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

Posted by [zsolt](#) on Fri, 17 Dec 2010 11:16:17 GMT

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mirek wrote on Sun, 28 November 2010 12:51unodgs 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).

What about HTML5 Canvas and the full duplex WebSocket API in HTML5 Javascript?

See ThinVNC as an example.
