

# What about Qt6 OpenGL driver ?

- Difficult to migrate and maintain OpenGL across ALL viewers
  - Qt6 OpenGL is object oriented whether Qt5 is C code
  - Viewers have to continue working even X rendering viewers (no Qt inside)
- Lot of migration work has been done
- More work to do about OpenGLContext and Multithreading
  
- At the moment we do not provide OGLQt with Qt we asking ToolsSG to stand in for OpenGL