
Subject: Core on Android

Posted by [Klugier](#) on Mon, 30 May 2016 19:08:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello,

I would like to announce that Core finally compiles for Android with TheIDE Android Builder. This is the huge milestone for our community, because it brings us closer to a full port.

More things to be done:

- Example of core for Android
- Test compilation for Windows (It compiles fine on GNU/Linux as host)
- Fix BLITZ compatibility
- CPU cores detection doesn't work (Fixed - <http://www.ultimatepp.org/redmine/issues/1456#change-2937>).
- Several localization problems

More android news:

- TheIDE now allows to launch projects directly on Android Emulator.

General comments:

- `-std=c++11` is required for compilation (now new Android Builder instances turn it on by default)

Sincerely,

Klugier

Subject: Re: Core on Android

Posted by [forlano](#) on Tue, 31 May 2016 21:09:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Klugier wrote on Mon, 30 May 2016 21:08Hello,

I would like to announce that Core finally compiles for Android with TheIDE Android Builder. This is the huge milestone for our community, because it brings us closer to a full port.

Very good news! Thanks Klugier.

I wish to see one day a "hello world" windows appear on android device.

Luigi

Subject: Re: Core on Android

Posted by [Klugier](#) on Sat, 04 Jun 2016 20:42:08 GMT

Hello Forlano,

Thank you for your feedback. I think currently status of Android Builder allows to create user interface with pure Java (Android libs) and call C++ code via JNI (Java Native Interface). Moreover you can write pure C++ app with native activity and use existing code. More information you can find in our official Android Builder example:
[http://www.ultimatepp.org/examples\\$AndroidMath\\$en-us.html](http://www.ultimatepp.org/examples$AndroidMath$en-us.html). In the near future I plan to post Core example, so please be patient ;)

To be honest porting GUI for Android will be hard. It is mainly, because now u++ doesn't support several important things like:

- gesture support
- GUI layout containers - like vertical layout, grid etc.
- Several controls inadequate to touch interface

Of course the biggest part of porting U++ on Android will be CtrlCore.

A small note, if we transient U++ into touch interface we can even port it on easier iOS (But firstly we need full Mac OS X port).

Sincerely,
Klugier
