## Which Android Port should you use?

This document needs to be checked for correctness.

There are two ports of Orx on Android that are available for developers:

- Native
- Non-Native

Native does not refer to the use of the NDK and C++ code. In that sense, both of the ports are native.

Native refers to NativeActivity, how the draw surface is laid out.

The differences are:

## **Native**

- You cannot install your own custom layout
- No support for banner ads
- · Cannot use the virtual keyboard

## **Non-Native**

- You can install your own custom layout
- Support for banner ads
- · Can use the virtual keyboard

In the Orx project file tree, there are both Android and Android-Native versions of:

- The Orx Library for Android orx/code/build/android and orx/code/build/androidnative
- 2. The Android demo: orx/code/demo/android and orx/code/demo/android-native

For any instructions regarding building the android or android demo, if you want to build the android-native version, just substitute: android for android-native. The method to set up either is the same.

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