Qt on Android and iOS

And my experience with it

Since December 2013

- 3 iOS apps on the Apple App Store
- 8 Android apps on Google Play

Auto motor und sport

- Initial release 12/07/2012, native app
- Completely rewritten 29/04/2014, Qt-based

- 67,000 current installations
- 6,500 daily active users
- Average rating 3,97

Qt Android port

- Basic native integration (dialogs, MainWindow, native-looking widgets coming)
- Sensors (Accelerometer, proximity, rotation, …)
- Satellite positioning
- Bluetooth (BLE coming)
- QtCreator integration
- Improving fast

Integrating with Android yourself

- JNI
- Basic Qt wrappers

- Qt Android Extras
- Advertisement, Analytics, Sharing, Calendar, AR, Video Streaming, Crash Reporting, … possible

Qt iOS port

- No native integration
- Sensors (Accelerometer, compass, orientation)
- Network-based positioning
- No QtCreator integration

Integrating with iOS yourself

- Objective C – native code

- Some Qt convenience methods
- Qt MacExtras is not available on iOS

Suitable for …

- Don't care about platform looks (Games… – Voltair)

- Content aggregation

- I did not test widget apps

- Develop all the things™ on a desktop PC

… not so much

- Apps with uncertain lifecycle
  - No proper resume
  - Background services – Event loop

- Large app package (Android ~12MiB .apk file → >30MiB installed)

Integrating native features
with your Qt mobile app

Monday, 14:00
Room 1