
Subject: Re: OpenGL and continous animation
Posted by [forlano](#) on Mon, 25 Feb 2008 13:56:06 GMT
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masu wrote on Mon, 25 February 2008 14:04It would be nice if you can check it with Linux since I have problems with X11 GLCtrl implementation.
I get a window handle error when GLCtrl window is mapped to X11 window.

Thanks,
Matthias

I've Ubuntu. Do you know if the openGL library come with U++ or I should install it from a third part? At the moment there are many gl...h not found.

Luigi
