

Subject: : OWB

Topic: : html5 and youtube on OWB OS4?

Re: html5 and youtube on OWB OS4?

Author: : kas1e

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URL:

@afxgroup

Way cool !! Did you have latest sources from FAb ? (that one on his site imho a bit old). I ask him about some help (to explain how it all should be done), and there is his answers:

1. Just declare yourself as platform morphos in the relevant config file then (platform.h or whatever it was) then. Will save you quite some tedious editing stuff (there are dozens if not hundreds of files with #if OS(MORPHOS)).

2. There aren't that many MUI4 calls. MUI4 specific methods/classes are mostly used for the new tab object (new tab object is handled as a normal group object, which allows me to display animation, favicons, ...), font initialisation uses a specific process.mui object (but can easily be replaced with a standard thread), lists/listtree construction (easily replaced with the old construct/destroy/display hooks), alpha aware dtpic object, and a couple things here and there.

But there are not only MUI4 calls, but also MorphOS specific calls for threading support, and a few other things i can't think about now.

Maybe it helps.