
Subject: Re: U++ and Vulkan SDK

Posted by [mirek](#) on Wed, 21 Apr 2021 10:34:52 GMT

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Xemuth wrote on Wed, 21 April 2021 12:06>Hello U++,

I have spent time looking at vulkan and trying to do some thing with it. As a U++ user, I have think out how I could implement it into U++ to provide at least a Vulkan Ctrl.

The task of providing a simple Vulkan Ctrl which is capable of printing a Vulkan pixel buffer into the screen should not be that hard. However, I think it would be better to provide via this vulkan implementation a complete set of all tools used to developpe under Vulkan.

Thoses tools, normally provided by the LunarG Vulkan SDK are really important in the developpement cycle of a typical vulkan application. That's why, when, as user, I think about going onto UppHUB to download the VulkanCtrl, I'm expecting to have all tools to developpe vulkan application using this Vulkan Ctrl.

In this idea, I'm wondering if it is possible, nor usefull, to implement in TheIDE a way to download file (like this SDK) and install it (by asking permission to users obviously).

By adding thoses kinds of features, users only have to click on "download Vulkan Ctrl" to have all importantes features of vulkan installed and to be ready to work with it as quickly and simply as possible.

What you think about this idea ?

Best regards

I would like to have that and was already thinking about it. Unfortunately I do not think there is a simple/clean way how to do that...

But I am definitely open to discussion.

Now thinking about it, maybe it would be actually possible to ship the whole SDK as part of package somehow? Like introducing "bin" subfolder of package or something like that. Of course, that would only help for Win32.

Not sure how to handle that in Linux. Maybe a set of installation scripts for various distros? I guess users would be disappointed about having win32 oriented SDK installed with upphub....

Mirek
