thanks mirek, that clarifies much of what i had in mind. for the GUI stuff, ill wait, till you're done.

Consider to integrate a mode to fully operate on framebuffer, so one wouldnt have to include all the bunch of X11 or others, and i think, U++ is far better off now, than, ie. fltk which I was using some months ago. having U++ compile really also on uC compatibles, running a kind of linux, would set U++ up in great position among all the APIs and libs, of which there are a *lot* now, since and espacially because TheIDE is doing a great job now. i have been having an eye on fltk, as mentioned, but it was too complicatet with its *fluid* designer, the gtk glade is overloaded, produces huge executables, SDL is not everywhere present (consider this also to be a down layer maybe, is widly used, Qt is not *really* free..and so the list goes on. U++ is really a difference here.

well, this one thing keeps to stand in way. To make TLS support siwtchable, would be really great. there are lots of arm's and BFs out there trying to setting up easy GUIs and having a small scalable framework underneeth. TLS is quiete rare there.

let me know if i can help in that some how.
kostah