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Subject: Re: Simple way to develop 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 17:02: It is however pretty hard, GPUs are not well suited for this, so the work was postponed.

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 tessellation works.

F1 works as well.

It is compiled with MSVS 2008, but, theoretically, should work on any machine ...

ImGui looks interesting as well.

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