All the major stuff is RGBA unified (unless Mirek says I'm wrong  ).

So in case of 16b 5:6:5 FB you have to convert the final RGBA raster during blit to FB. (which may be quite suboptimal on some weak devices, but recently mobile phones have 1GHz processors, so it's probably pointless to worry now ... anyway, forcing Painter&co to work also in some non-RGBA format would be probably as difficult as writing a new variant from scratch, so unless specific device proves to be worth of it, aim for RGBA internally)