
Subject: Re: Qt and Android...

Posted by [kohait00](#) on Thu, 19 Aug 2010 09:52:39 GMT

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another thing i stumbled over is an NDK shipped example
which upp could use to draw to..

Quote:

Android Bitmap objects from native code, and uses this to generate an old-school "plasma" effect.

alltogether, it seems that mirek is right again, need to first provide a 'generic' portable interface for
CtrlCore, which than can be enhanced to be a /dev/fb0 port or to be a android port.

in android case, there is surely a message notification mechanism, that intercepts key strokes
etc..mouse clicks..this 'simply' need to be translated to upp and forwarded 'down' to upp. the
invokation every 10ms of the main thread procedure is to be ensured somehow though. no idea
about that so far.
