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Subject: Ultimate++ and SDL

Posted by [I. Mironchick](#) on Sun, 11 Feb 2007 14:33:58 GMT

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What I need to do for using SDL as render in Ultimate++?

I was looking at the projects file, but I found nothing about it.

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Subject: Re: Ultimate++ and SDL

Posted by [I. Mironchick](#) on Sun, 11 Feb 2007 18:05:05 GMT

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Sorry. I found answer for my qestion. It is possible to use SDL in programs written with Ultimate++. There is example in "examples/SDLExample" even.

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