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Subject: Re: OpenGL example

Posted by [rylek](#) on Tue, 29 Nov 2005 17:31:38 GMT

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Sorry for the missing (Point) cast; MSC is much more permissive in these situations and I'm normally releasing most of my applications for Windows, so I just didn't notice. I've already fixed that, you should see it in your next UVS sync or weekly snapshot.

Regards

Tomas

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