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

Posted by [Mindtraveller](#) on Fri, 07 Sep 2012 19:08:08 GMT

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I think it is good idea to avoid using CtrlCore/CtrlLib as something general enough to support different GUI paradigms such as desktop vs Android.

I think we do not need compatibility between classic and new (android-like also with iOS) interfaces. So we have to create different levels of abstraction for new interfaces above Rainbow (which is simply crossplatform GUI drawing interface, if I understand right). Going that way, we may create different GUI class hierarchy which supports tablet-like interfaces which require different controls, different events, different ideology.

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