

OpenFL 2.0

What Was, What Is and What Is to Come

This Time Last Year

OpenFL is released

Designed to be modular, with swappable target “backends”

Modernized to take advantage of Haxe 3 features

Improved support of Flash API features

We remembered the glory days of Flash



CATS : ALL YOUR BASE ARE BELONG
TO US.

It's Flash Without the Plugin

Flash has enabled experiences the browser never provided on it's own

OpenFL is the Flash API, optimized for C++ native desktop and mobile

OpenFL is the Flash API, optimized for HTML5 without a plugin

OpenFL is still 100% compatible with Flash Player

That's not all

One Year of OpenFL

Migration from SDL to SDL2

Improved native audio support

Updates for latest Android and iOS releases

New much-improved HTML5 backend

Added support for Tizen, Firefox OS and Android micro-consoles

Introduced lower-level flexibility using Lime

Added a new Android extension API

Many consistency and feature improvements

SWF Library

Significant improvements over previous generations

Support for virtually all key elements

Support for embedded fonts

“swf” and “swflite” formats, for HTML5 or faster runtime support

No ActionScript bytecode (ABC) or sound support yet



OpenFL HTML5

Re-engineered from the ground up to be lightweight and fast

Designed for a single canvas for best performance on many browsers

Based upon pixi.js to share features

WebGL support planned, Apple might stop holding us back?

Optional support for CSS3 DOM for applications or slow browsers

Over nine times faster than previous backend

Modern, competitive, seamless support

stencyl

 HaxeFlixel

**GAME
STUDIO**



aweb

 Gamebryo





I SHOULD SUPPORT ANOTHER PLATFORM
memegenerator.net

Working on Console Support

Approached by partner with existing console middleware

Already supports Wii, Wii U, DS, 3DS, PS3, PS4, PS Vita, Xbox 360, Xbox One and more

Working on Wii U support now

In business discussions with Sony

Due to the relationship, it will cost (but a lot more affordable than Unity)

Support for more platforms should come quickly after the first

OpenFL 2.0 Beta

Unified OpenFL library

Focus on commitment to feature support

Initial support for live asset reloading

Increased convergence between backends

Emphasis on single, tested openfl.* class structure

Focus on even more consistent experience across platforms

How to Help

Support us on Patreon: <http://patreon.com/openfl>

Contribute improvements on GitHub: <http://github.com/openfl>

Join the contributor's group on Slack (message @Open_FL for an invite)

Spread the word!

Thanks!