
Subject: Re: What libraries would be needed/recommended for multimedia in U++?
Posted by [fudadmin](#) on Mon, 23 Jul 2007 16:48:05 GMT

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waxblood wrote on Mon, 23 July 2007 17:15

...

Anyway, the future is 3D. At some point, U++ will target some 3D rendering library, and we will have opengl boxes for buttons.

...

David

is 3D rendering==multimedia?

edit:

Does windows media player deal with 3D buttons?

Edit2:

Is windows media player main purpose to deal with 3D buttons?
