
Subject: Re: Compile for Unix on Windows?!?!?!?
Posted by [nneilson](#) on Mon, 17 Dec 2012 23:08:38 GMT
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Just a note on Virtual Machines.

The CPU in the computer must be able to handle it.

An easy way to find out is go into the BIOS setup

In Security there is a setting usually disabled by default that needs to be enabled for VMs. If that option is not there then the CPU probably is not capable of VMs AFAIK.

An Android Virtual Device is a bit different and can be done without the necessity of a CPU that is VM capable.

It will emulate whatever Android device you choose.

<http://developer.android.com/tools/devices/index.html>

I have done it in Eclipse and it probably could be implemented in U++ fairly easily. The AVD can be run from the command line or .bat or .bash file so U++ would only need to compile to the .apk format, just a guess on that.
