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Subject: Re: Qt and Android...

Posted by [koldo](#) on Thu, 19 Aug 2010 07:40:30 GMT

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kohait00 wrote on Thu, 19 August 2010 09:18: btw: how to deal with multitouch? android (or actually the hardware mostly) supports multitouch, but U++ is plain old point and click.. would such a behaviour be serialized to multiple invokations? maybe android supports to report only first occurrence (filtering only one)

Hello Kohait

For sure U++ interface will change slightly after porting to Android.

After analysing Android SDK and NDK you can propose new methods for U++ main classes like Ctrl that match with multitouch or other features specific to new mobile devices.

It would be great to see soon in U++ code things like:

```
#ifdef ANDROID
```

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