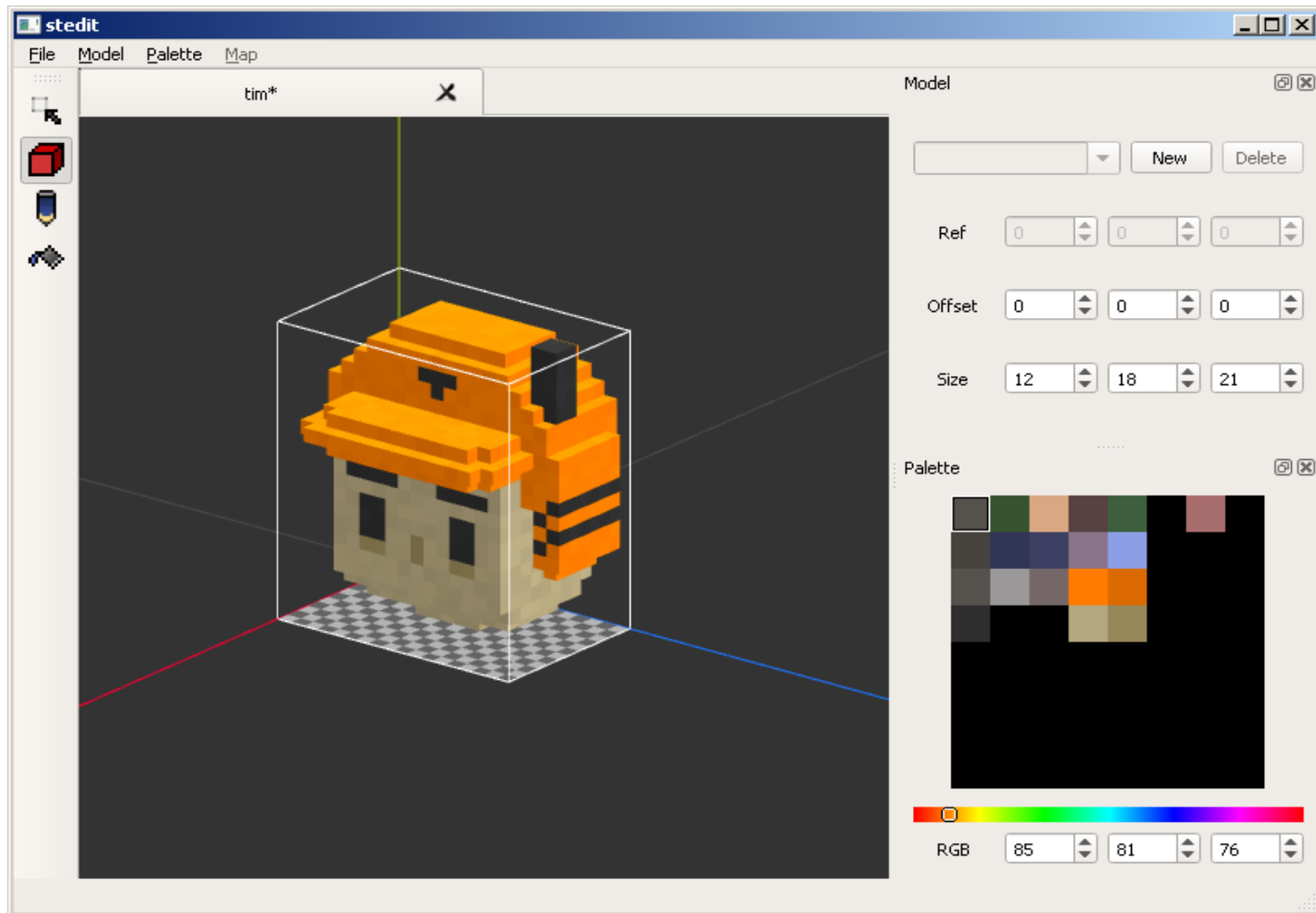


MAP2

ACE OF SPADES



The Cosmonaut



Also

- Composing
 - Retro, electronic, orchestral, jazz, ambient
- Porting work
 - Desktop and console platforms
- Contributed to
 - Knytt Underground
 - Faerie Solitaire
 - Two Brothers
 - Miasma Story
 - (and countless indie games)



What is Anaconda?



- Complete, open-source MMF2 runtime
- Dual-licensed, GPL/commercial
- Cross-platform (Windows, OS X, Linux)
- About 50 extensions and objects ported
- Hardware-accelerated (OpenGL)
- Written in C and Python

Anaconda post-mortem

- Helped port at least a couple of commercial games
- "Fast enough"
- Enthusiastic community, limited experience
- Problematic commercialization
- MMF2's hairy corners and maintenance

but i want it

turbo-charged

:((((

Nifflas: testing now

Nifflas: seems to land at 50 still

Mathias: for maximum performance, I could try and port the engine to C++ and use my experimental MMF to C++ converter

Nifflas: Whoa

Nifflas: that'd be crazy

Mathias: right, I'll get started doing something tonight



Chowdren

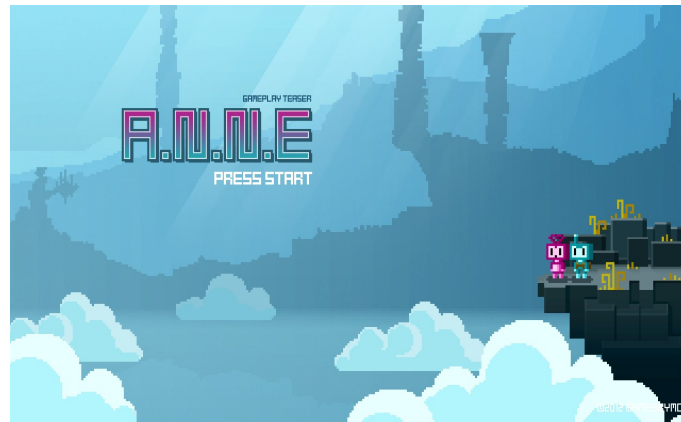
- Open-source MMF2 C++ runtime
- GPL (contact me for commercial license)
- Converts events and frames to native code
- No interpreters! *TURBO CHARGED.*
- Runs on Windows, Linux, OS X, WiiU
- Can be extended to run on any platform that can compile C++

Games using Chowdren

- Knytt Underground



- A.N.N.E



- (others that can't be announced yet)

TURBO


AWARD




Workspace Toolbar

- Application 1 *
 - Frame 1
 - Active

Active



Navigation arrows at the bottom of the panel.



Navigation arrows at the bottom of the workspace.



Workspace Toolbar

- Application 1 *
 - Frame 1
 - Active

All the events All the objects					
1	• Start of Frame				<input checked="" type="checkbox"/>
2	• New condition				

Destroy

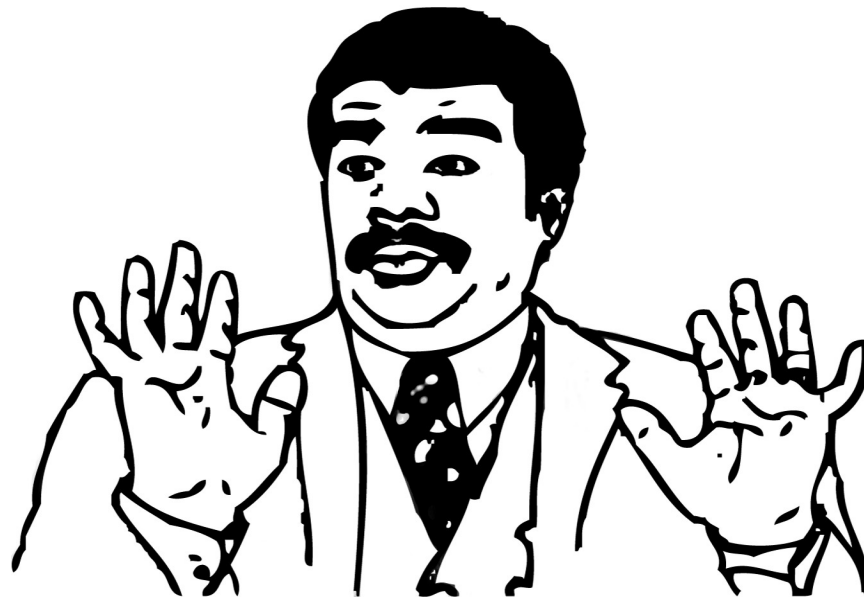

```
class Frame1 : public Frame
{
public:
    void on_start()
    {
        add_layer(1.0, 1.0, true);
        add_object(create_active_0(234, 188), 0);
        // event 1
        {
            active_0_instances = get_instances(Active_0_type);
            for (item = active_0_instances.begin();
                item != active_0_instances.end(); item++) {
                ((Active*) (*item))->destroy();
            }
        }
    }
};
```



Native code generation

- Pros
 - As fast as it gets (nearly)
 - Cannot be decompiled easily (in contrast to MMF2 apps)
 - Easier to debug
 - Porting to handhelds feasible
- Cons
 - Takes time to compile
 - Wrappers for dynamic calls

Speed demo



What is Chowdren not?

- A general-purpose runtime that's guaranteed to work immediately with your game. Maintained purely on a project-to-project basis!

Questions?



Links

Chowdren

<http://bit.ly/11LD0Ia>

Anaconda

<http://bit.ly/14Hobpv>

MP2

<http://mp2.dk>