
Subject: Re: OpenGL and continous animation
Posted by [forlano](#) on Mon, 25 Feb 2008 12:51:52 GMT
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masu wrote on Sun, 24 February 2008 21:26
By the way, have you tried to run your app in X11?

Matthias

I tried in Ubuntu but I was not able to compile your code. It does not find GL/gl.h etc... Under linux I've not the latest dev version and maybe I should install the openGL too.
I should update it but I use U++-linux rarely.

Luigi
