mirek wrote on Wed, 05 October 2011 10:59w.r.t. Rainbow, well, maybe the correct solution is to move WinFB to reference, as it is a reference example about how to use rainbow after all.

It would add just two or three packages to reference, which is OK IMO (Framebuffer, WinFB and some example, perhaps UWord)
I think this is wrong. Framebuffer (and winfb + linuxfb) is a software renderer backend for upp's painting engine and it's place is in the Rainbow package. I think that win32 and x11 renderers should be detached from ctrlcore and moved to Rainbow package as well. My point is that all available renderers should be in one place. In examples should be only classic UWord and in theide one chooses a proper flag (maybe in a separate drop list to make it easier) for rendering engine (default is GUI).