Subject: Re: Simple way to develope 2D Game
Posted by Novo on Wed, 12 Jun 2019 00:20:18 GMT
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mirek wrote on Tue, 11 June 2019 17:02It is however pretty hard, GPUs are not well suited for this, so the work was postoponed.
A couple of examples of what can be done.

Check this app. It is a Flash Player with hardware acceleration.
Try to run included examples.
Ctrl-W will show you how tesselation works.
F1 works as well.
It is compiled with MSVS 2008, but, theoretically, should work on any machine ...

ImGUI looks interesting as well.