Actually U++ supports framebuffer-based rasterization and it is certainly one of biggest advantages among competitors (like qt). That is why, in my opinion, we must have framebuffer infrastructure working well. U++ is lightweight and effective which is the second big advantage on ARM and MIPS CPUs.
So we really have an opportunity to make U++ one of widespread frameworks for embedded systems.
My experience with U++ on slow systems shows it's fully capable and robust. With its lightness, effective basic structures and standalone GUI, U++ is worth being leading embedded framework.