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powerful engine, which you can bind to with 3rd party plugins and can be easily extended with 3rd party plugins. If you want to be able to render XAF directly to a windows host, you would need to abstract the windows API behind your plugin, but that's pretty much what you do with WPF. I think the better option would be to use a GUI toolkit (e.g. SWT) which handles all this for you and lets you be a good coder. In the spirit of your question, I don't think that rendering directly to a surface has much advantages over rendering to a surface through a plugin. Because it's complex to use the platform's functionality correctly, it's probably easier to do it in a generic way. Gerhard Jostinger Gerhard Jostinger (November 17, 1922 - March 17, 2014) was a Swiss historian and politician from the Free Democratic Party of Switzerland (FDP/PDS). Before the First World War, he moved to Japan to study. Between 1945 and 1952 he was a member of the Swiss National Council from Bern. Between 1973 and 1990 he was a member of the Swiss Senate. Life Born in Rüthi, J