Subject: Re: How to use Clutter script?
Posted by mrjt on Tue, 09 Dec 2008 09:42:01 GMT

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I'm aware of what a clutter script is, I Googled it .

I'm just trying to say that there is very little similarity in the purposes of Upp and Clutter, and so creating a GUI in Upp using a Clutter script is a bit strange. I guess you could convert the scene-graph into a Ctrl heirarchy, but what would you do with the 3D transformation and animation info?

If you have a very basic Clutter-script layout you may be able to do something, but I'm pretty sure there aren't any existing examples because it's not something that you would normally do. Recreating it manually in TheIDE would priobably be quicker.