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Subject: Re: SDL20GL TopWindow handling  
Posted by [Sgifan](#) on Thu, 31 Oct 2013 15:21:33 GMT  
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As for help I'm not sure i'm able to help much in such kind of deeply U++ internals embeddeed code.

I know a bit of SDL and also OpenGL, but how the GUI mechanisms in U++ are working is much more difficult for me to embrace.

For instance animated GUI would be nice, but in this case we would need some kind of retained mode or scene graph, and i'm not quite sure how this would fit in the way U++ works.