Subject: Re: Qt and Android...
Posted by kohait00 on Mon, 23 Aug 2010 13:29:56 GMT

here comes a pong version where the game logic has been striped. its pure startscreen, and moving padles. an example where quite a lot of underlying infrastructure is shown how to use it.

is anyone struggeling setting up eclipse btw? i've installed the galileo 3.5. version, adding it quite a bunch of plugins alltogether, and installing the current java sdk. this works pretty well from scratch, following the guide available at android.com. so this should be no problem. i thinkg ine needs to get familiar with this thing anyway, so i spare the work to describe how to set it all up, thus one digs in where it's needed at the source.

another question arised while i was reading code (i need to learn java anyway). the use things like


```
    @Override
    public void onDraw(Canvas canvas) {
        super.onDraw(canvas);
// draw operations on canvas
```

which is pretty much the idea of Draw interface and primitive calls on it. so the port to android should find a way to map the Upp calls DrawXYZ to respective calls to a canvas (a SystemDraw to a System canvas). this is not easy though, because of the java thing. but absolutely a must, because it uses hw accelerated stuff..

there are also native popups etc. how to do when porting the chameleon to android ? the common look and feel on android is sooo different..

File Attachments
1) android-pong.rar, downloaded 368 times