Subject: Web Assembly... Compiling U++ code to run in the web browser...
Posted by ptkacz on Sun, 26 Mar 2017 03:28:00 GMT
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With the dawn of a new age in web technology, it would be neat to be able to have one's U++ program compile to Web Assembly and run on any web browser!

Subject: Re: Web Assembly... Compiling U++ code to run in the web browser...
Posted by Klugier on Sun, 26 Mar 2017 12:03:00 GMT
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Hello,

We developed the ability to run u++ application inside the web browser using JavaScript. If you are interested you can check WebWorld (examples assembly). You can compile it by your own.

The current problem now is that WebAssembly doesn't support direct c++ api for events etc. Everything should be done on JS side. But, I see the big potential in the future when the biggest drawbacks will be eliminated.

Sincerely,
Klugier

Subject: Re: Web Assembly... Compiling U++ code to run in the web browser...
Posted by ptkacz on Sat, 01 Apr 2017 22:24:33 GMT
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Klugier,

It will be nice when JS isn't needed any more.

Finally found it, the Unreal Engine demo making use of Web Assembly:

https://s3.amazonaws.com/mozilla-games/ZenGarden/EpicZenGard en.html

Wonder how they implemented their use of events?

Peter

Subject: Re: Web Assembly... Compiling U++ code to run in the web browser...

Posted by Klugier on Sun, 02 Apr 2017 19:43:22 GMT
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Hello,

Thanks for tech demo. I am pretty sure that events is handle by calling web assemblies code from java scirpt (like bindings to other languages).

Sicnerely,
Klugier

Subject: Re: Web Assembly... Compiling U++ code to run in the web browser...
Posted by ptkacz on Wed, 05 Apr 2017 02:33:41 GMT
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Here's another demo, "Tanks! Demo":

http://webassembly.org/demo/

Looks like they have a Unity tutorial titled, "Unity - Tanks Tutorial":

https://unity3d.com/learn/tutorials/projects/tanks-tutorial

Subject: Re: Web Assembly... Compiling U++ code to run in the web browser...
Posted by mirek on Sun, 25 Jun 2017 05:18:32 GMT
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Klugier wrote on Sun, 26 March 2017 14:03

The current problem now is that WebAssembly doesn't support direct c++ api for events etc. Everything should be done on JS side. But, I see the big potential in the future when the biggest drawbacks will be eliminated.

How is that a problem? It should be possible to wire JS events to C++, similiar to how it is done in WebWorld...

Subject: Re: Web Assembly... Compiling U++ code to run in the web browser...
Posted by Klugier on Sun, 25 Jun 2017 20:11:27 GMT
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Hello,

It is not a problem, but it requires additional language layer that can be avoid on the library level. For example in Android, Google allows event handling on C++ level.

Sincerely,
Klugier

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