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

Posted by [Tom1](#) on Sat, 08 Sep 2012 15:26:11 GMT

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Hi Pavel,

I think you've got a point there. However, it would still be beneficial to have the graphics rendering interface (Draw or rather something more advanced) compatible between the classic desktop and touch environments. Anyway, the split to desktop and touch would be something like this.

Desktop:

- Windows
- X11
- OSX
- (Wayland)

Touch:

- Android
- iOS
- Windows Metro

I'm personally not a great fan of touch interfaces, at least not yet, but I guess being prepared is not a bad policy.

Best regards,

Tom

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