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Subject: Re: GLUT

Posted by [BioBytes](#) on Fri, 25 May 2012 19:30:06 GMT

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Hi Keltor,

If I am not wrong, GLUT toolkit is not open source as Mark Kilgard maintains the copyright.

Did you study in detail the U++ example "OpenGL" in reference assembly ? the code uses GLCtrl.

I think there is a lot of features that could interest you .

Regards

Biobytes

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