Subject: Re: Ideas and priorities for the next development cycle
Posted by Novo on Thu, 13 Sep 2012 03:49:29 GMT

mirek wrote on Sat, 04 August 2012 05:13Hi everybody,

with Skylark being finialized (just a couple of documentation topics missing now), I would like to start a debate about things to be done next (and estimates in [d]ays/[w]eeks/[m]onth).

My favorite topics:

Platforms

Another crazy idea: hardware-accelerated version of rainbow similar to FireMonkey.

 Cross-platform compatibility
 Vector drawn interface elements
 Any visual component can be a child of any other visual component allowing for creation of hybrid components
 Built-in styling support
 Support for visual effects (such as Glow, Inner Glow, Blur for example) and animation of visual components

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