Subject: flashcc - Compile your C++ code to run in Flash Player
Posted by zsolt on Thu, 14 Mar 2013 10:05:50 GMT
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This is an interesting product prom Adobe:
http://gaming.adobe.com/technologies/flascc/

"The Flash Player version of Unreal Tournament 3 turned out to look even better than the version we shipped on Xbox 360 and PlayStation 3."
Mark Rein, Vice President, Epic Games

Subject: Re: flashcc - Compile your C++ code to run in Flash Player
Posted by unodgs on Thu, 14 Mar 2013 10:20:10 GMT
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Thanks. That's really interesting!

Subject: Re: flashcc - Compile your C++ code to run in Flash Player
Posted by zsolt on Thu, 14 Mar 2013 10:50:53 GMT
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I did not try it, but maybe it compiles faster code, than compiling to JavaScript

Subject: Re: flashcc - Compile your C++ code to run in Flash Player
Posted by Didier on Thu, 14 Mar 2013 18:32:15 GMT
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Thank's, very interesting !

Subject: Re: flashcc - Compile your C++ code to run in Flash Player
Posted by Novo on Fri, 15 Mar 2013 21:36:16 GMT
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This technology was around for long time. It was in beta-status and was called Alchemy.

Subject: Re: flashcc - Compile your C++ code to run in Flash Player
Posted by forlano on Fri, 22 Mar 2013 08:45:17 GMT
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Hi!

Extremely interesting.
Does anybody tried it with U++?
If I have understood it runs in the browser but read/save file on your local machine...

I do not match the:

Minimum system requirements

    Flash Player 11 or higher
    Flex SDK 4.6 or higher
    Java Virtual Machine (64-bit)

Windows

    Cygwin (included)

I would consider to upgrade my computer if it really works.

Luigi

Subject: Re: flashcc - Compile your C++ code to run in Flash Player
Posted by Novo on Fri, 22 Mar 2013 12:44:57 GMT
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Hi Luigi,

If you are interested in using Flash with C++ there is an interesting commercial product called
Scaleform GFx. It is a Flash Player made as a C++ library. Based on hardware-accelerated
graphics.
Non-source code version is not that expensive.
Actually, it works in an opposite way: it allows you to use Flash in C++ instead of compiling C++
info Flash.

Subject: Re: flashcc - Compile your C++ code to run in Flash Player
Posted by forlano on Fri, 22 Mar 2013 14:32:13 GMT
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Novo wrote on Fri, 22 March 2013 13:44Hi Luigi,

If you are interested in using Flash with C++ there is an interesting commercial product called
Scaleform GFx. It is a Flash Player made as a C++ library. Based on hardware-accelerated
graphics.

Non-source code version is not that expensive.
Actually, it works in an opposite way: it allows you to use Flash in C++ instead of compiling C++ info Flash.

Hi Novo,

thanks for the info. It seems interesting too.
However at moment I am interested in whatever way to port my application U++ based on tablet device. Flashcc looks like a fast way to do so without to change the source code.

Luigi

Subject: Re: flashcc - Compile your C++ code to run in Flash Player
Posted by zsolt on Fri, 22 Mar 2013 18:09:07 GMT
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forlano wrote on Fri, 22 March 2013 15:32
However at moment I am interested in whatever way to port my application U++ based on tablet device. Flashcc looks like a fast way to do so without to change the source code.

Then I think you have to check Emscripten also. It allows you to compile to javascript. E.g. it can generate a HTML page embedding your executable compiled to JavaScript as a new machine code.

I opened an other topic about Emscripten.