Subject: Re: Qt and Android...

Posted by kohait00 on Mon, 23 Aug 2010 13:29:56 GMT

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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 379 times