
Subject: Re: Simple way to develop 2D Game
Posted by [mirek](#) on Tue, 11 Jun 2019 21:02:56 GMT
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Novo wrote on Tue, 11 June 2019 20:05

I guess plugin/tess2 was added because of this game ...

When are you planning to release a brand-new hardware accelerated version of U++ GUI ? :roll:

Actually not, but in general I am working on OpenGL accelerated Draw / Painter subset. It is however pretty hard, GPUs are not well suited for this, so the work was postponed. Actually, probably postponed until I find a better alternative to tess2 :)

Mirek
