

---

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

Posted by [forlano](#) on Fri, 22 Mar 2013 14:32:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Fri, 22 March 2013 13:44Hi 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.

Hi Novo,

thanks for the info. It seems interesting too.

However at moment I am interested in whatever way to port my application U++ based on tablet device. Flashcc looks like a fast way to do so without to change the source code.

Luigi

---