

Tom's Blog -

Emscripten and libRocket

libRocket is one of my ui-systems and it actually did work with emscripten outofthebox for one exception. For some reason rcss was not able to parse em-based values into float-values. It took me a some time to realise that emscriptens **sscanf-function sees “0.5em” in opposite to all other compilers tested yet as an invalid value**. When parsing the e-character it expects obviously another value afterwards.

Actually I wonder why the other compilers did convert 0.5em to 0.5f without 2nd thought. I changed the libRocket code to remove the suffix on the sscanf-call and now it works.

Here is the pull-request:

<https://github.com/libRocket/libRocket/pull/240>

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<http://thomas.trocha.com:80/pebble/emscripten-and-librocket>