a conceptional question:
android development is handled in eclipse, which is a good thing, for java, has android build stuff plugins etc..
the NDK based applications, are still java applications that use a libfoo.so packaged code to be linked in the .apk application file.
so this is the point that we need to produce. but we wont be able to provide a 'full' IDE support for java development (it's U++ after all..).
so the handling is to have a build method for this .so file, which is then coyied to a location in the android project, which is in last step built and pushed to the target using eclipse.
we neither will be able to debug it..thus the code / classes will need to be tested in Ultimate++ using test cases / test projects.

i'm trying to analyze the build process using the 'ndk-build' script, to be able to make own build method in Upp..the plasma example is my base.. maybe soon Core can be compiled..

EDIT: is it possible to define a buildmethod that acually uses the 'ndk-build' script? we would save ourselves a lot of hassle, needing only to define a Ultimate.mk file which declares the sources needed to be compiled also..