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

Posted by [Novo](#) on Fri, 22 Mar 2013 12:44:57 GMT

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Hi Luigi,

If you are interested in using Flash with C++ there is an interesting commercial product called Scaleform Gfx. It is a Flash Player made as a C++ library. Based on hardware-accelerated graphics.

Non-source code version is not that expensive.

Actually, it works in an opposite way: it allows you to use Flash in C++ instead of compiling C++ into Flash.

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