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Subject: Re: Porting Upp to SDL first ? (cause of MacOSX & framebuffer)

Posted by [mirek](#) on Sun, 28 Nov 2010 11:51:15 GMT

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unodgs wrote on Sun, 28 November 2010 06:27

That's a really really great news. Can't wait to try it in action. That would save me a lot of time. I could simply avoid creating web version of my app. Gtk guys use canvas and javascript - seems to be a good choice.

Unfortunately, javascript appears to be too weak for RDP-like stream...

We would need at least Java to get what we want.

Plus, perhaps this technology will help in similar cases where Terminal services is usable, but would have big problem when your web latency is too high (just like with TS).

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