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Subject: Upp and OpenSceneGraph  
Posted by [nlneilson](#) on Sun, 30 Jan 2011 01:15:11 GMT  
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Would it be practical to use Upp to work with OpenSceneGraph?  
<http://www.openscenegraph.org/projects/osg>

I don't want to use MS VC if it can be avoided other than the compiler.

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