

---

Subject: Re: Qt and Android...

Posted by [kohait00](#) on Wed, 04 Aug 2010 06:53:53 GMT

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

---

thats true,

nevertheless, i i'am lucky, i might finish porting U++ to framebuffer till the end of the month.. this should also work for android then, which uses framebuffer as underlying layer. but this would be a intermediate solution only. since android brings in own window manager which we should be using to make upp applications run just as the normal ones.

---