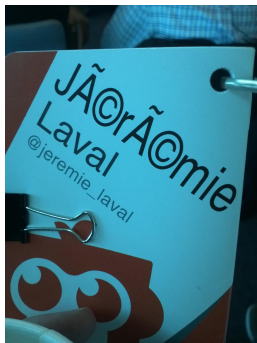# Xwt

A cross-desktop UI toolkit

Jérémie Laval

@jeremie_laval

Quickie about me

- ▶ A Xamarin-ista

- ▶ Mono Contributor (classlib, Pfx, PLinq, ...)

- ▶ MonoDevelop team (these days)

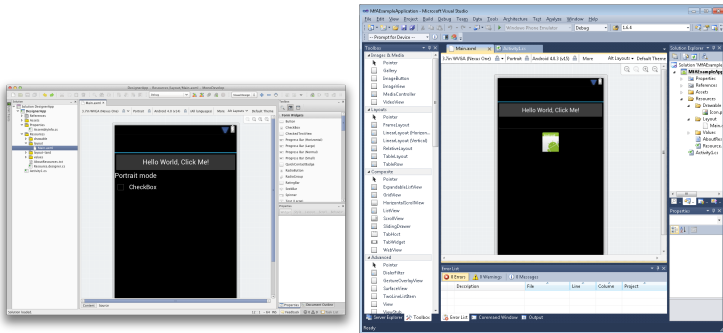X-platform Widget Toolkit

One UI toolkit to rule them all

Why Xwt?

- Pushing native UI feature with minimal cost

- Goals:
  - Long-term → Xwt-based MonoDevelop
  - Short-term → share UI features between VS and MD

- Create a nicer (hopefully!) API in the process

LIKE A BOSS

Xwt all the things

Xamarin Android Designer
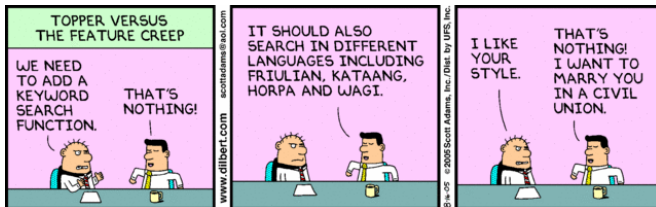
Where we stand

- ▶ 2 main approaches: WxWidgets and Qt

- ▶ WxWidgets → native widgets, limited to common denominator

- ▶ Qt → fully emulated, look&feel through theming

- ▶ 🐕*: Xwt strikes a balance of both

*(🐕 = Lluis Sanchez, Xwt creator, as Dogbert)

Design goals

- ► Not general purpose, solving a problem at hand

- ► Architecture:
  - ► MVC
  - ► Gtk box model
  - ► Cairo-like drawing API

- ► Can be easily integrated with existing UI code

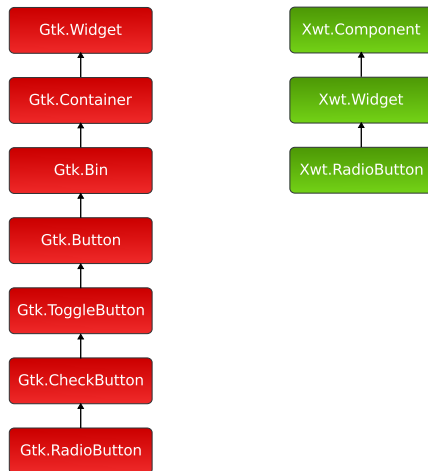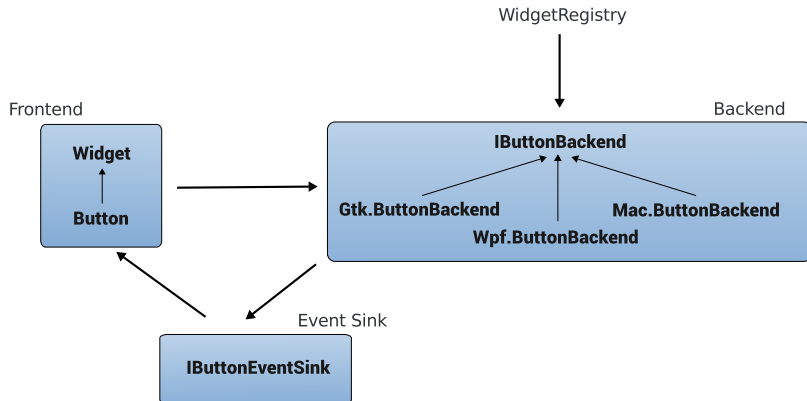# Relationship with Gtk

- ▶ NIH, we borrow heavily from Gtk+ API

- ▶ 🖼: We love Gtk but…

- ▶ Simpler widget hierarchy

- ▶ No (Gtk,Gdk)Window dichotomy
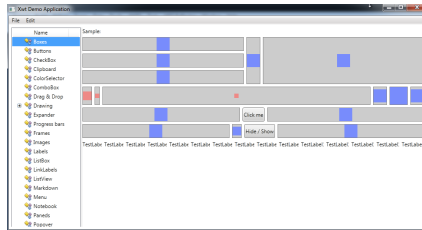
- ▶ No container class
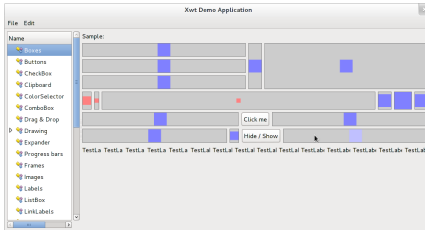
Where we differ

Miguel on WPF (2004): "The implementation details transpire everywhere"
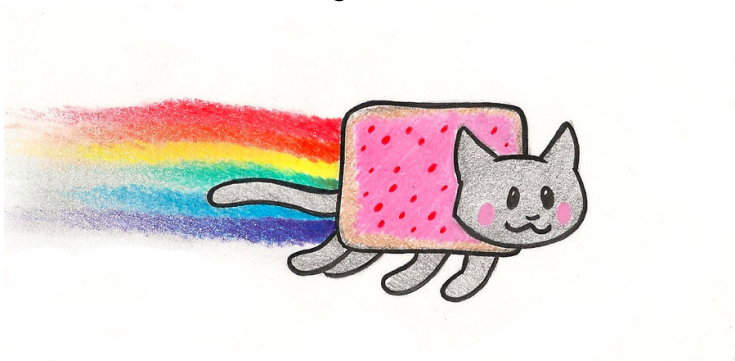
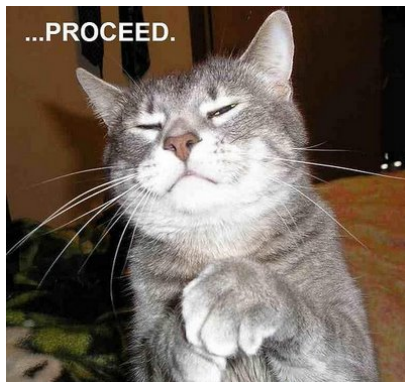# General architecture

What it looks like?

Let's make a new widget: awesometacular arrow

Let's integrate Xwt with Gtk

Let's spicy up Xwt.Gtk with Xwt.Mac

The Future

- ▶ Sort out the WPF backend (layout, drawing, ...)

- ▶ Animation support (CoreAnimation, Clutter, ...)

- ▶ More widgets

The Good Stuff

- https://github.com/mono/xwt
- https://github.com/mono/xwt/wiki/Coding-Guidelines
- http://group.google.com/group/xwt-list

Questions?