Subject: Re: Ideas and priorities for the next development cycle
Posted by Cocos2d-x on Mon, 03 Dec 2012 09:14:43 GMT
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Hello All,

I know U++ can not be an all encompassing solution for every category of development.

That being said, I saw that someone proposed a FireMonkey (or WPF) like GUI system. I would like to second that.

I truly believe that more control over GUI and in particular adding animation will be mandatory really soon.

I don't know the easyest path to get this or even if core U++ developers have an interest to let this happen.

U++ is really great for productivity and it would be nice if it could also be used in future for more up to date GUIs.

Now a proposal. A full vectorial GUI is maybe too hard to achieve, but something more dynamic using OpenGl is feasible.

I tried Cocos2d-X, which is a C++ port of Cocos2d.

Results are great and impressive, some GUI controls like sliders and potentiometers are available. For sure it is game oriented, but can be extended to be a full GUI. It is not vectorial, but highly multiplatform.

Cocos2D-x coding is kind of verbose. But if .LAY file could generate Cocos2d scenes it would be a true gift.

A mix of U++ and Cocos2d-X would give a productivity boost for game developpers and a animatable GUI to U++ developpers.

Sorry for this long post. But i'm really interested in it.

Best regards.