Subject: SDL 2.0 Ctrl???
Posted by Altaica94 on Fri, 04 Aug 2017 03:49:20 GMT

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Hello,
I am looking into working with SDL on an OpenGL project and was wondering if the old wrapper still worked with the newer releases. I am mostly concerned with the this due to the fact that SDL 2.0 uses the zlib License, as opposed to the GNU LGPL Licence, so I am much more enthusiastic now.
Any response would be greatly appreciated.
A 94.