Subject: Re: What's the relationship between the U++ GUI and OpenGL?
Posted by cbpporter on Thu, 07 Sep 2017 08:14:06 GMT

AFAIK, U++ is not OpenGL aware.

All we do is provide you a container widget in which you can render OpenGL (GLCtrl), using the standard headers and libraries, so everything should work as normal.

There is also the GLDraw package, which offers some super light features if you wish to not call OpenGL directly in order to acheive some simple tasks and interface with U++, like painting an Image.