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

Posted by [mirek](#) on Sat, 18 Dec 2010 08:37:07 GMT

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zsolt wrote on Fri, 17 December 2010 06:16

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

See ThinVNC as an example.

Yes, generally that is exactly I was planning for.

However I am a bit scared that Canvas is not supported in IE8. OTOH, it will take time to develop this, so when it is ready, there will be Canvas in most browsers anyway...

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