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Subject: Re: GLCtrl questions

Posted by [cbpporter](#) on Wed, 22 Sep 2010 11:53:50 GMT

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It is a DF inspired game. A hobby project. I'm hopping for Dwarf3D level graphics out of the box somewhere in the future.

My experimentation with Irrlicht has been very successful. I'm still experimenting with having a small Irrlicht window and U++ in rest. Maybe the right solution is to have an Irrlicht singleton and a custom version of SystemDraw that uses that object for all the drawings. Like a frame-buffer port of U++, but to a 3D window. I don't know yet.

My framerate is good, but I found a computer where I have terrible framerate. There is a lot more fuss when doing hardware acceleration than with simple software rendering .

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