Subject: Re: Upp and OpenSceneGraph
Posted by koldo on Sun, 30 Jan 2011 15:28:09 GMT

nlneilson wrote on Sun, 30 January 2011 02:15Would 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.
Yes, it would be nice. Surely it can be done in Windows with MinGW.