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Subject: Re: upp 3D engine

Posted by [captainc](#) on Fri, 19 Sep 2008 13:47:33 GMT

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Quote:Providing a wrapper/ctrl for an existing engine would be easier.

This is what I thought was meant from the beginning... I agree that duplicating effort by creating a new 3d engine may be too much. If anything, OpenGL needs some smart people to help them out. Consider this article: <http://www.tomshardware.com/reviews/opengl-directx,2019.html>. And that is posted by a respected tech web site.. uhh.

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