





Platform-specific considerations



# Android



OpenGL can lose context anytime

Java garbage collection runs on dedicated thread



No file handles or resources

## ❖ iOS

- ❖ Resource path determined by OS [[**NSBundle** mainBundle] resourcePath]
- ❖ Certain C++17 features won't compile for old iOS versions



# Platform-specific considerations

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  - ✧ Resource path determined by OS `[[NSBundle mainBundle] resourcePath]`
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- ✧ Android
  - ✧ OpenGL can lose context anytime
  - ✧ Java garbage collection runs on dedicated thread
  - ✧ No file handle to resources



# Handling resources