Subject: How to use Clutter script?
Posted by jhon_23 on Mon, 08 Dec 2008 14:24:36 GMT
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Is any one work on cluitter script.
if any link for sample code using clutter script ?

Subject: Re: How to use Clutter script?
Posted by mrjt on Mon, 08 Dec 2008 17:12:19 GMT
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if you mean this Clutter, then it has almost no relation to how Upp works at all.

Clutter seems to be an OpenGL abstraction framework aimed at developing 3D GUIs. I'm not sure what you would do with a Clutter UI definition in Upp.

Subject: Re: How to use Clutter script?
Posted by jhon_23 on Tue, 09 Dec 2008 05:37:04 GMT
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clutter script is used to developed clutter application using UI files .clutter script object used for loading and building parts or a complete scenegraph from external definition data in forms of string buffers or files.

i want sample example which is using script.

Subject: Re: How to use Clutter script?
Posted by mrjt on Tue, 09 Dec 2008 09:42:01 GMT
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I'm aware of what a clutter script is, I Googled it .

I'm just trying to say that there is very little similarity in the purposes of Upp and Clutter, and so creating a GUI in Upp using a Clutter script is a bit strange. I guess you could convert the scene-graph into a Ctrl heirarchy, but what would you do with the 3D transformation and animation info?

If you have a very basic Clutter-script layout you may be able to do something, but I'm pretty sure there aren't any existing examples because it's not something that you would normally do. Recreating it manually in TheIDE would priobably be quicker.

Subject: Re: How to use Clutter script?
Posted by jhon_23 on Tue, 09 Dec 2008 13:34:32 GMT
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yes i have same answer, but i thought may be anybody have good ex prince on clutter script. Any way its not that much easy to use clutter script while creating animation .

Thanks for the
reply