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

Posted by [kohait00](#) on Wed, 05 Sep 2012 08:49:50 GMT

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i must agree with mirek.. i kinda think android is too much different to be fully supported in upp. in fact, any of such touch orientated OSs would be, because they impose their entirely new user philosophie (i.e. view stack, back buttons, very context orientated menus, etc..). to comply with this, upp would need a fairly large amount of redesign from buttom up (as far as i can grasp upp as a whole, correct me if i am wrong). and if ever done, wouldn't we criple upp too much with it? touch orientated progs are too different anyway. probably, upp would need to develop a whole new set of controls anyway.

OTOH, there is still a certain appeal in simple, unbloated, single touch orientated gui views (like with resistive touchscreens anyway), just on a very common multitouch platform, that for these purposes simply hides it's presense (fullscreen view with rainbow)

so as a starter a) is a must anyway. from there on, we can see how far we can get.

what do you think?