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Open-Source Game Advancing Its GL3 Renderer

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Developers working on the Unvanquished open-source game as a visually impressive project have been advancing their OpenGL 3.x renderer.

Unvanquished is based upon the open-source id Tech 3 engine with the XReaL rendering improvements to form what they call the OpenWolf engine. There's a GL3 renderer with this work and they have been working to improve it as of late.

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