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Subject: Re: Qt and Android...

Posted by [kohait00](#) on Wed, 18 Aug 2010 14:27:23 GMT

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i am starting with setting up development environment eclipse for android. hello world is running in simulator already. have registered in android market as to be able to get a dev phone (nexus is out of stock though, till mid september).

now about NDK:

Quote:

Please note that the NDK does not enable you to develop native-only applications. Android's primary runtime remains the Dalvik virtual machine.

so the solution will be as Mirek showed, to setup a starter app for ultimate++ applications, which passes its 'surface' and 'input messages queue' to underlying ultimate code, using ndk maybe.

the picture still needs to be sharpened. i dont know how it could be possible to have access to all the java classes there are, i.e. for accessing gps and the like..will we have to produce wrapper classes for each and every thing we need 'down there in upp'?

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