kohait00 wrote on Tue, 24 August 2010 05:11a 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..).

Actually, while little known, TheIDE already supports Java...

(Tom needed to develop something in Java).

Anyway, in this context, it is pershaps just interesting note, nothing more. You analysis seems correct..

Quote:
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..

Definitely. TheIDE should be modified to support Android development. Which perhaps invludes ndk-build. Maybe even some Java support.