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Subject: Re: flashcc - Compile your C++ code to run in Flash Player

Posted by [forlano](#) on Fri, 22 Mar 2013 08:45:17 GMT

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Hi!

Extremely interesting.

Does anybody tried it with U++?

If I have understood it runs in the browser but read/save file on your local machine...

I do not match the:

Minimum system requirements

Flash Player 11 or higher

Flex SDK 4.6 or higher

Java Virtual Machine (64-bit)

Windows

Cygwin (included)

I would consider to upgrade my computer if it really works.

Luigi

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