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Subject: Re: SurfaceCtrl, 3D viewer of Multiple file format and Surface class  
Posted by [Xemuth](#) on Fri, 18 Sep 2020 21:15:05 GMT

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koldo wrote on Tue, 15 September 2020 17:07

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.

Thanks, it have, and it's still a pleasure to work in order to extends Upp functionalities !

koldo wrote on Tue, 15 September 2020 17:07

And, although it is certainly very upgradeable, it can be an excellent basis to, with everyone's help, get it integrated into main U++.

Indeed, if some of you looked at the code and found somethings weird about the way I architected it, please tell me ! a better architecture will increase the upgrade potential

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