
Subject: Re: Some information about the SDL20 (GL) rainbow backend
Posted by [mirek](#) on Thu, 31 Oct 2013 18:31:12 GMT

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Sgifan wrote on Thu, 31 October 2013 11:06By 'modernisation' in fact I just actually meant a GUI more adapted to android devices, because I dont see much use of the U++ current GUI on them

Well, that is a question. Obviously, mouse/keyboard oriented widgets are of little use, OTOH most useful concepts (e.g. Value, Convert, Display, Draw) are still valid in touch oriented GUI...
