



Haxe H2D/H3D

Multi platform Open source GPU API



Easy to use , enjoy the bonus !

Good old Flash/OpenFL Layer

- + 2D Hardware rendering
- + 3D Hardware rendering

Prototype in flash, release on mobile !



Philosophy

Joint effort : Shiro Games and Motion Twin production tool.

Only provide fast primitives

No software fallbacks.

Document by samples (@see real_word).



H2D - Weapons of gpu-goodness

Graphics : gpu vector graphics

Tile/Bitmap/SpriteBatch : efficient at its core,
scales well

Text ... (prefer uploaded text bitmaps ;-)

CachedBitmap for post process == Render to
Texture



H3D - All you need is love !

Scene nodes

Render to Texture

Hardware skin

Software Morph animation

Shadows

Ascii Fbx support



HXD : Abstraction layer

Loading

Generic code

Math

Allow h2d/h3d without OpenFL on flash and js



Pitfall

No documentation, few samples

More speed yet to come !

- Float32
- Optimised Texture (BGRA)
- More efficient fbx vertex emission.

Still experimental

Branches !



Branches !

Flash target only -> ncannasse/master

HTML5 only -> ncannasse/heap

Flash+OpenFL native -> motiontwin/master

Merges in ncannasse/heap are planned but we are lazy :-D



Workflow

Make your game on flash desktop !

Optimise data !

- PNG goes 4-5x slower than .tga.zip !
- Ascii FBX -> XBX

Release on OpenFI targets !



In production !

Die2nite sequel

Project F.

Project C.

Shiro games productions



Future

Unify Flash/HTML5/Native

Enhance loading times and asset interpretation

More supported assets file format

Native BGRA support via extensions

Moarrrrrr speed

More samples

HxSL3



Questions !

Thank you !

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