Subject: Re: SurfaceCtrl, 3D viewer of Multiple file format and Surface class
Posted by koldo on Tue, 15 Sep 2020 15:07:08 GMT
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Thank you for your generous contribution. I know first hand that it has taken you countless hours to get it.

U++ needed a control for 3D object visualization and this is the answer.
And, although it is certainly very upgradeable, it can be an excellent basis to, with everyone's help, get it integrated into main U++.