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Subject: Re: An OpenGL ctrl for Linux / X11  
Posted by [cyrion](#) on Tue, 06 Jun 2006 14:02:47 GMT  
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Hi,  
I am aware of the GL Ctrl working on Windows, that's exactly why I made the posix version  
What I wanted to know was if there was a best way to proceed, i.e. while avoiding modifying the  
core of Upp.  
If all seems ok, I could make it portable with a couple of `#ifdef` in the Upp GLCtrl, and if you are  
interested, you could use it for the next release.  
This would be my first contribution to Upp !

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