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

Posted by [mirek](#) on Thu, 13 Sep 2012 08:41:31 GMT

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Novo wrote on Wed, 12 September 2012 23:49

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

I think you do not need to coordinate this with U++ release cycle, it should be possible to develop idependently...

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