Subject: ultima 3d engine :)
Posted by qwerty on Tue, 21 Nov 2006 11:20:09 GMT
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greetings,

just want to tell about:
I've created simple game engine in upp using ogre3d engine, lua as scripting language and wxtcb library as communication library via external port. in addendum audiere library as sound engine.

all works perfectly, as a whole tested on linux, but tested also on win32, but other cases...

as other projects:
gui intensively customizable interface(rearanging ctrls, editing attributes runtime etc) application heavy using communication via rs232, multithreated...

others minor gui projects using ultimate++.

thanx very for all, all your work has a sence