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Subject: Re: HelloWorld makefile  
Posted by [mirek](#) on Sat, 30 Nov 2013 12:44:13 GMT  
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forlano wrote on Sat, 30 November 2013 05:57

From other side I have not understood if the Mirek's words mean that the issue prevent U++ to work via emscripten or it is only a potential problem.

Luigi

You can think about C++ running in emscripten as C++ running on some alien OS. U++ at this moment does not support that OS (just like it does not support e.g. iOS).

Now, it would probably be possible to add support for 'emscripten OS (eOS)' (and I would like to do that), but then there is one particular problem: there is no way how to implement explicit message loop in eOS. This in practice means that Ctrl::Run is impossible.

In the end, we could still have U++/eOS, but as Ctrl::Run is not possible, U++ applications for eOS would have to be specifically altered (quite heavily) to conform with this. E.g. this would not be possible anymore:

```
if(PromptYesNo("Do you want to perform this operation?")) {  
    // perform the operation  
}
```

instead, you would need to write

```
void MyApp::PerformOperation() {  
    // perform the operation  
}
```

```
PromptYesNo("Do you want to perform this operation?", THISBACK(PerformOperation))
```

Mirek

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