Subject: Re: flashcc - Compile your C++ code to run in Flash Player
Posted by zsolt on Fri, 22 Mar 2013 18:09:07 GMT

forlano wrote on Fri, 22 March 2013 15:32
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.

Then I think you have to check Emscripten also. It allows you to compile to javascript. E.g. it can generate a HTML page embedding your executable compiled to JavaScript as a new machine code.

I opened an other topic about Emscripten.