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Subject: Re: Qt and Android...

Posted by [mirek](#) on Fri, 06 Aug 2010 08:25:29 GMT

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luzr wrote on Thu, 05 August 2010 06:45kohait00 wrote on Wed, 04 August 2010 02:53thats 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

Did some browsing:

<http://java.sun.com/docs/books/jni/html/fldmeth.html#11202>

Looks like calling java back from native code should be possible.

Given this fact, I wonder why is there so much fuss about Android not supporting native development. IMO, solution is simple - create Java interface class to Java SDK and pass a pointer to its instance to C++ code doing the actual stuff..

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