

Pablo Tesone & Martín Dias - ESUG 2024 - Lille



### It's us!

Pablo Tesone Pharo Consortium Engineer













Just in the presentation effort... a lot of development behind









#### What is Bloc?

a low-level UI a BIElement infrastructure & framework for Pharo geometry (polygon) border transformation (a matrix with skew and translation)

background



# What is Bloc? Architecture

applications					
Bloc					
Alexandrie				OSWindow	
FFI FI					
cairo.dll	freetype.dll	harfbuzz.dll		SDL2.dll	



# Why Cairo and SDL2? Stay with simple FFI bindings to C libraries



- Works on all Pharo's platforms
- GPU acceleration
- Active gamer community



- Stable with active development. Support by gnome community (it's the way to draw custom widgets in gtk 3 and 4).
- Not GPU-optimized but we can use buffering, layer composition and other techniques to mitigate.



#### Improvements

- SVG importer bugfixing
- Cleanup (#Classes / Methods, Lines of code)
- Documentation improvements
- Improved Text Rendering
- Nicer Shadows, Polygons and Rounded figures



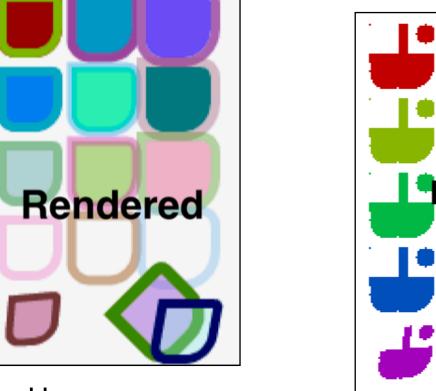
### Performance & Stability

Running Faster and Reliable



Regression Testing

CI Integration



How you see the test fixture



Mouse events were only dispatched on the colored regions



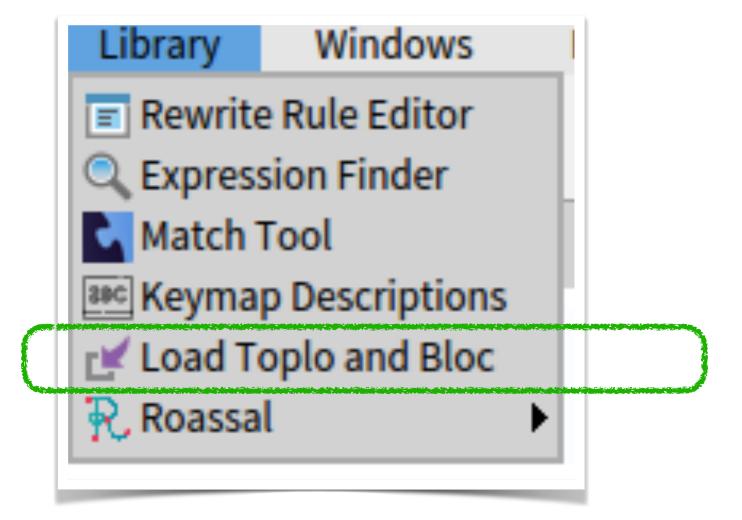
After the fix

Correct Versioning & Repeatable Builds



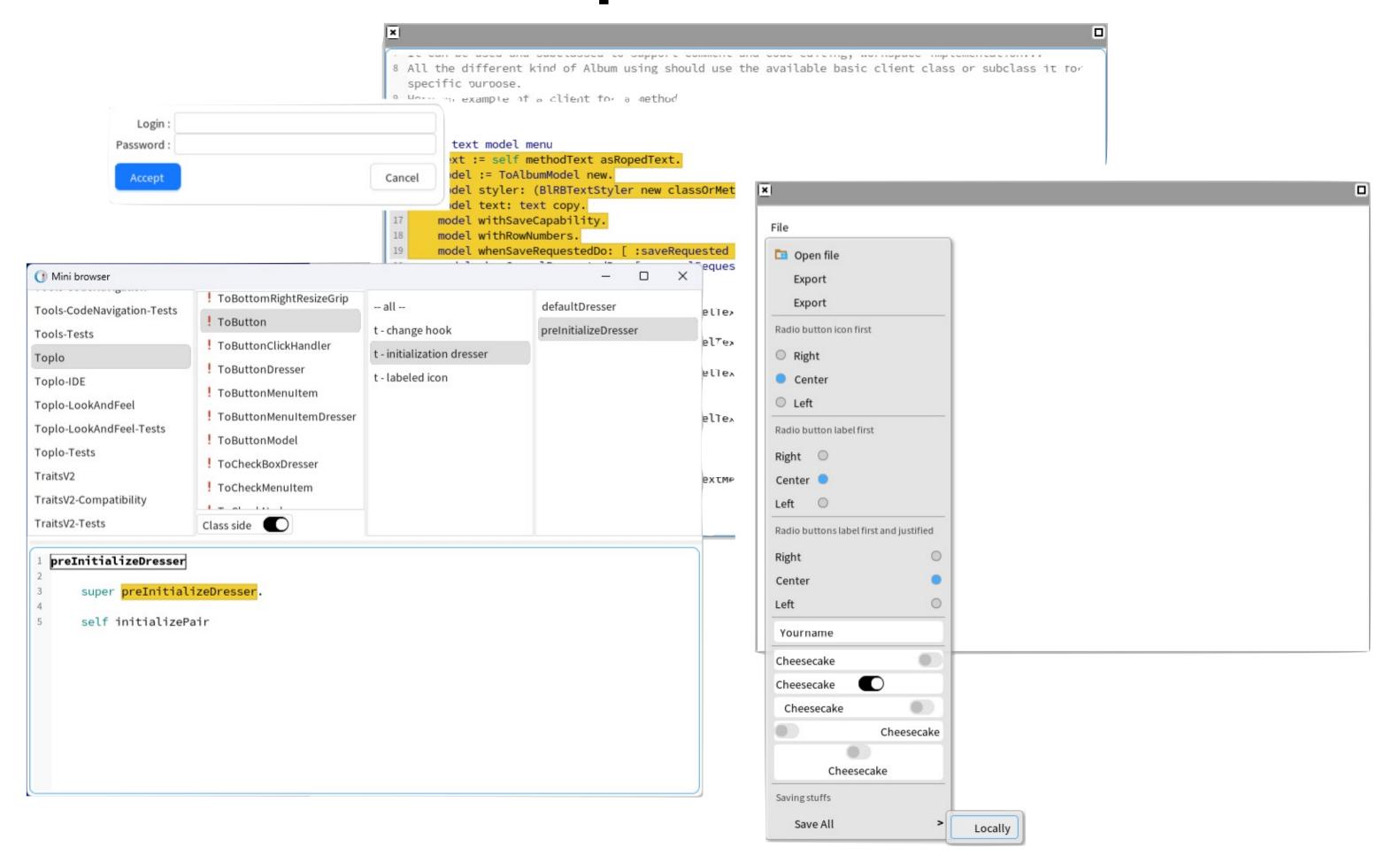
#### Stable and Ready to Use

- Loadable from the menu in P12 & P13
- Compatible Versions for P11 / P12 / P13





#### Widget Framework on Top of Bloc





#### Widget Framework on Top of Bloc

- No New Revolutionary Concepts
  - Keep it Simple
  - Bloc has many of the features
- Bloc + Element States and Skins
- + 18 Widgets ready to use
- Collaboration with









#### Widget Framework on Top of Bloc

- No New Revolutionary Concepts
  - Keep it Simple
  - Bloc has many of the features
- Bloc + Element States and Skins
- + 18 Widgets ready to use
- Collaboration with

Widgets: 600 Classes
~ 3000 Methods
Core: 200 Classes ~
2000 Methods
Tests: +1000



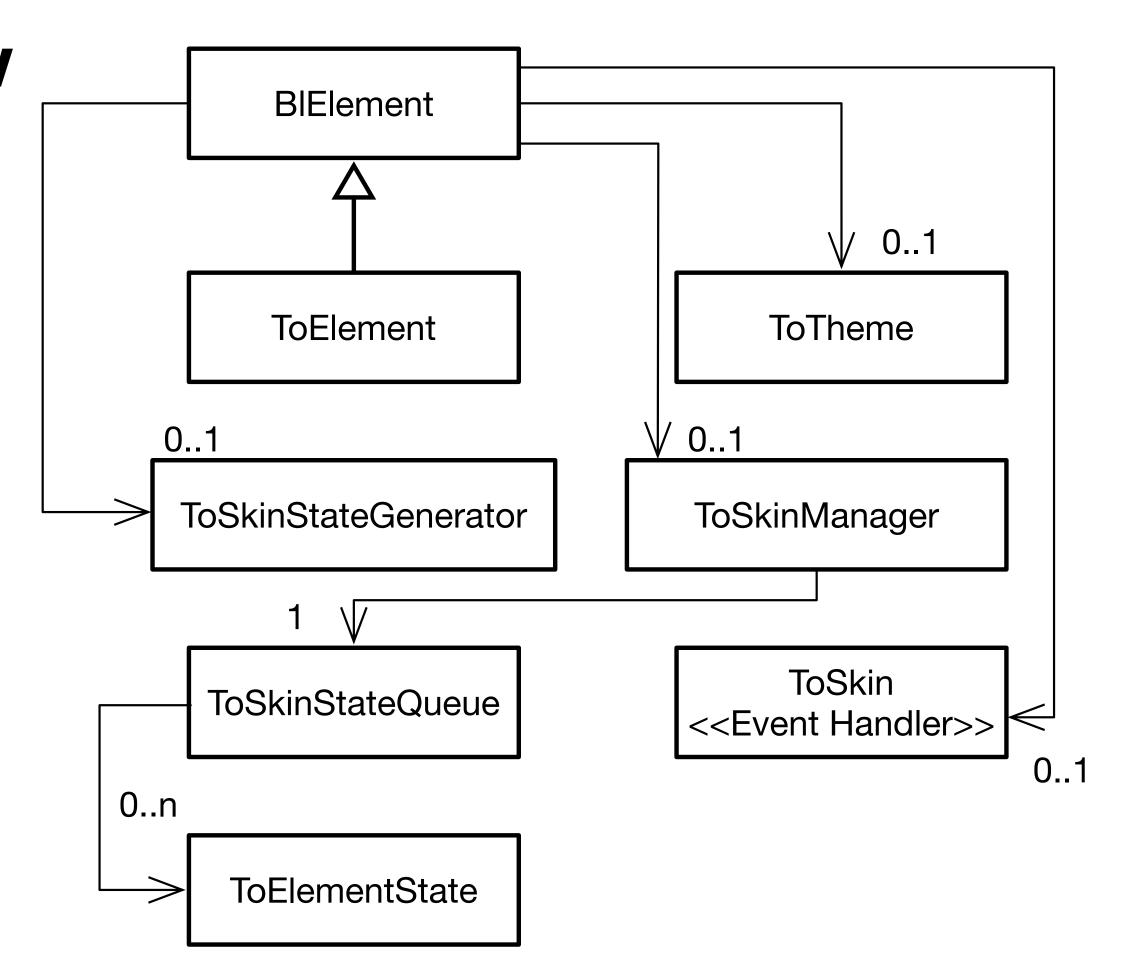






# Toplo Architecture Overview

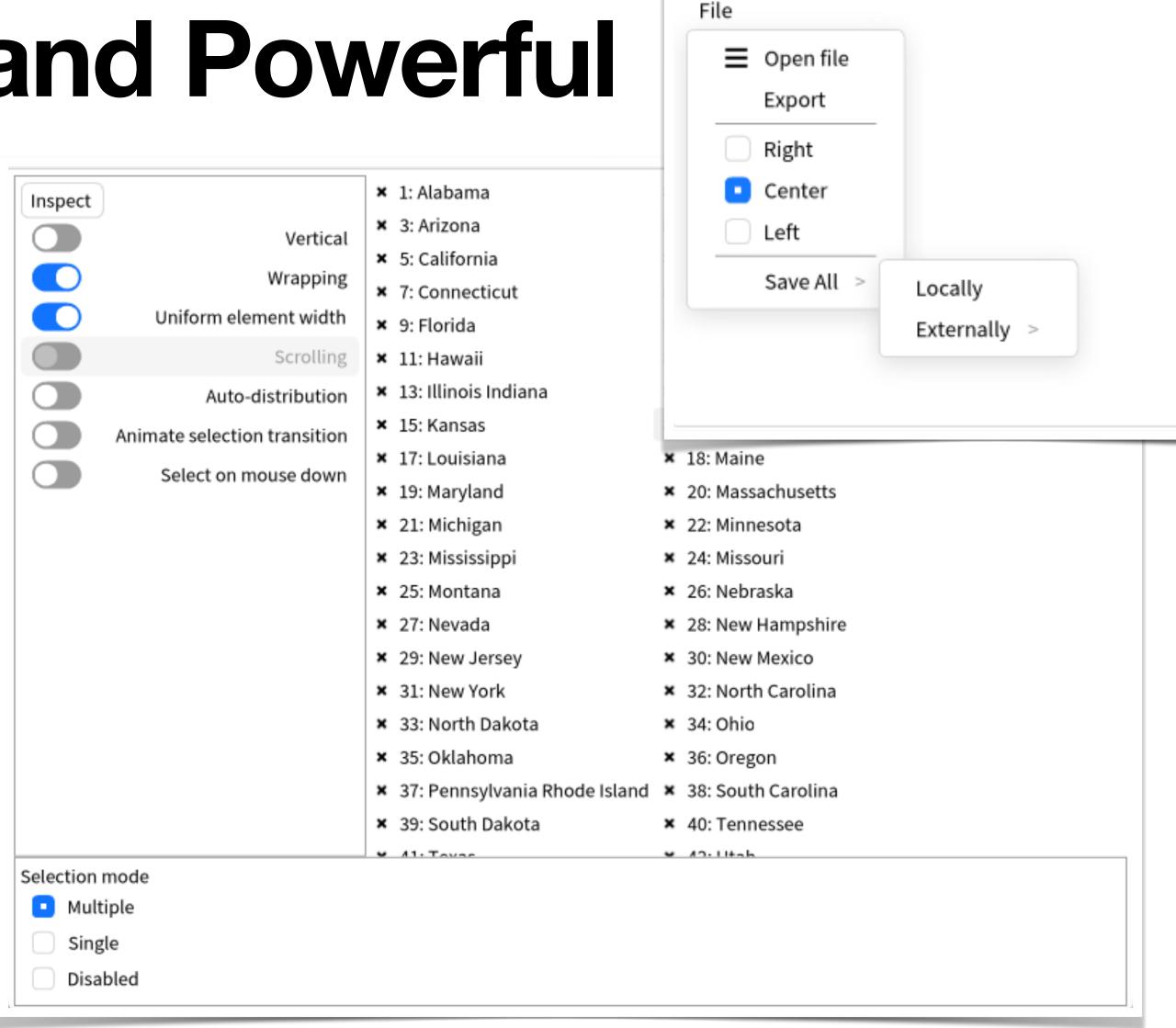
- Extending Bloc
- Adding Skin & States



#### **Beautiful and Powerful**

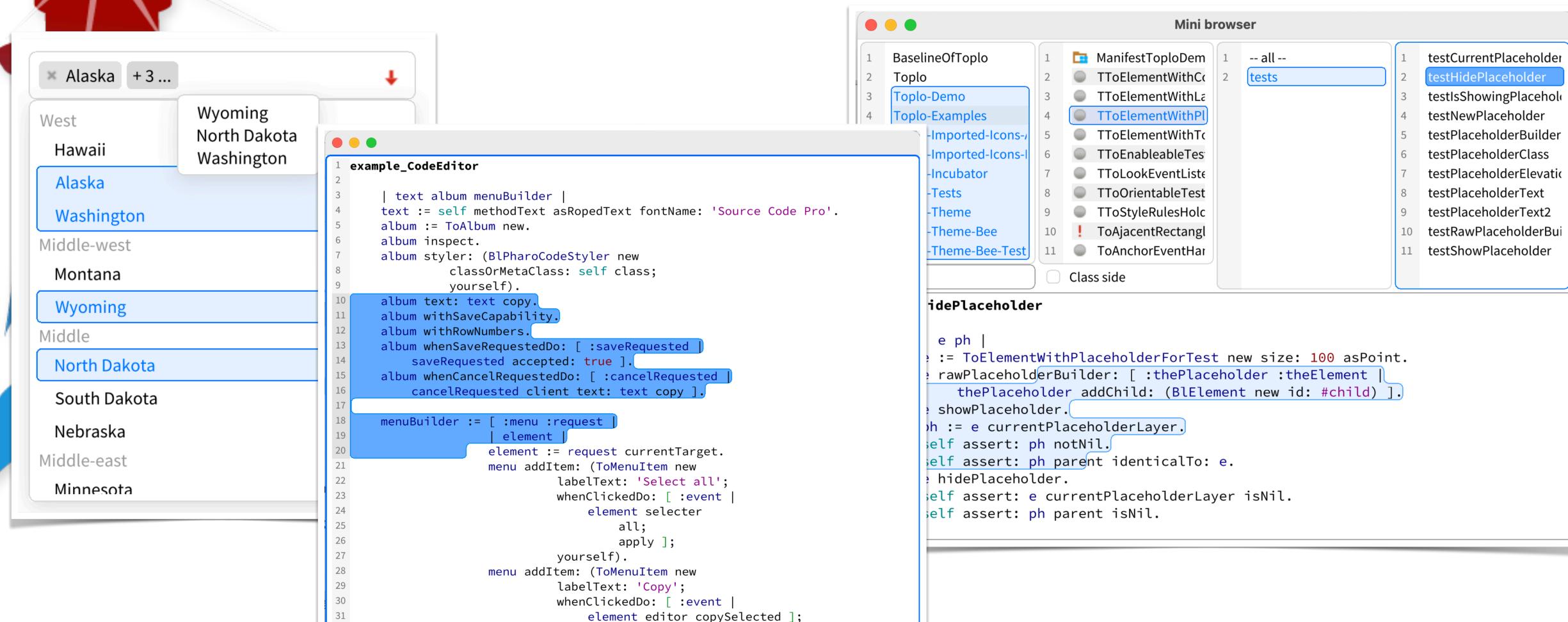








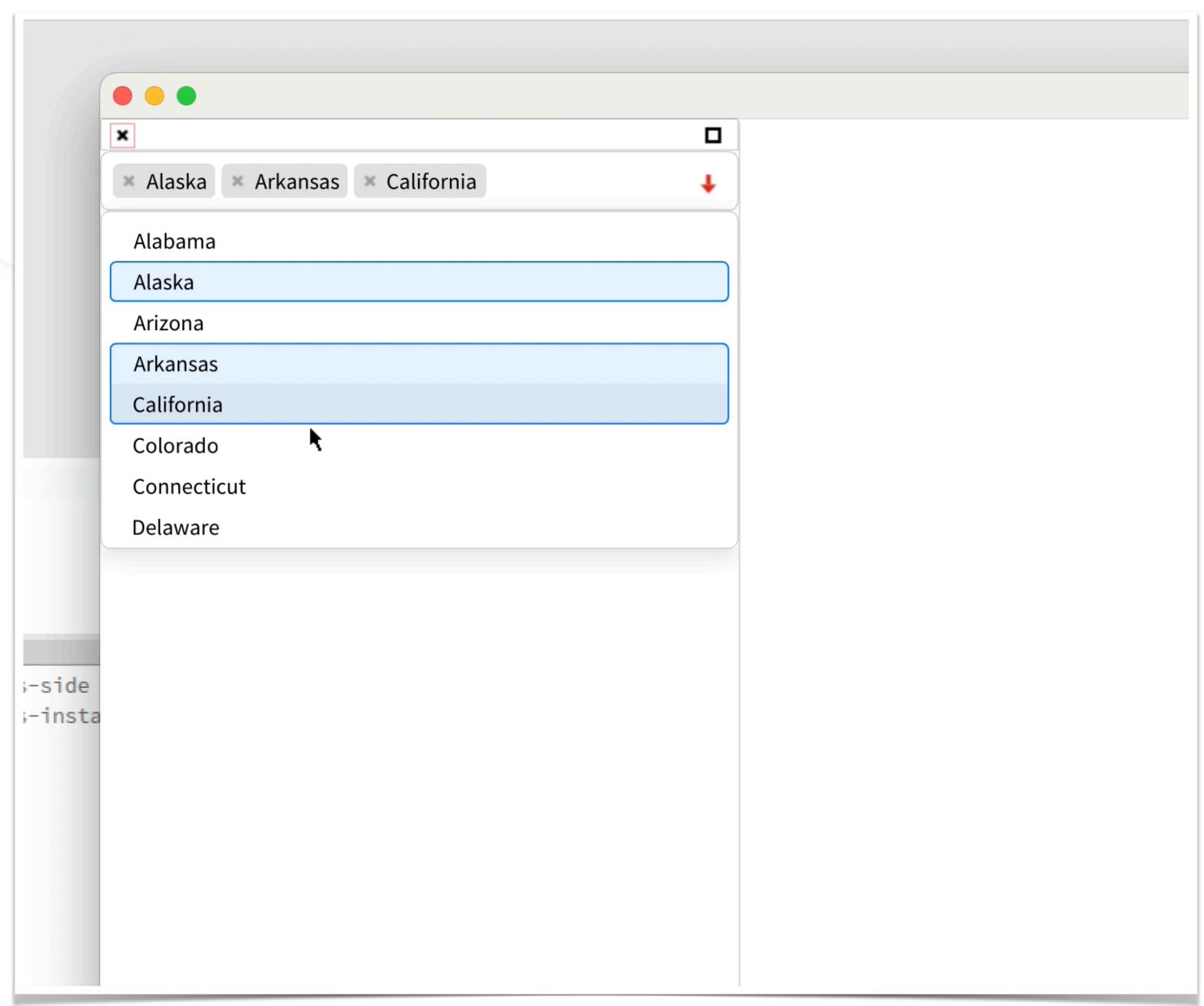
### Beautiful and Powerful (2)



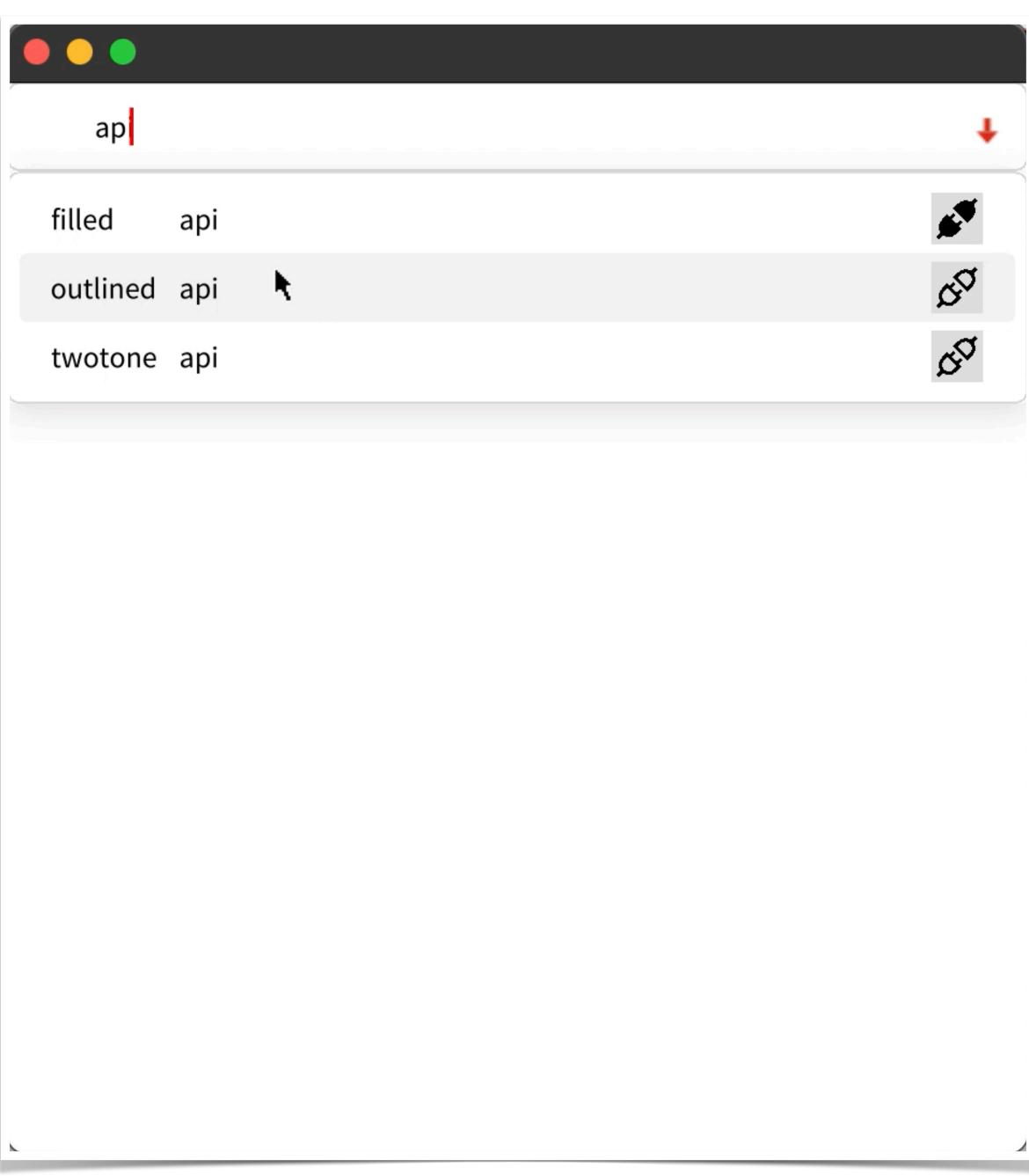
yourself).
menu addItem: (ToMenuItem new

labelText: 'Cut':

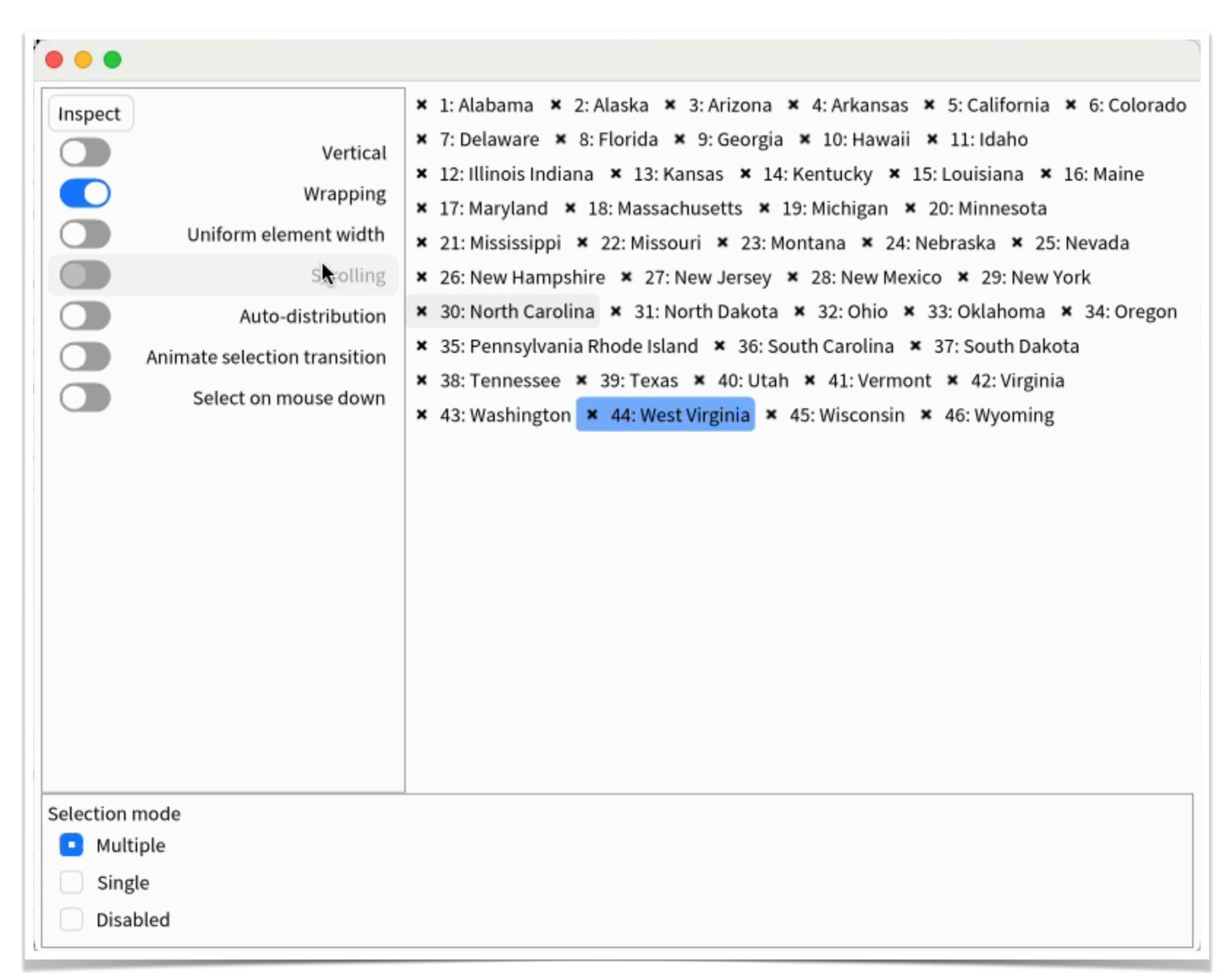














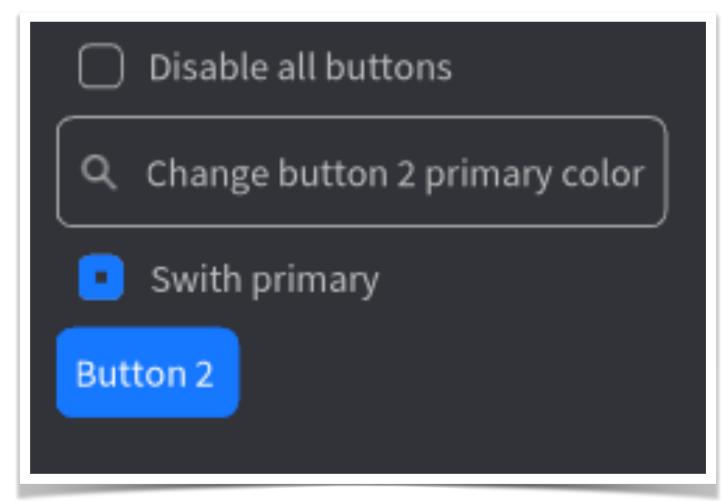
### Based in ANT Design

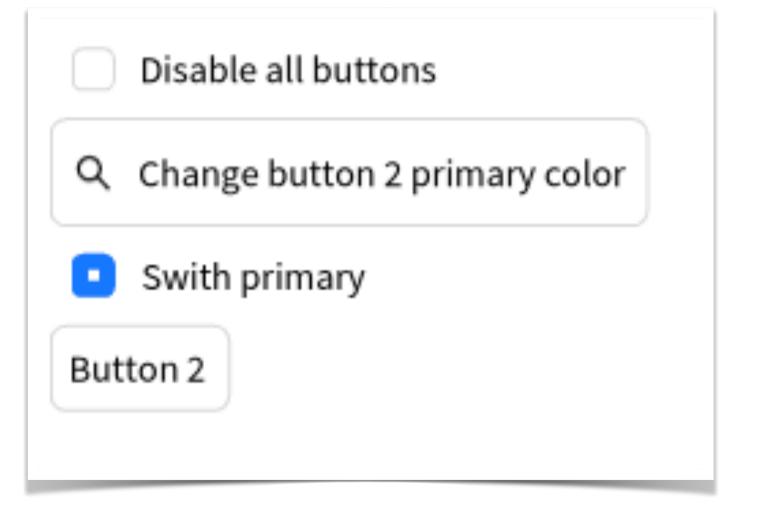
- https://ant.design/
  - Rich Components
- UI / UX Designed
- Validated design values & guidelines
- Intended for Theming and Customization



#### What is a Skin in Toplo?

- Adapt properties of BIElements
  - Visual (background, border, font, ...)
  - Structural (Layout, alignment, margin, padding)
  - Composition (Adding / Removing Children)

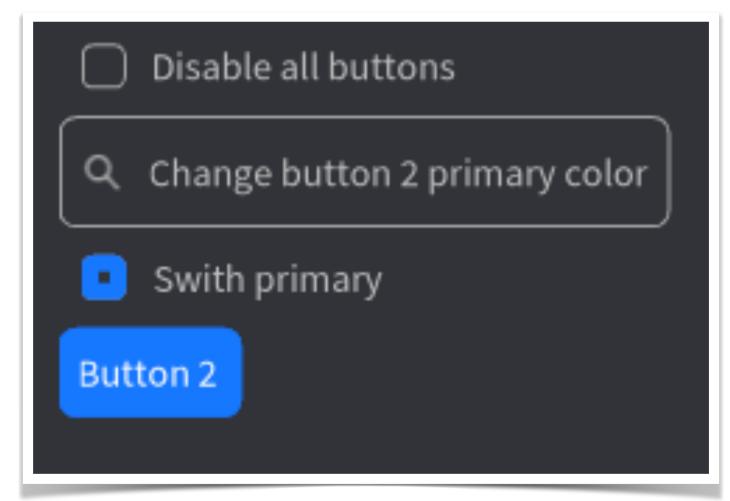


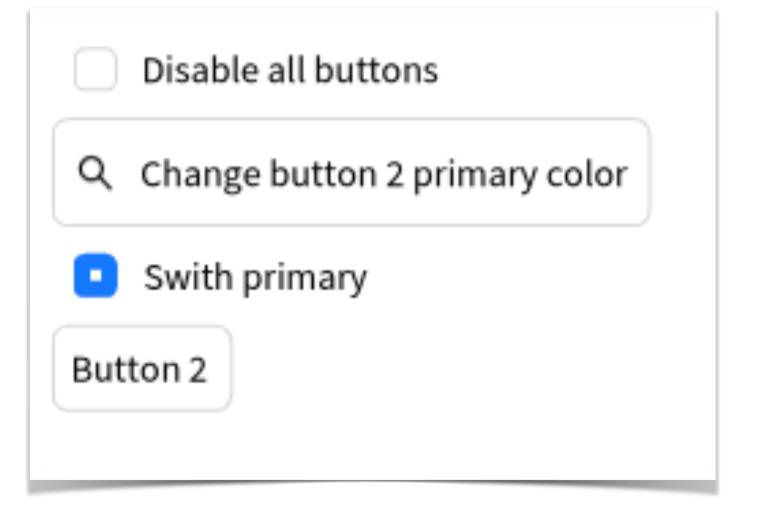




### When adaptations occur?

- On Skin Installation / Uninstallation
- On state changes
  - Hovered, pressed, leave, ...
  - Checked, enabled, selected, ...





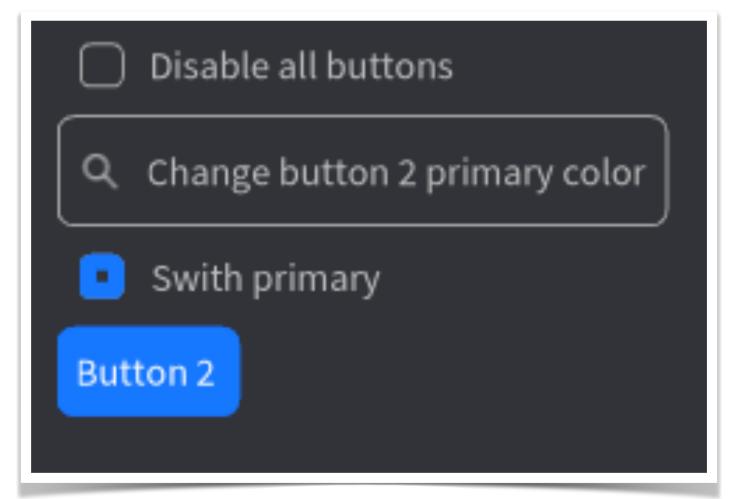


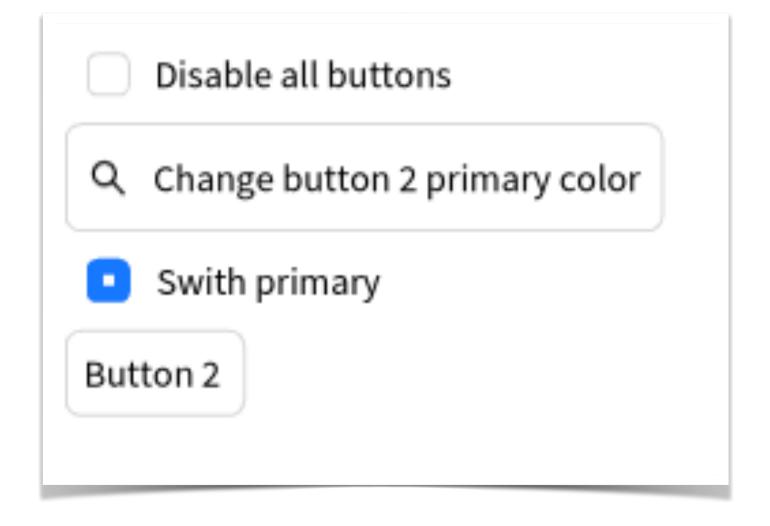
### When adaptations occur?

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  - Hovered, pressed, leave, ...
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Driven by Events.

A skin is a event
handler







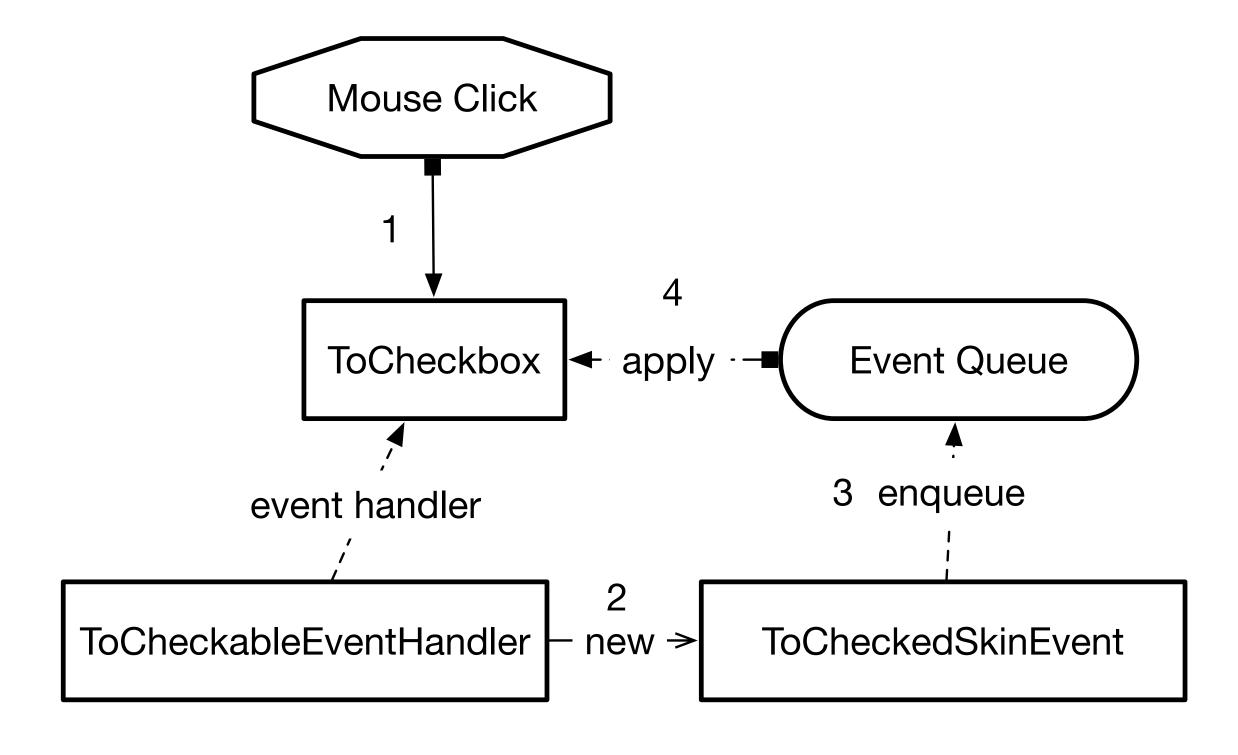
#### **Element State**

- Dynamically created
- 3 Kinds of States
  - Skin Management (Install / Uninstall)
  - Intrinsic States (checked, selected, focused, ...)
  - Transient States (Hovered, leave, enter, ...)
- Skin contributes new states (ToSkinStateGenerator)



#### Element State

#### Generation



- Extends Bloc Events
- Events are handled in the correct rendering stage



# Toplo StyleSheets

**Declarative Skins** 

- A nice script version
- CSS Like rules

```
script = rule*
rule = selector property*
property = event_class property value
```

```
self
   select: ToPane asTypeSelector || (self id: #'space-root')
   style: [
     self
     write: (self property: #background)
     with: Color blue ]
```

Still in Development



# **Toplo - Spec**The power of Toplo, the ease of Spec

×	Rewrite Basic Editor		
Search for:		☐ The rule is for a method?	
(`@receiver collect: `@arg) flattened		? More help	
		` = meta var	
		@ = list	
		` = recurse into	
		. = statement	
		# = literal	
Replace with:			
`@receiver flatCollect: `@arg			
		Transform all classes	
		Transform selected classes	
		C Find occurrences	
		Open Match Tool	
		🚅 Load an example rule	

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	Load an example rule		



## Toplo & Spec

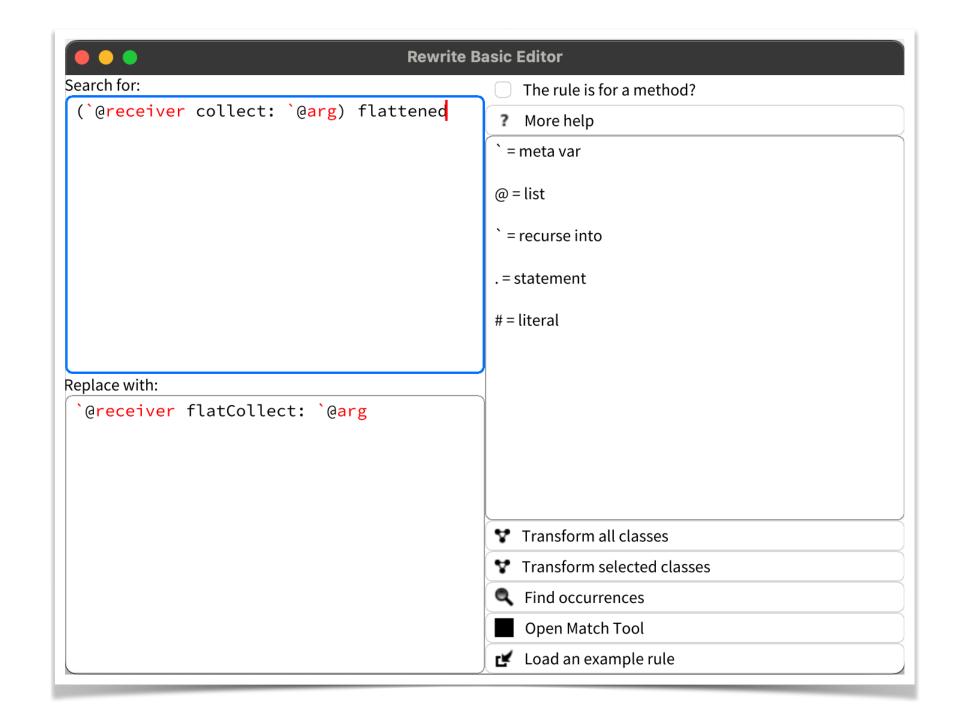
```
todo list demo

todo list demo
```



# **Toplo - Spec**The power of Toplo, the ease of Spec

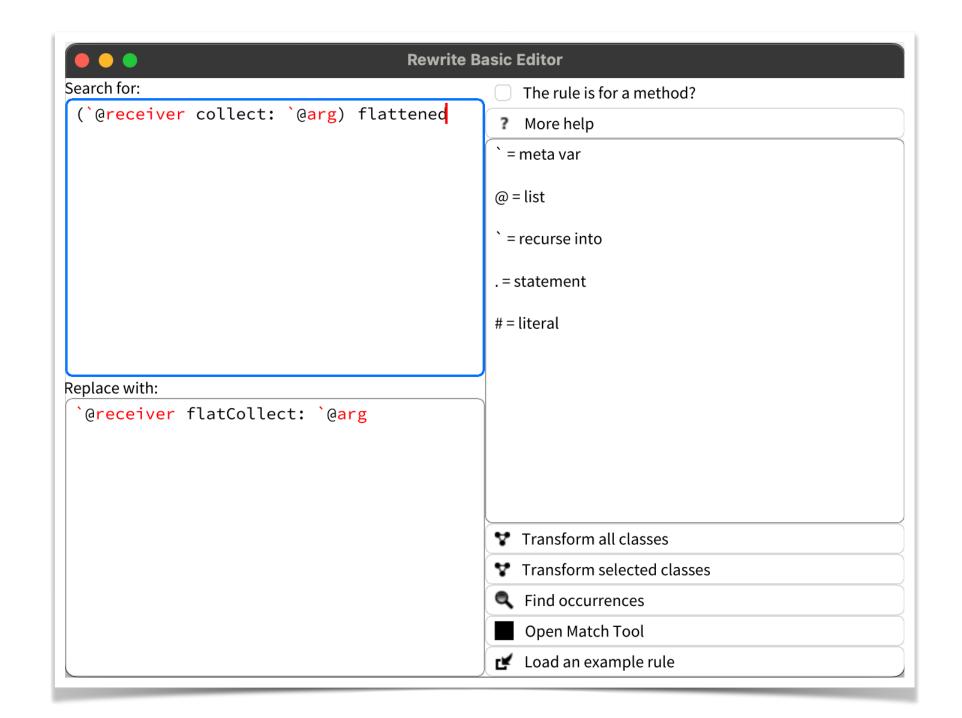
- A new Backend for Spec
- Transparent
- Full support





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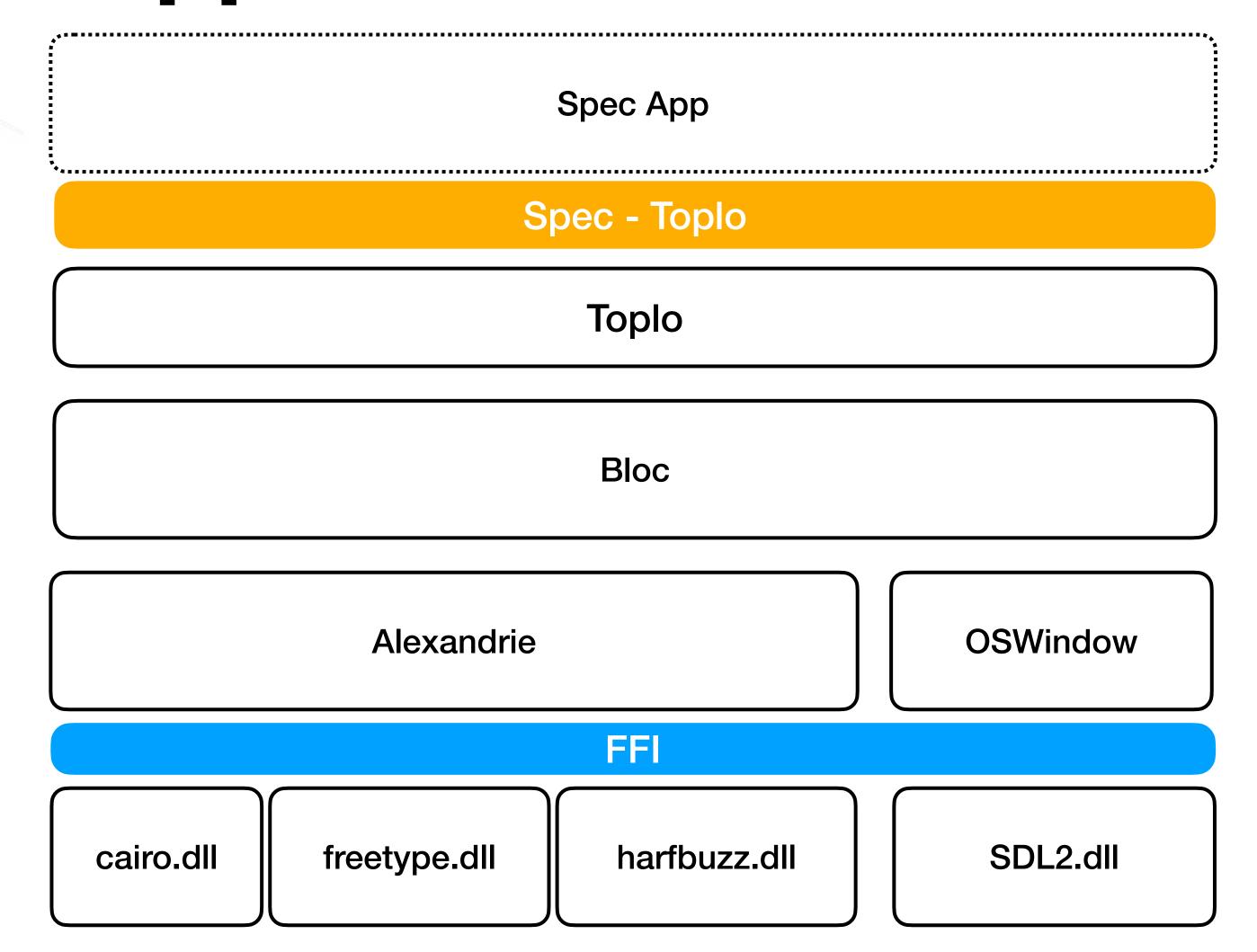
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Still in Development



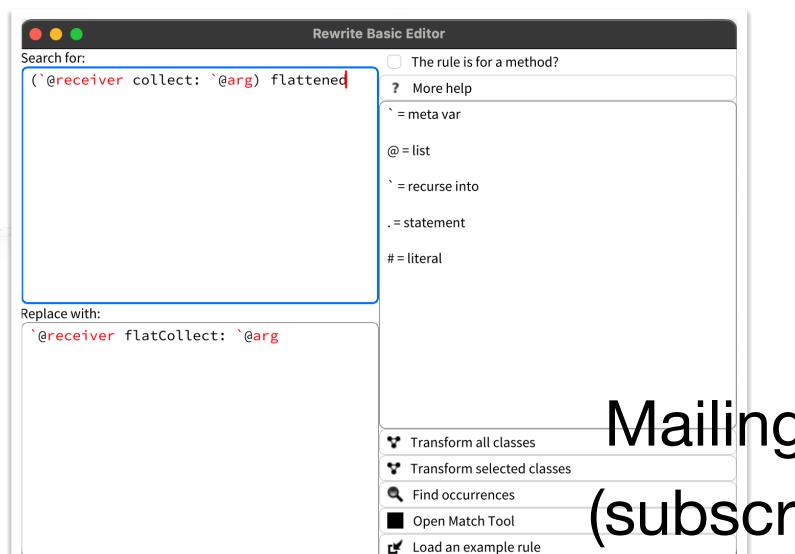
### Our Application Stack

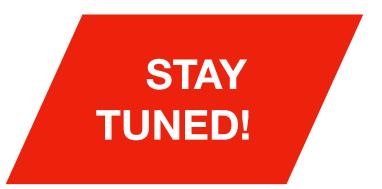




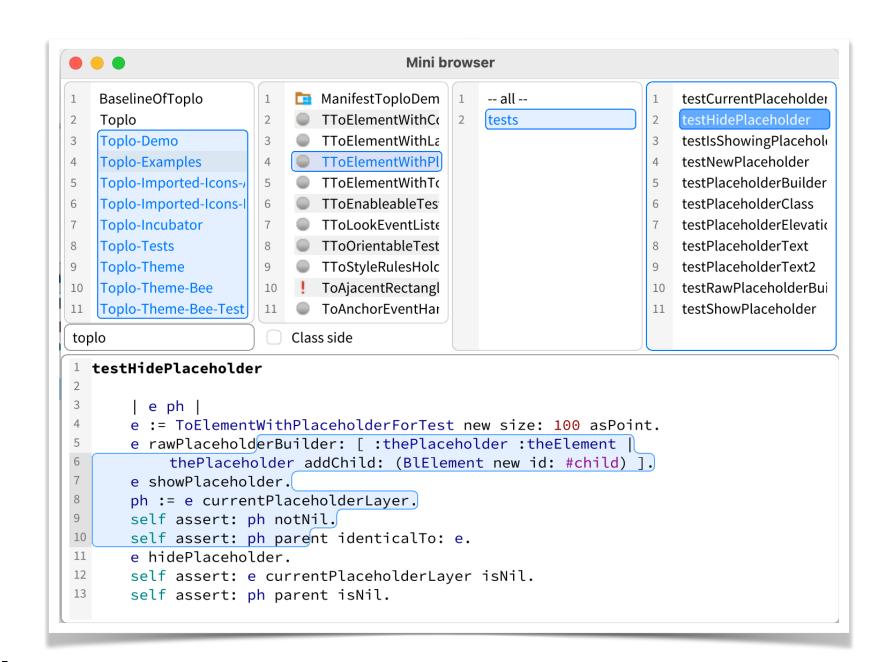
#### Future

- Faster & More Stable Bloc
- More Widgets in Toplo (Tables / Trees)
- Full Implementation of Spec-Toplo
- Tests & Documentation
- Roassal in Bloc





Mailing-list: <u>lse-openbloc@inria.fr</u> (subscribe at: <a href="http://sympa.inria.fr">http://sympa.inria.fr</a>)



Discord: Pharo server / #bloc channel

Bloc: https://github.com/pharo-graphics/Bloc

Toplo: <a href="https://github.com/pharo-graphics/Toplo">https://github.com/pharo-graphics/Toplo</a>

Spec-Toplo: https://github.com/pharo-graphics/Spec-Toplo







