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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 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.

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