Cross-platform mobile development tool goes beyond simple translation. After developing your code in UnityScript, C#, or Boo, you can export your games to 17 different platforms, including iOS, Android, Windows, Web, Playstation, Xbox, Wii and Linux. Once you've got your game on all your chosen platforms, Unity will even help you distribute it to the appropriate stores, get social shares, and track user analytics. It's another cross-platform mobile development tool that's optimized for 2D gaming graphics and helps you make games 10 times faster than it would take to code everything from scratch. Corona's programming language is Lua, which is written in C, making it a cross-platform language. The reason why this cross-platform development tool is so popular is because the graphics are absolutely incredible. It's so great that it can be used for more than just a mobile app. After you develop the code using Boo, C#, or UnityScript, you've got the ability to export the game to 17 platforms. Their software allows you to see how the app will perform on various smartphones and tablets. Another positive of this cross-platform development tool is the speed. The API tools help you get your app to market much faster. Overall, it's really easy to use. Nice article. Cross-platform mobile app development tool saves time and effort of developers since they can reuse the same code. More from the blog. Mobile App Development Timeline: A Realistic Perspective. Cross-OS platforms for mobile development on the whole are not yet a completely perfect, have-your-cake-and-eat-it-too solution, but many of them offer an excellent alternative to ignoring one mobile OS in favor of another or, perhaps worse, burning serious resources to develop for two or three platforms at once. Here are a few cross-platform development tools that were recommended to us by sources we trust. If you know of others or if you have any helpful tips about the frameworks we're mentioning here, please let us know about them in the comments. 1. RhoMobile. The tagline "one co... MoSync is another FOSS cross-platform mobile application development SDK based on common programming standards.