
Subject: Re: 3d plot library / widget
Posted by [keltor](#) on Wed, 23 May 2012 11:51:02 GMT
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Actually, MathGL is either GPL, or LGPL if you don't include a few extras. Wouldn't the latter be a good candidate? It can be used for commercial and non-commercial purposes, like in the BSD case, and besides, U++ already ships with SDL which is released under LGPL.

I've tested MathGL before, it's a wonderful piece of software. I'd love to see it implemented in U++...
