Subject: android theide javac options
Posted by luoganda on Sun, 01 May 2022 07:30:45 GMT
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Could someone add support
to manually specify additional options for javac.
Sometimes this is needed to compile sources properly(eg to support older phones,etc),
or for other things. This could be added somewhere after "<< -g:none" option.

It could be a simple support: eg if(fileexists(android-javac.txt))ReadOptionsAndPutInto-javac LineOptions.
Or: it could be added to theide somewhere where Android build method ui is specified.

I know that there are somewhere also external Script sample build file,
but i can't find it.

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Also, i don't think theide supports layouts for android,
but a simple support for this could potentionally also be added into SUniGuiCreator:
1) add compile-android.bat into tools folder
2) add proper files into android(snippets folder)
3) add sample demo of using those android snippets(also premade widgets scripts: buttons, edit, ...)

And voila - there would be a simple android layout support.
Output for compiling and jumping to potential c/c++ errors does work,
but for javac - i didn't test it yet.

Adding support for other langs/uiToolkits(eg python tkinter) is the same.

Subject: Re: android theide javac options
Posted by Klugier on Sun, 04 Dec 2022 19:50:44 GMT
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Hello,

At the moment I do not see much value of adding this. Could you be more specify about compiler parameters you want to pass to Android builder? In the context of supporting old phones, everything is configurable through AndroidManifest.xml and uses-sdk statement:

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="org.upp.AndroidMath">
 <uses-sdk android:minSdkVersion="21" />
```

As, you see minSdkVersion determine the target on which your application will work. It is also propagated to ndk, so you have consistency between Java code and native C/C++. If we make decision to support javac parameters it should be done through build method configuration. It is
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consistent with C/C++ builders.

For GUI programming it is not supported yet. Android Builder is just a first step. It translate our build system to Android one.

Klugier
