

## U++ - Feature #1204

### Add NDK platform detection

07/26/2015 04:18 PM - Zbigniew Rebacz

<b>Status:</b>	New	<b>Start date:</b>	07/26/2015
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Zbigniew Rebacz	<b>% Done:</b>	0%
<b>Category:</b>	Android	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
NDK can posses different platform than SDK. Probably if platform is wrongly defined the latest platform is used.			
NDK platform selection can be implemented in build method android layout.			

### History

#### #1 - 07/26/2015 04:23 PM - Zbigniew Rebacz

Important information. Now in NDK makefiles we used platform defined by SDK.