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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 u++ using ogre3d engine, lua as scripting language and wxcb 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(rearranging ctrls, editing attributes runtime etc) application heavy using communication via rs232, multithreaded...

others minor gui projects using ultimate++.

thanx very for all, all your work has a sence

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Subject: Re: ultima 3d engine :)

Posted by [unodgs](#) on Tue, 21 Nov 2006 11:58:49 GMT

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May we see it somewhere ?

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Subject: Re: ultima 3d engine :)

Posted by [qwerty](#) on Wed, 22 Nov 2006 18:11:29 GMT

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unfortunatelly no. I am not proud of it, but it was a customer's wish

but maybe I post some screens somewhere someday

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