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Subject: Re: Release 11.10

Posted by [cbpporter](#) on Fri, 30 Sep 2011 13:41:56 GMT

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Quite frankly, I do not know what one could do with it either. I played around with it trying to see if Irrlicht integration would be possible (too much work to fit in in my release schedule and Irrlicht lacks almost all drawing primitives) and it seems interesting to tinkers, but it is not generally useful to end users. I see it more as a gateway to new platforms where U++ can provide what it did on the old platforms to the end users. WinFB is extremely cute though!

But the OpenGL backend could be something interesting for a larger pool of people. It is hard to provide a GUI inside a hardware accelerated area. I should know, I had to hack together a few.

As for what to add to U++, it is fairly complete from my point of view. It has been ages since I found a new bug I did not know about. Maybe do something with that half of a solution I proposed for IPv6.

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