Subject: flashcc - Compile your C++ code to run in Flash Player
Posted by zsolt on Thu, 14 Mar 2013 10:05:50 GMT

This is an interesting product prom Adobe:
http://gaming.adobe.com/technologies/flascc/

"The Flash Player version of Unreal Tournament 3 turned out to look even better than the version we shipped on Xbox 360 and PlayStation 3."
Mark Rein, Vice President, Epic Games