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Subject: Re: GLUT

Posted by [keltor](#) on Sat, 26 May 2012 19:05:54 GMT

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Hi BioBytes,

Thanks for the reply. I didn't think of the license aspect of the problem...

I haven't got much experience with OpenGL, but I do understand (I think) the example you mentioned. I just thought that it would be more convenient to use the GLUT library instead of manually drawing spheres or tori...

Well, I guess I can do it "the hard way" nonetheless.

Thanks again.

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