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Subject: Re: Ideas and priorities for the next development cycle

Posted by [mirek](#) on Wed, 05 Sep 2012 08:05:40 GMT

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Tom1 wrote on Tue, 04 September 2012 15:59Hi Mirek,

While reading the link and your thoughts on platform support, I once again started to wonder where is the world of GUI headed and how U++ is going to cover that. In order to better understand how you see the future of U++ on various platforms (existing and new) I would be very interested to see a platform by platform listing how Draw, CtrlCore and CtrlLib are going to be implemented. I mean, which APIs are going to be used on each platform.

Status quo is "business as usual" - attempting to take the lowest possible level, using rainbow. Which does not preclude using e.g. gtk instead of plain X11 - in fact, using gtk as platform API would at least have advantage of better integration, e.g. we would be able to use gnome fileselector as an option.

"option c" was, at the moment, just an idea.

That said, supporting two relatively friendly platforms (Win32, Posix/X11) is costly. Supporting 5 (adding MacOSX, iOS, and unfriendly Android) might prove too much...

Mirek

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