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Subject: Re: Android Builder

Posted by [Klugier](#) on Sun, 27 Nov 2022 23:34:08 GMT

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Hello Kess,

I finally managed to find the problem and fix it. By accident on Windows before compilation we deleted all Java files moved to Sandbox directory. It happened because of using GetFodler() we used GetDirectory() instead. More information you can find in this commit. You can check with tomorrows (28th of November) nightly builds.

In the context of Windows, I didn't have time to test the Android builder on that platform in the past. The development took place on POSIX platform and especially LINUX.

Thanks for raising this concern, without your message I wouldn't be motivated enough to fix it ;) However, please remember that Android builder is experimental technology. Even if you compile the exemplary code and run app on your phone it will be proof of concept. There is no U++ UI code compatible with Android, yet.

Klugier

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