

Available products

Id	Name	Language	Platform support	Native UI Components	IDE	Lisence type	Misc.
1	Adobe AIR	Actionscript	iOS, Android, BlackBerry	no	Proprietary IDE	Commercial	
2	Airplay SDK (now: Marmalade)	C, C++	iOS, Android, BlackBerry, BREW, Bada, Symbian, Windows Mobile	no	Eclipse plugin, Visual Studio plugin	Commercial	Purpose focus at game development.
3	AppFurnace	Javascript	iOS, Android	no	Browser based studio	Commercial	Payment per published app
4	Appcelerator: Titanium SDK	Javascript	iOS, Android, BlackBerry	yes	Eclipse based studio	Apache 2.0	
5	Appception	HTML5, CSS, Javascript	Android	no	Browser based		Export to cloud service for app generation
6	Bedrock	Java	Java ME, Android, BREW, BlackBerry, Nintendo DS, iOS, webOS, Sony PSP, Bada, Symbian, Windows Phone 7	no	Eclipse plugin	commercial	
7	Canappi	MSDL	iOS, Android	yes	Eclipse plugin		MSDL: Proprietary programming language from which native code is generated
8	CellSDK	C#	iOS, Android, Windows Mobile	no	Visual Studio	Commercial	Purpose focus at game development.

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Id	Name	Language	Platform support	Native UI Components	IDE	Lisence type	Misc.
9	CloudPactive page	HTML, CSS, Javascript	iOS, Android, BlackBerry, Windows Mobile	yes	Browser based studio (dProprietaryloadable)	Commercial	
10	CoStore	HTML5, CSS, Javascript	iOS, Android	yes	browser based studio	Commercial	Hybrid apps
11	Corona SDK	Lua	iOS, Android	no	Xcode	Commercial	Flash alternative. Produces hybrid apps
12	dragonRAD	Lua	Android, Windows Mobile	yes	Proprietary studio	Commercial	iOS support 'comming soon'
13	Feedhenry	HTML, CSS, Javascript	iOS, Android, Blackberry, Windows Mobile	no	Proprietary studio, eclipse plugin	Commercial	cloud based
14	Gideros Mobile	Lua	iOS, Android	yes	Proprietary studio	Commercial	
15	Kony		iOS, Android, BlackBerry, Windows Mobile	yes	Eclipse based studio	Commercial	hybrid apps
16	MobiFlex	HTML, CSS, Javascript	iOS, Android	no	Browser based studio	Commercial	
17	MobileNation HQ	HTML, CSS, Javascript	iOS, Android	no	Browser based studio	Commercial	
18	MoSync	C++, HTML5, CSS, Javascript	Android, Java ME, iOS, Symbian, Windows Mobile,	yes	Eclipse plugin, Visual Studio plugin	GPL 2.0	Blackberry support (experimental)

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19	Neomades	Java	iOS, Android, BlackBerry, BREW, Bada, MeeGo, Windows Mobile	no	Eclipse plugin, Netbeans plugin	Commercial	Looks outdated.
20	OpenPlug	HTML, CSS, Javascript	Android, iOS, Symbian, Windows Mobile	yes		Free	"Since December 15th 2011, OpenPlug Studio is no longer maintained."
21	PhoneGap	HTML, CSS, Javascript	iOS, Android, Windows Phone, BlackBerry, Symbian, Palm	no	Any testbased editor	MIT	
22	Rhonmobile	Ruby, HTML	iOS, Android, BlackBerry, Symbian, Windows Mobile	yes	Eclipse based studio	MIT	
23	TotalCross	Java	iOS, Android, BlackBerry	no	Eclipse plugin	Commercial	Can't spell iPhone correctly: "provided by Android and lphone ."
24	Worklight	HTML5, CSS, Javascript	iOS, Android, BlackBerry, Windows Mobile	yes	Eclipse plugin	Commercial	

This list is derived from: http://en.wikipedia.org/wiki/Mobile_application_development#Platform_development_environment

Narrowed down to environments which met the following requirements:

- cross-platform build capabilities
- general purpose (thus excluding cross-platform game engines)