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Subject: Re: Qt and Android...

Posted by [mirek](#) on Thu, 05 Aug 2010 10:45:39 GMT

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kohait00 wrote on Wed, 04 August 2010 02:53 that's 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.

BTW, possible interesting approach might be the "reversed library" (just made up the term).

Android certainly supports C libraries in Java. So make the U++ app as library and give it some Java encapsulation outer shell

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