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Subject: Re: Ideas and priorities for the next development cycle

Posted by [kohait00](#) on Tue, 04 Sep 2012 08:28:55 GMT

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@android support: we should know where we want to go with android?

a) blank canvas with upp typical look and feel (from w32 i.e.), single touch support... should be possible over the NDK

b) android typical appearance in terms of control widgets (way more complicated, implies to properly integrate moultitouch in upp Ctrl.

c) limiting usage of upp to Core stuff, using NDK bridging gap of java to c++. native widgets from android.. not a 'real' integration.. that said: is a 'real' integration possible anyway?

apreciate your ideas..

cheers

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