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

Posted by [lectus](#) on Wed, 19 Dec 2012 14:47:51 GMT

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Android support is a must have, because it's the fastest growing mobile platform.

I believe with NDK you can use C++.

I think Mac OS X is also good to have, because it's part of the 3 big Desktop platforms: Windows, Linux and Mac OS X.

U++ is already full-featured as it is. It needs to concentrate on running on more platforms now (Skylark was a huge step in my opinion because web apps run everywhere if a browser is available).

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