

#### #3 - 07/14/2022 07:06 PM - Egor Pugin

No, I don't need opengl.

The file is just in the build rules, so it throws such error.

#### #4 - 10/06/2022 09:53 AM - Roel Standaert

- Subject changed from *Cannot build on macos* to *Cannot build on macos with OpenGL enabled*

- Target version changed from 4.9.0 to 4.10.0