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Subject: Re: U++ as web platform

Posted by [mirek](#) on Fri, 15 Dec 2006 13:03:14 GMT

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zsolt wrote on Tue, 12 December 2006 05:50 This would be something like ActivX, I think. But it was not too successful.

No, I do not think so. In fact, for the moment it is better to forget about "web" aspect...

What I am suggesting is U++ based runtime environment for platform independent applications. Simply you download the application and run it on any platform.

Surprisingly, all needed seems already to be in U++, even smallest details like GetDataFile. That "independent executable" would be just .zip of one or several packages.

Runtime would unzip it, BLITZ compile it against uppsrc and run. Of course, it would be maintaining the cache to get things faster...

I dare to say that BLITZ compile of most of stuff would not take longer than 20s, which is comparable to many Java apps startup times...

The only problem (found by Bas) is that it is maybe too open-sourced... (you can unzip and get sources). But Java has decompilers too.

Mirek

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