

---

Subject: Re: Qt and Android...

Posted by [kohait00](#) on Thu, 19 Aug 2010 12:40:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i've successfully built the 'android-vnc-viewer' app from source, it runs on my emulated android. pretty impressive. now i'm trying to finish setup of my android sandbox making the NDK examples work. this is a bit hairy as it seems. as soon as this is running, i will provide a short description on how to setup an android build environment, the information is available, but as always, the difficulties show up trying..especially NDK, which needs a cygwin for compiling the native source code into a library, which then will be linked when building the .apk android application itself.

another problem show up concerning the popup windows etc..they are TopWindow derived isn't it? so far, android app is an Activity which is merely a logic surface to place controls to and that can react on user interaction overriding several base class functions. so it's pretty much a Ctrl. but here, we won't be able to invoke popup windows that easy.. i think we will need the android means, if it has stuff like 'popup a surface and draw things on it while the rest is visible, blocking other stuff'.

what about the android look and feel? i am not that fit in creating the appropriate Ctrl.iml for android

---