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Subject: Re: UltimateOpenGL [BETA] 3D motor  
Posted by [koldo](#) on Tue, 19 Nov 2019 07:10:02 GMT  
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Hello Klugier

UltimateOpenGL would be a great new part of Bazaar, and I invite Xemuth to include it there, giving my personal support if needed.

GitHub is very interesting, and my main personal project, BEMRosetta, is there. However I cannot include BEMRosetta in Upp Bazaar because I have released it with GPLv3. However Xemuth has released UltimateOpenGL in a BSD like license so it would fit perfectly in Bazaar.

In addition, the advantage of Bazaar over GitHub, especially in projects like UltimateOpenGL, is that the developer can match sources and dependencies so well that it is very easy for a new developer to run a sample. When in GitHub, a new developer has to arrange it all by hand, and UltimateOpenGL include at least GLM, Glad, Assimp, Glfw, and Bullet3.

I agree with Klugier that it would be great if you could integrate it in OpenGL control. In addition I would ask you to separate (if it is not already done), if possible, the physics from the visualization, as some applications would not require to add Bullet3. This would be great as I think a thin scene graph manager for U++ would be necessary.

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