
Subject: Re: Core on Android

Posted by [Klugier](#) on Sat, 04 Jun 2016 20:42:08 GMT

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Hello Forlano,

Thank you for your feedback. I think currently status of Android Builder allows to create user interface with pure Java (Android libs) and call C++ code via JNI (Java Native Interface). Moreover you can write pure C++ app with native activity and use existing code. More information you can find in our official Android Builder example:
[http://www.ultimatepp.org/examples\\$AndroidMath\\$en-us.html](http://www.ultimatepp.org/examples$AndroidMath$en-us.html). In the near future I plan to post Core example, so please be patient ;)

To be honest porting GUI for Android will be hard. It is mainly, because now u++ doesn't support several important things like:

- gesture support
- GUI layout containers - like vertical layout, grid etc.
- Several controls inadequate to touch interface

Of course the biggest part of porting U++ on Android will be CtrlCore.

A small note, if we transient U++ into touch interface we can even port it on easier iOS (But firstly we need full Mac OS X port).

Sincerely,
Klugier