
Subject: Re: U++ status on various platform
Posted by [waxblood](#) on Mon, 23 Jul 2007 06:08:40 GMT
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Maybe Ogre? <http://www.ogre3d.org/>

It focuses on having a well-designed object-oriented model with extensive documentation, rather than mere number of features. It will become Blender real-time rendering engine, too.

David
