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Subject: Re: UppGL

Posted by [cbpporter](#) on Wed, 18 May 2011 12:45:42 GMT

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I actually have something similar for Irrlicht. Reimplementing the entire Draw core was not to my liking, so I actually wrote a new GUI very similar to U++. Some programming style and method names, but not really compatible. But it is very lightweight. It is designed for touchscreens and its conventions. Also, font support is very poor because it does not have TTF. But you can change the back end, using software rendering, OpenGL or DirectX. Only dependencies are Core and Irrlicht.

It is a very early version, but I may be able to compile some reference examples without modifying the logic in the near future.

On modern hardware it can do hundreds of frames/second.

But enough about me .

Any chance of your OpenGL implementation becoming a standard alternative back end?

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