

FeatStd CMake Switches

New CMake switch to enable / disable glGetError and eglGetError calls

A new CMake switch, `FEATSTD_GLERRORS_AND_EGLERRORS_ENABLED`, has been added. This enables calls to `glGetError` and `eglGetError` functions in [Candera](#). By default this is set to OFF for Release builds and to ON for other builds.

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