

# TIZEN™

## 10 Tips for EFL App

Samsung Electronics  
Software R&D Center

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Tizen Core Apps / Libraries

“내가 나를 이겼다”



## Manage

- Data with `evas_object_data_set()`
- Memory with `elm_object_content_set()`
- Performance with `mainloop`
- Object Size with `min` & `relative`
- Manage Event between C & EDC

## Use

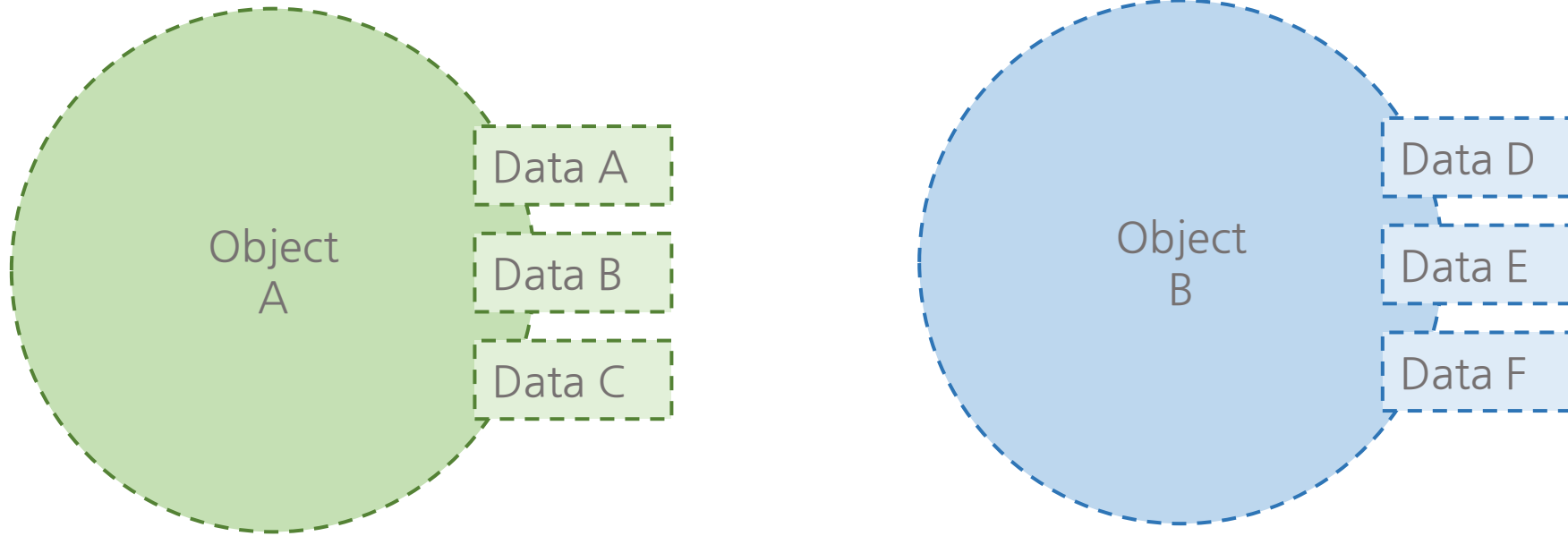
- Recalculate
- Offset
- Border for Nine Patch
- Repeat Events with `Swallow` & `Blocker`
- Color Class

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# Manage Data



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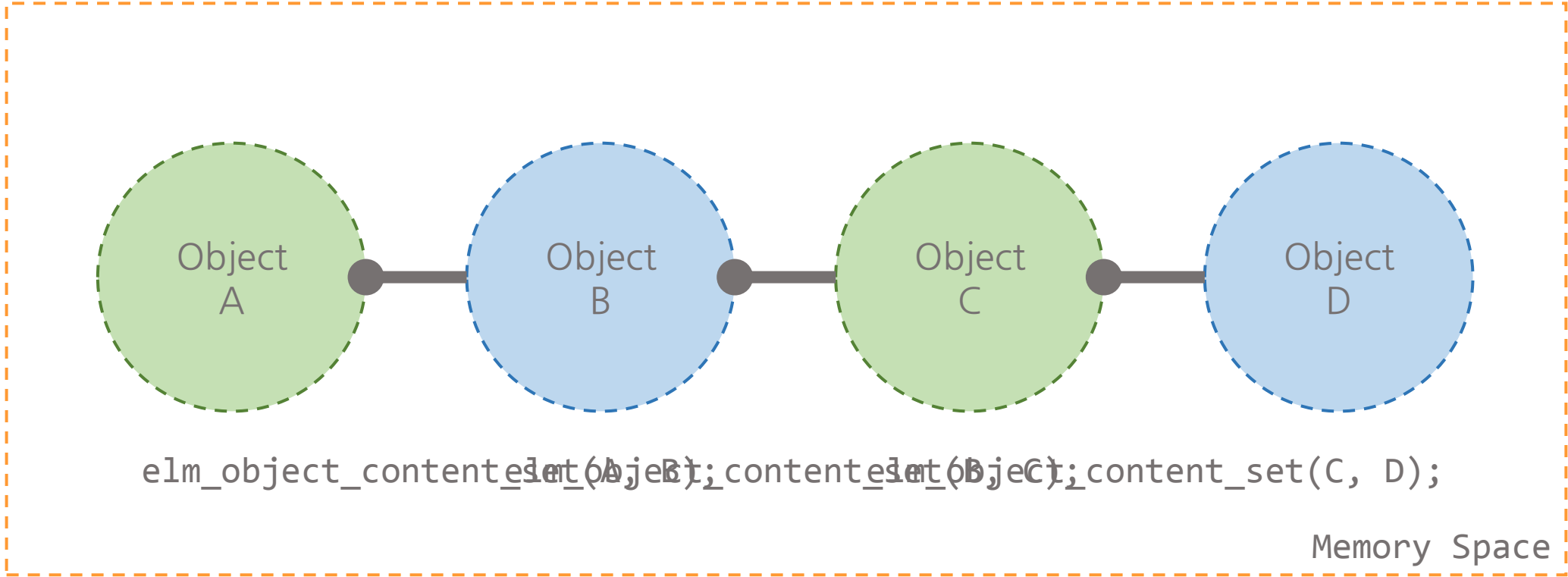
```
void evas_object_data_set(Evas_Object *obj, const char *key, const void *data);  
void *evas_object_data_get(Evas_Object *obj, const char *key);  
void *evas_object_data_del(Evas_Object *obj, const char *key);
```

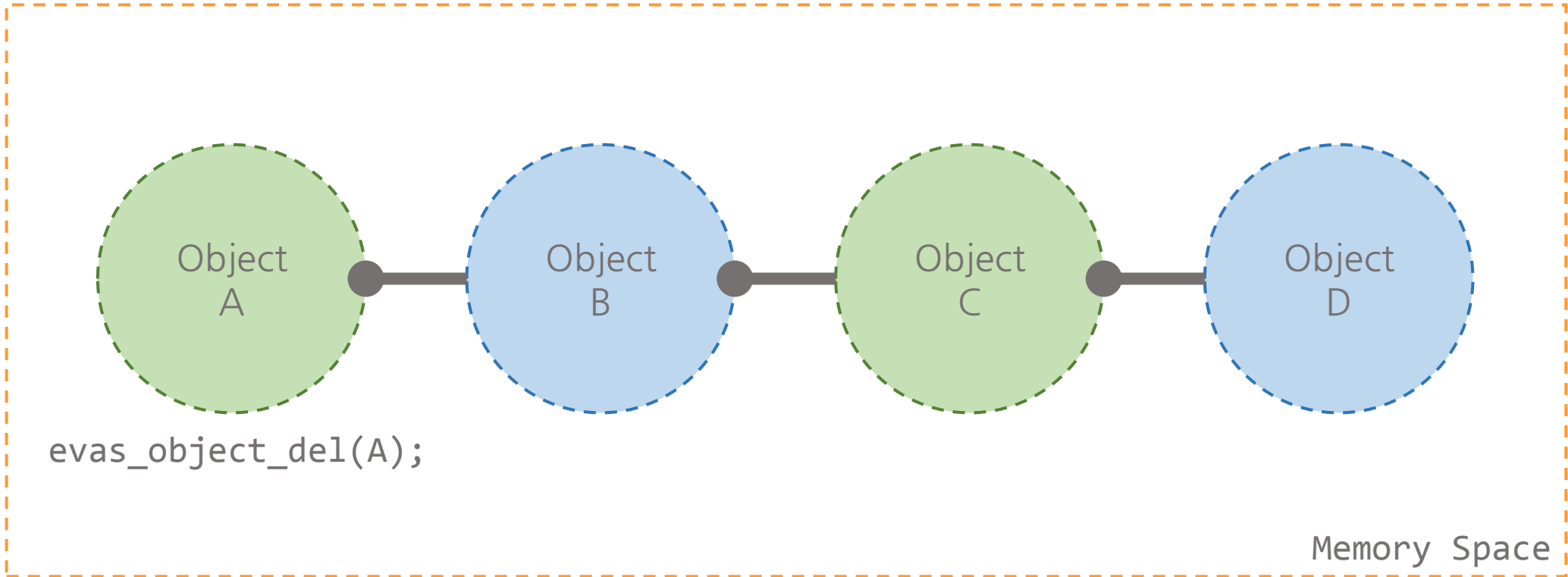
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# Manage Memory



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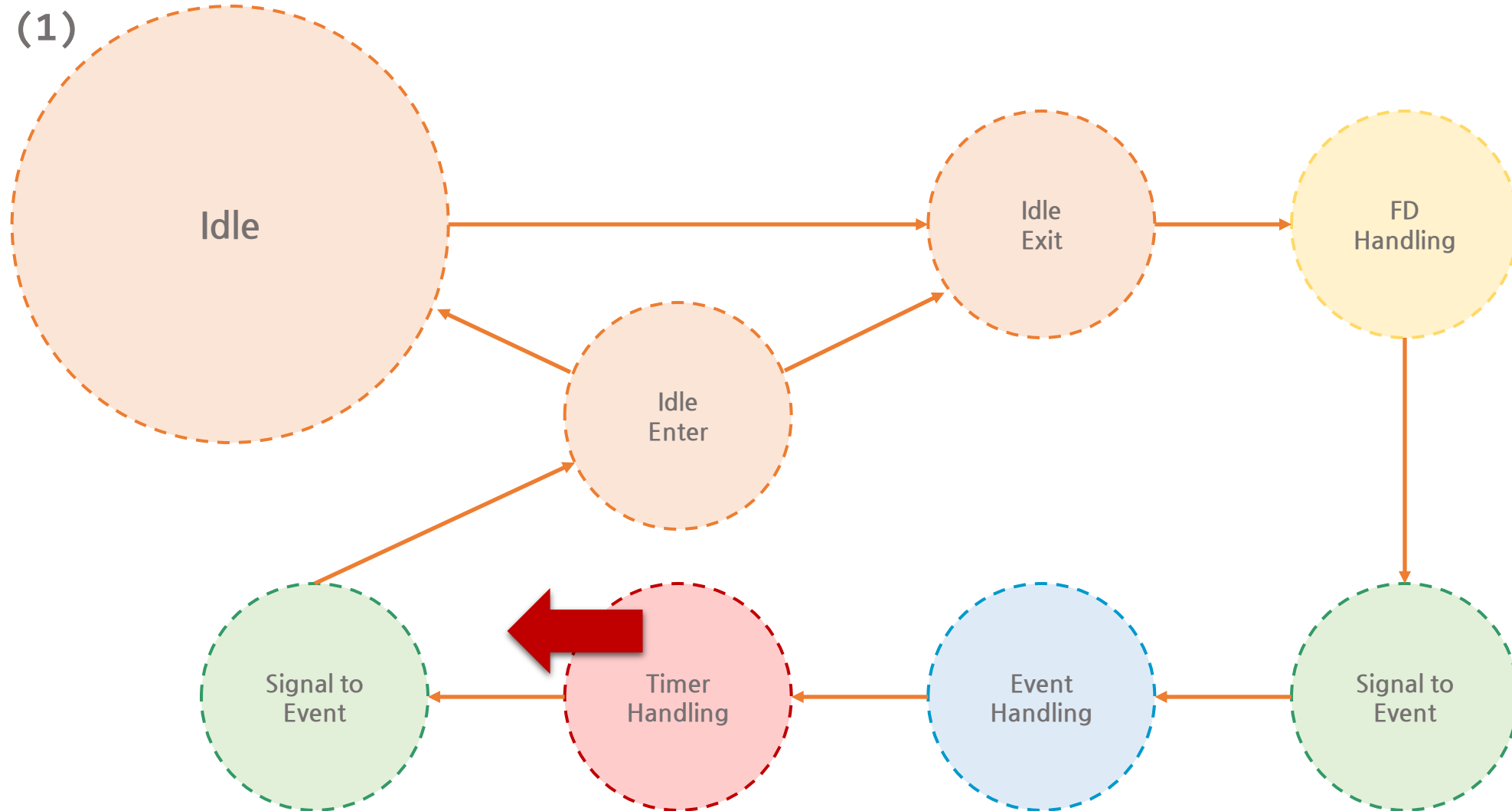
# Manage Performance

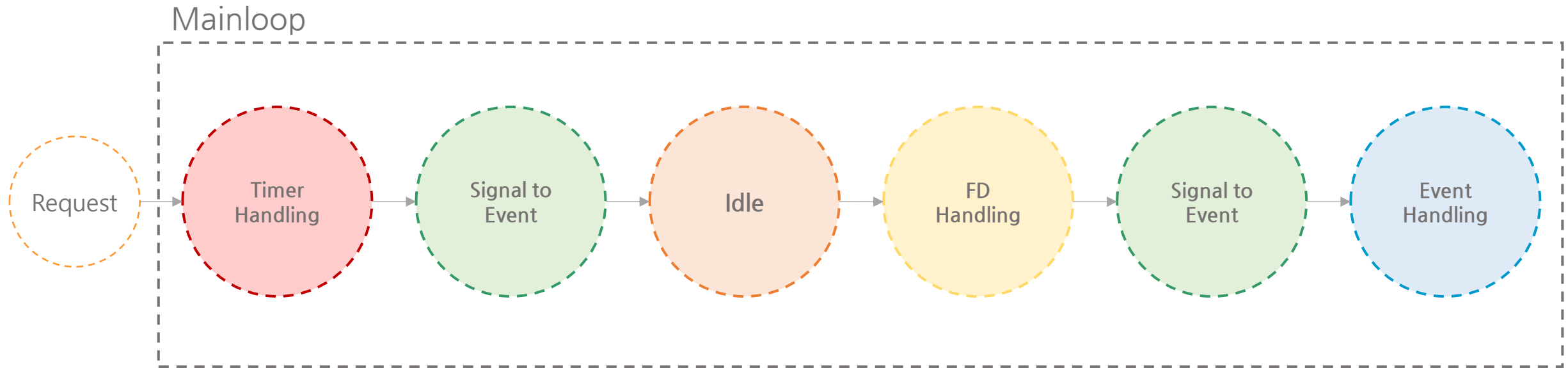


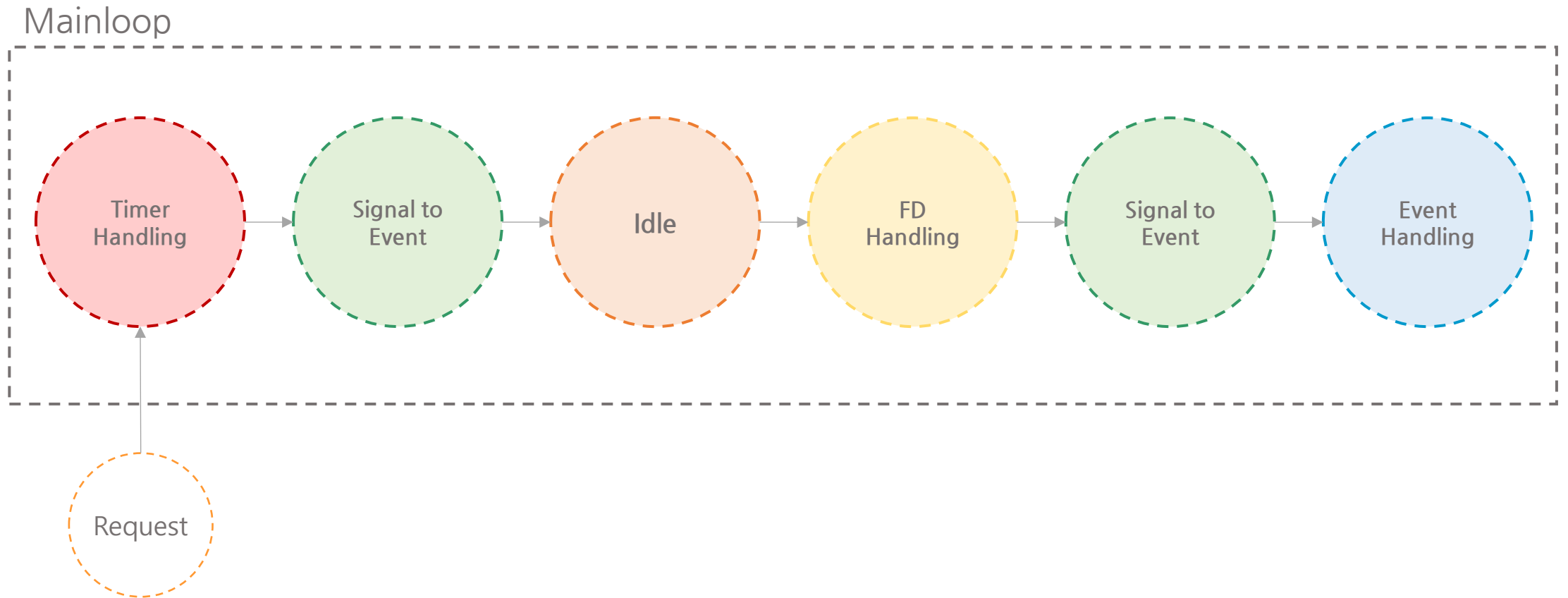
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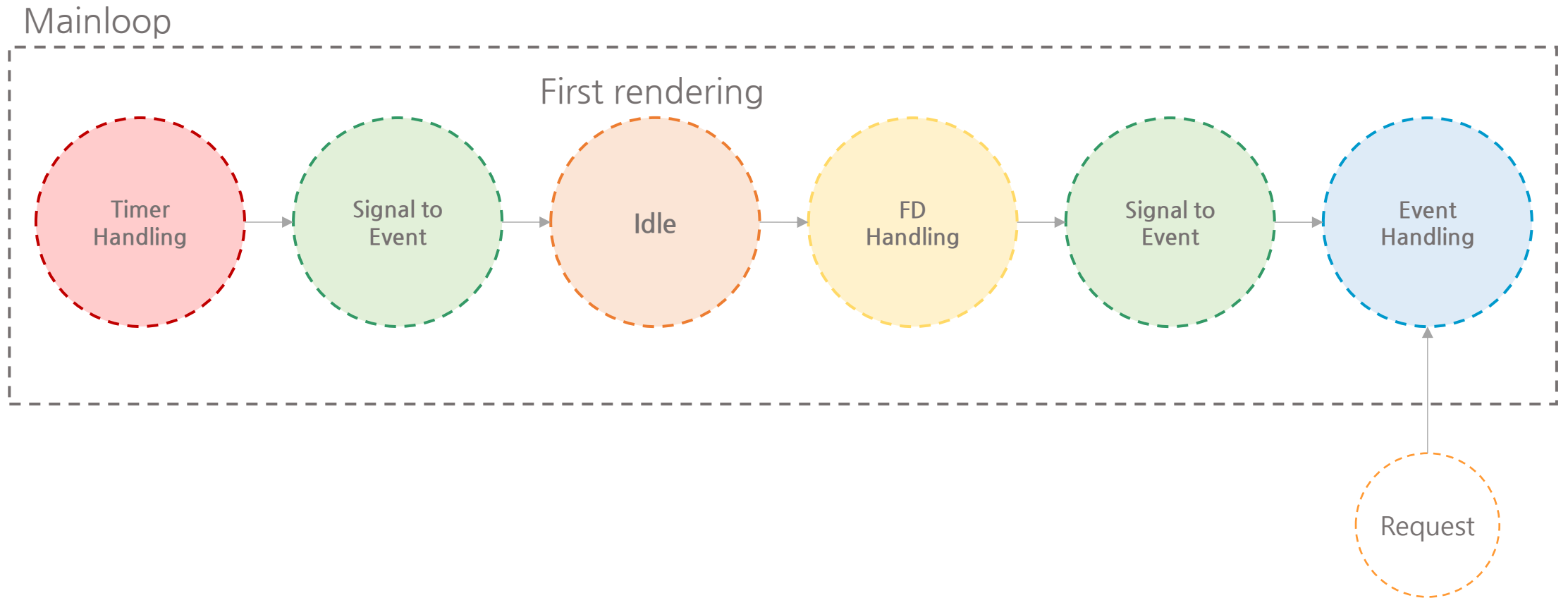


while (1)









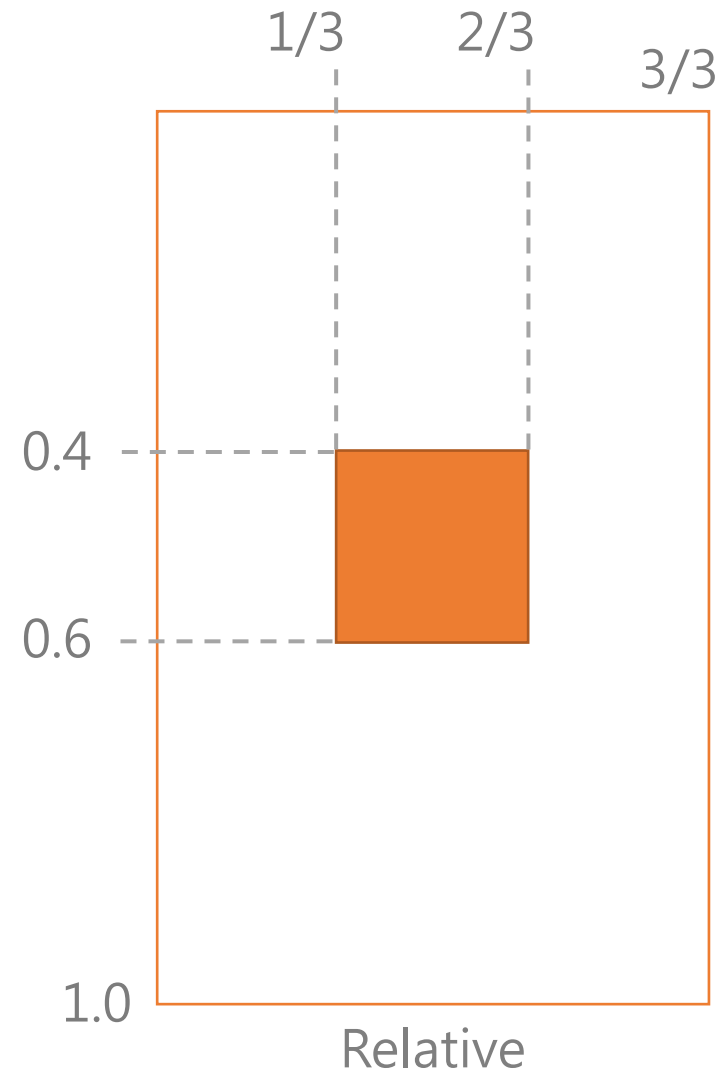
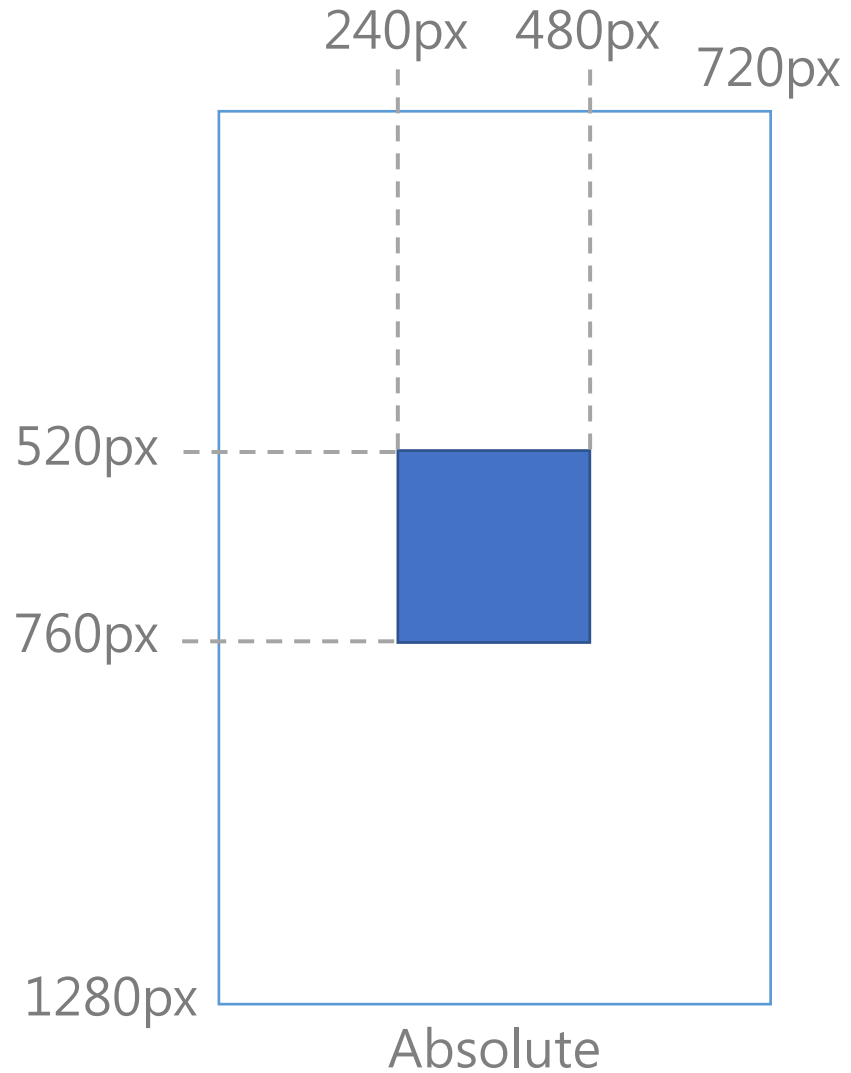
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## Manage Object Size

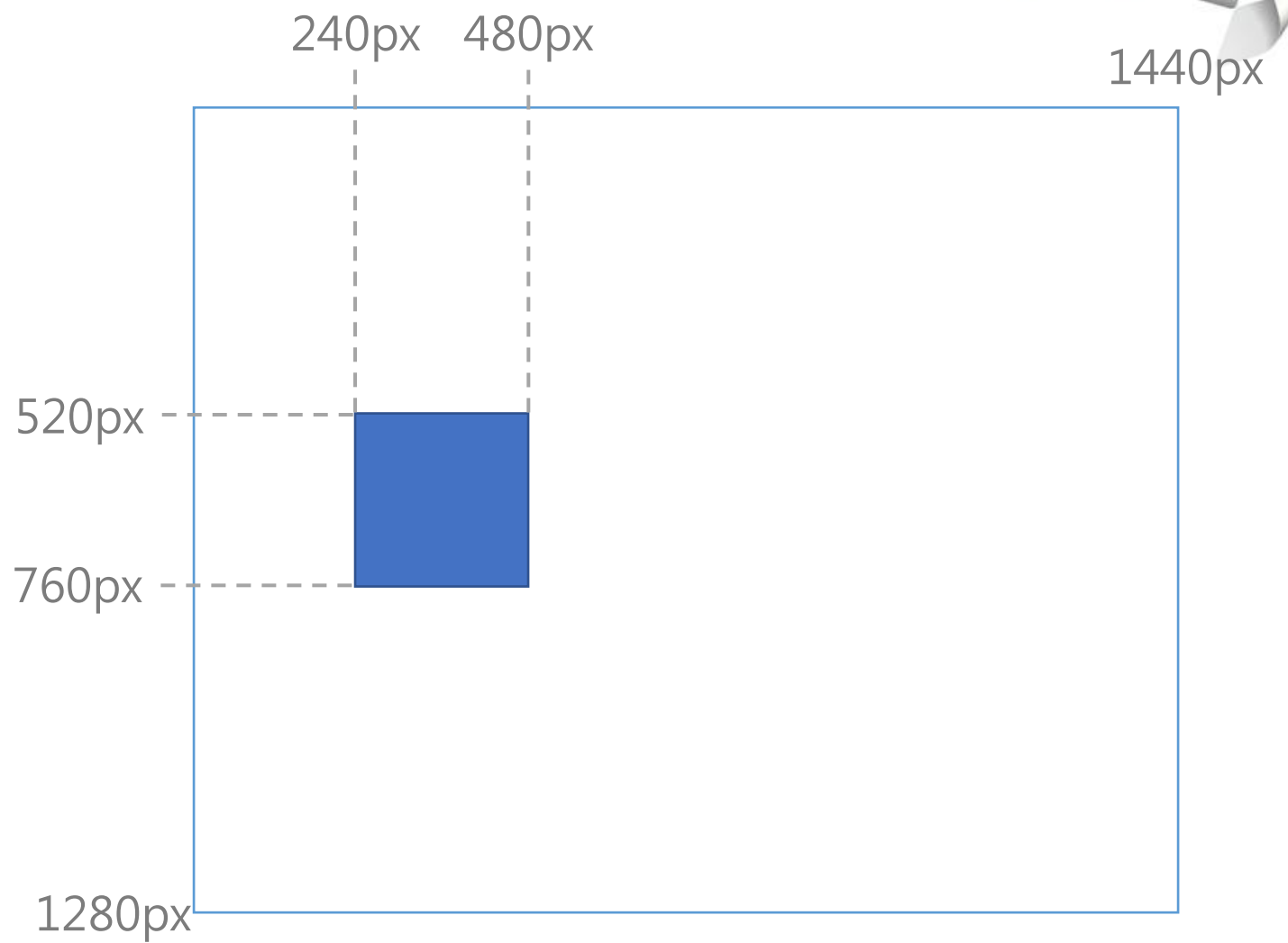
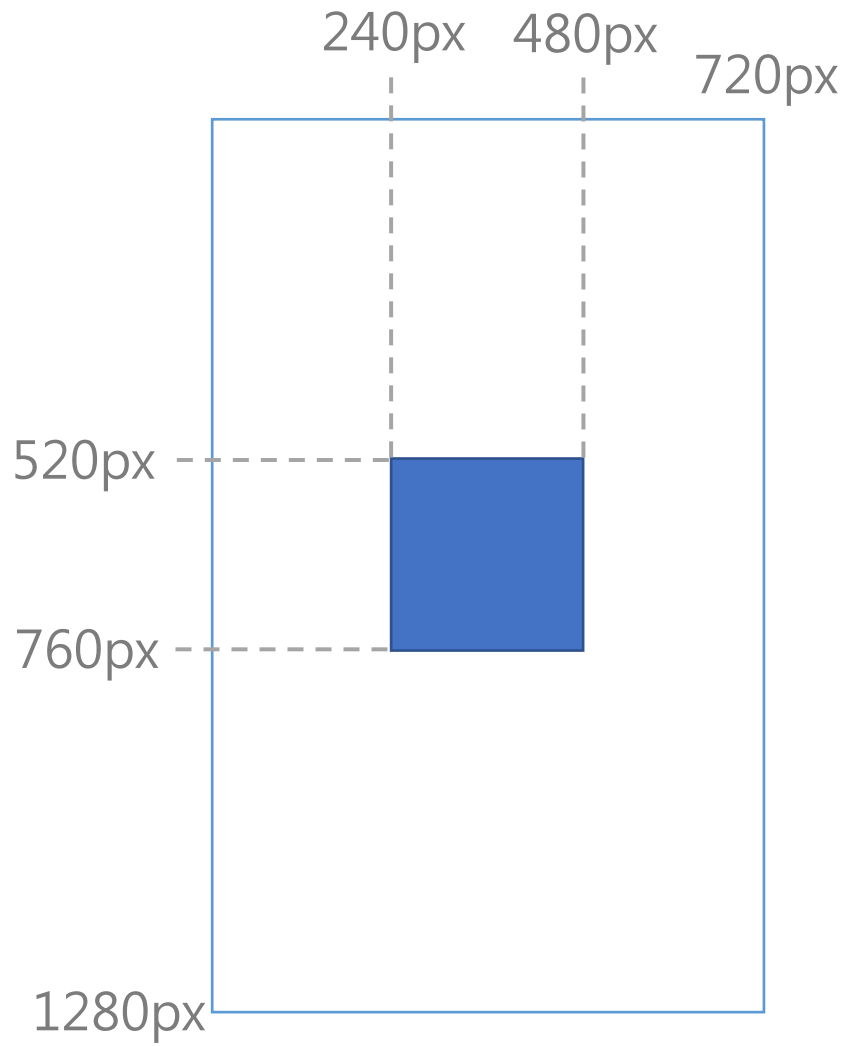


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# LAYOUT TYPES

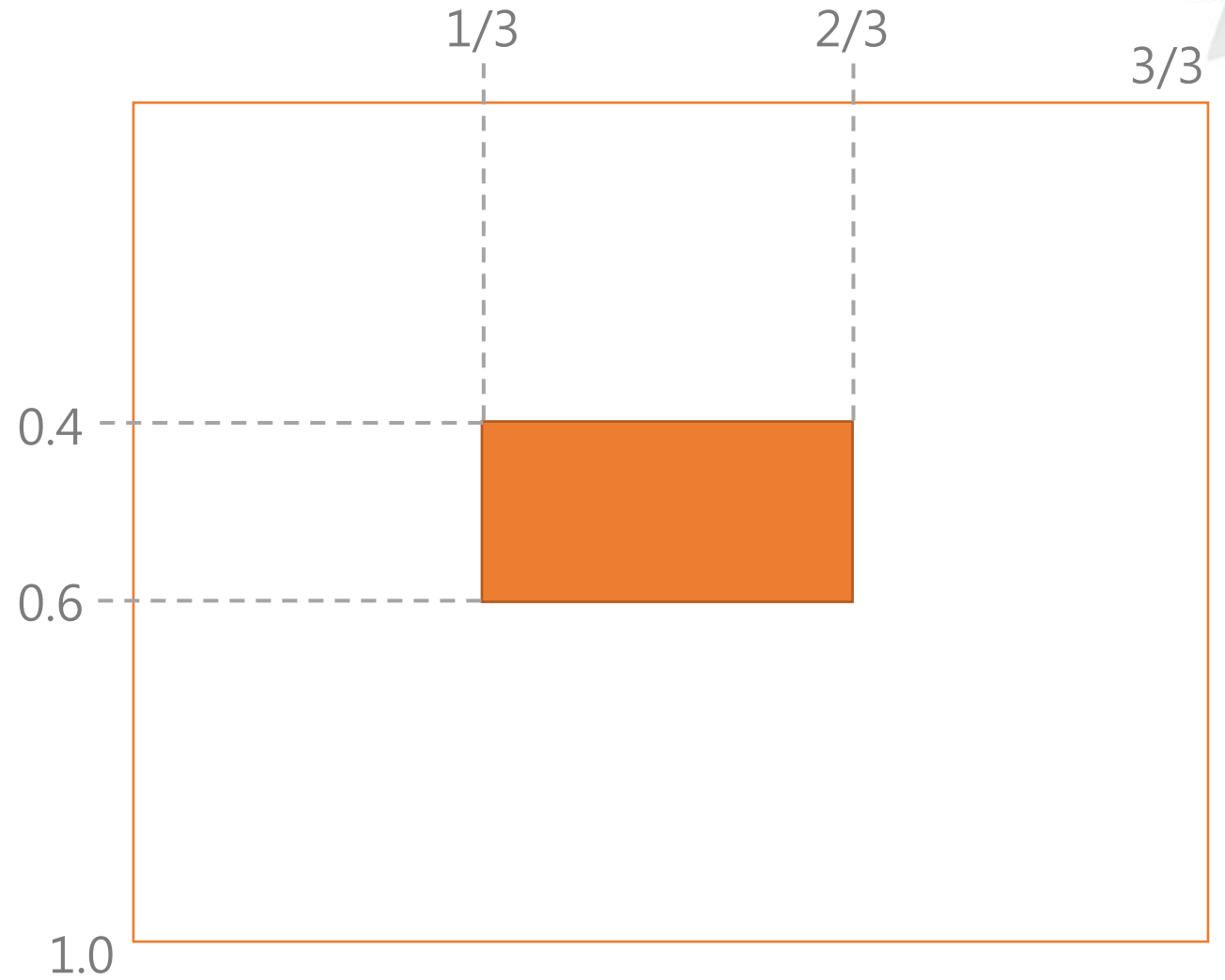
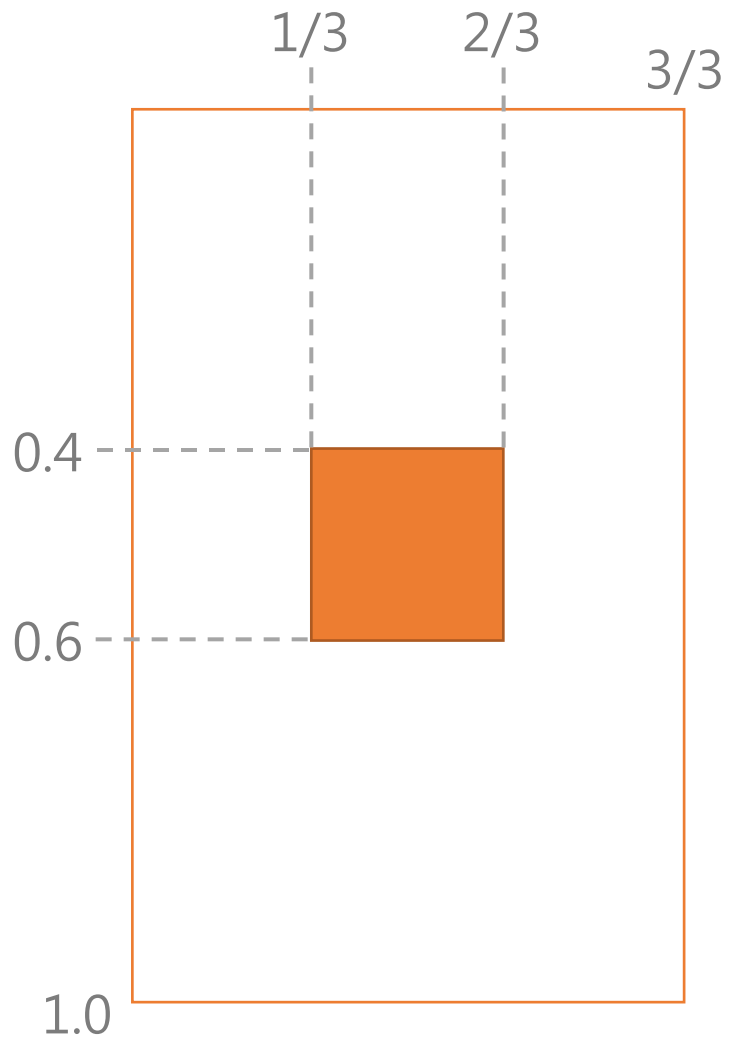


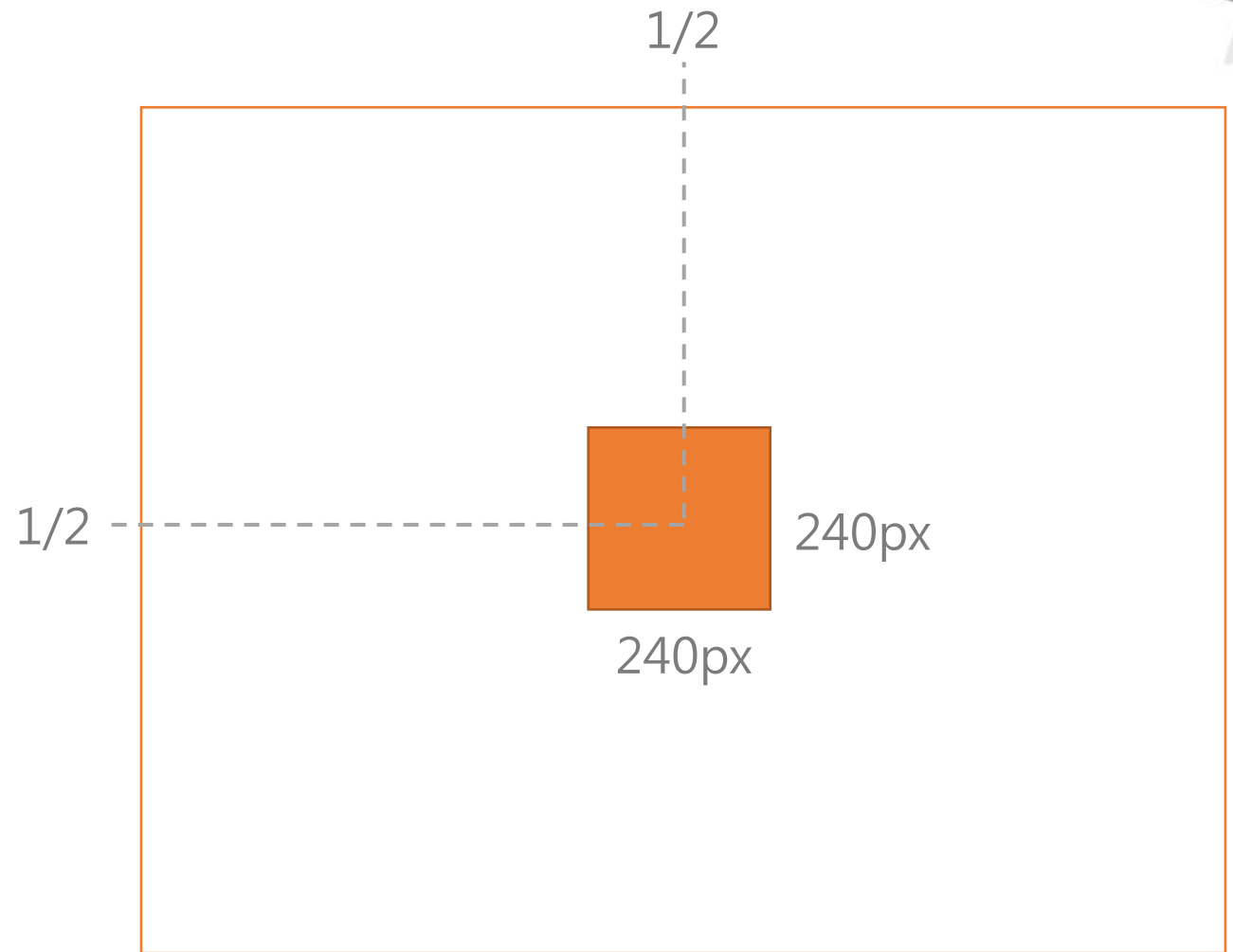
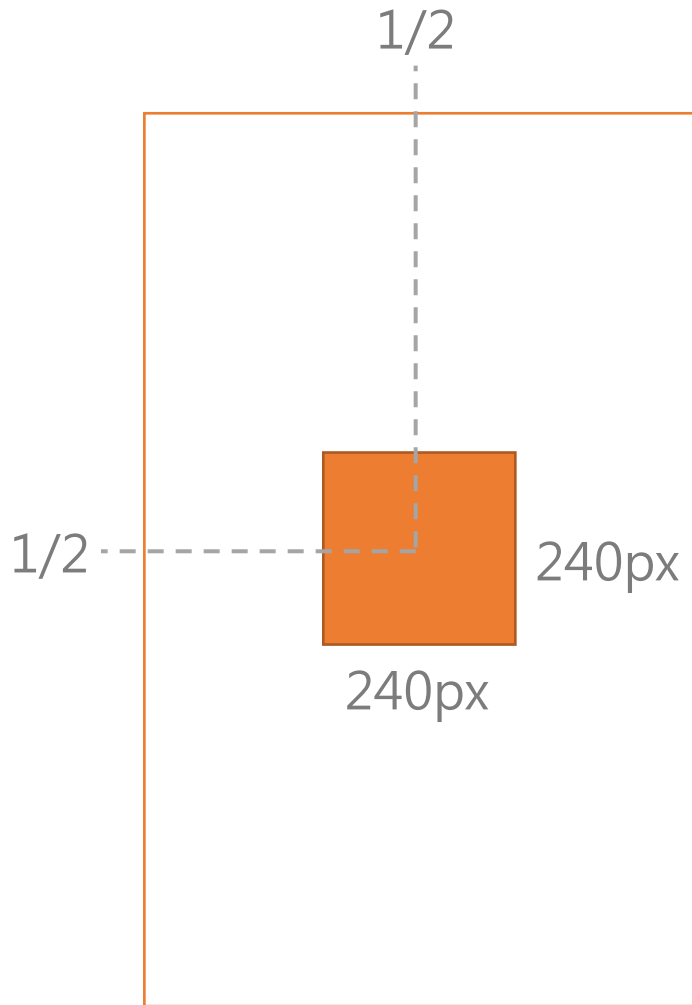
# ABSOLUTE LAYOUT

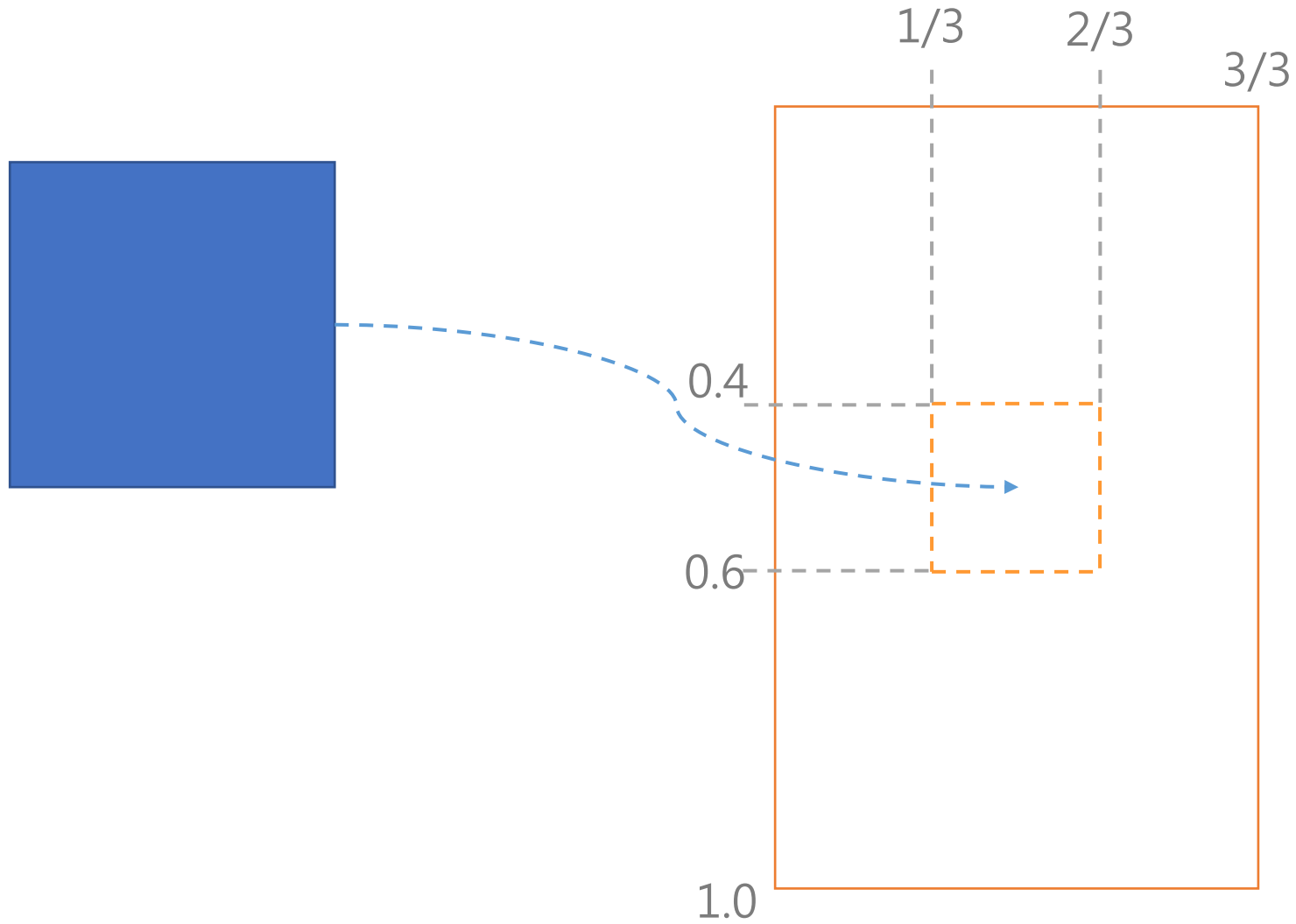




# RELATIVE LAYOUT





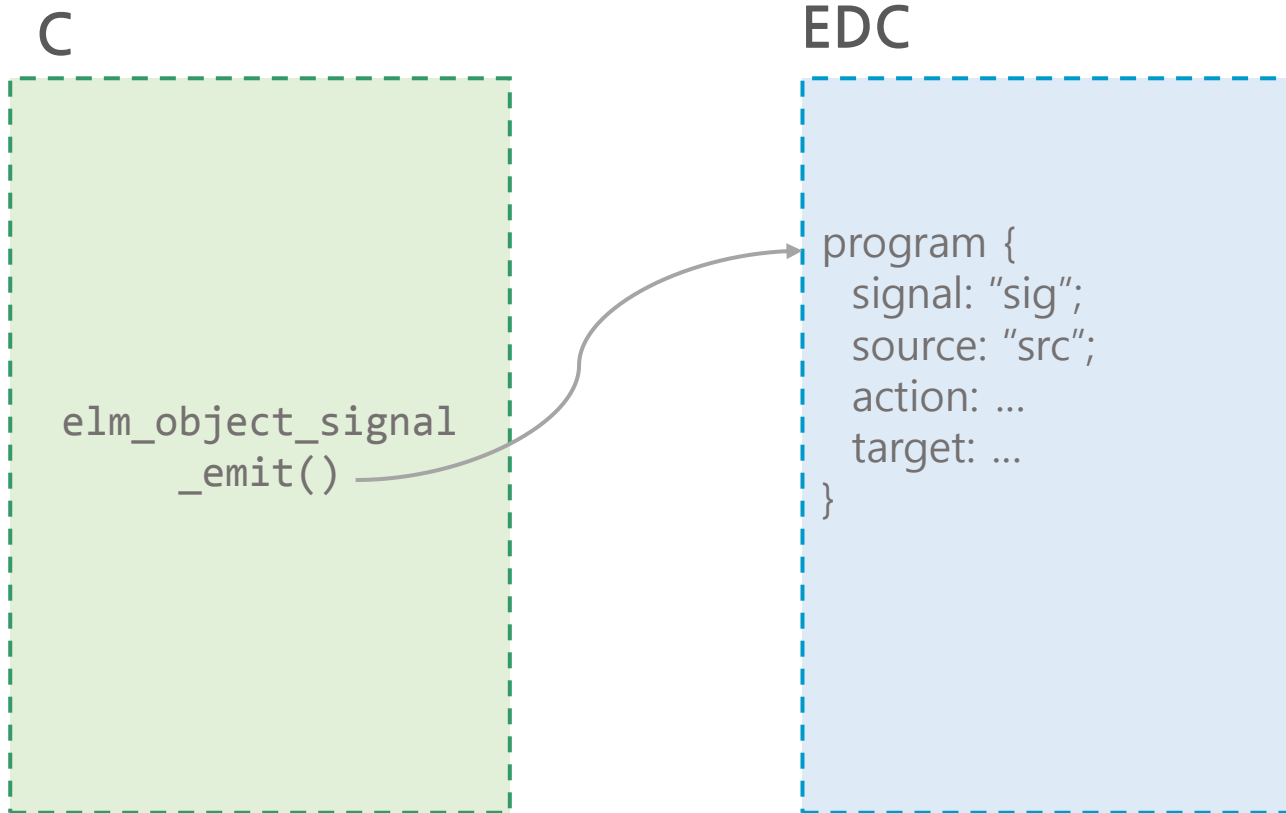


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# Manage Event



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```
void elm_object_signal_emit(Evas_Object *obj
    , const char *signal
    , Evas_Object *source);
```



C

```
elm_object_signal  
_callback_add()
```

EDC

```
program {  
  action: SIGNAL_EMIT  
  "signal" "source";  
  target: ...  
}
```

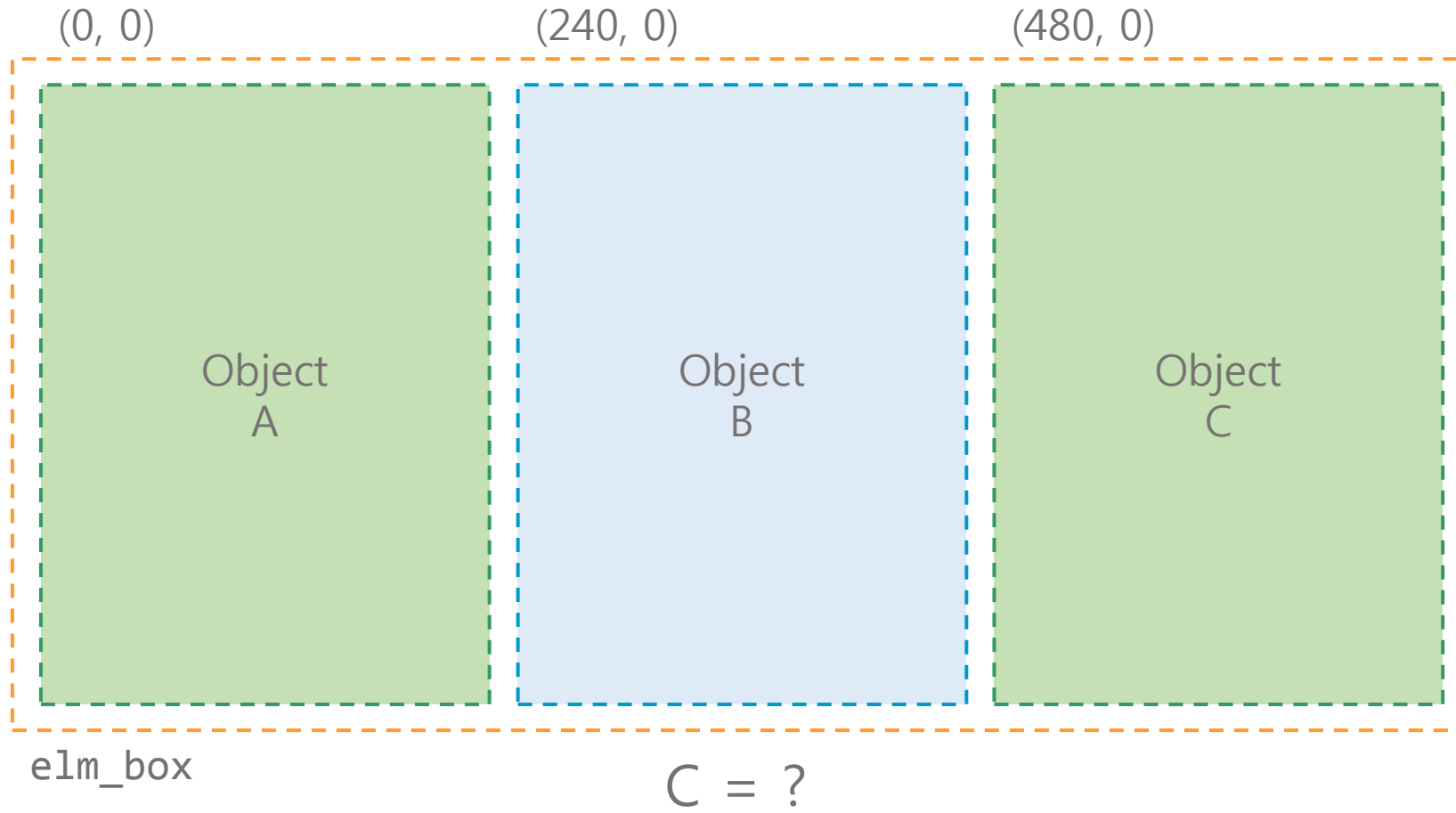
```
void elm_object_signal_emit(Evas_Object *obj  
    , const char *signal  
    , Evas_Object *source);
```

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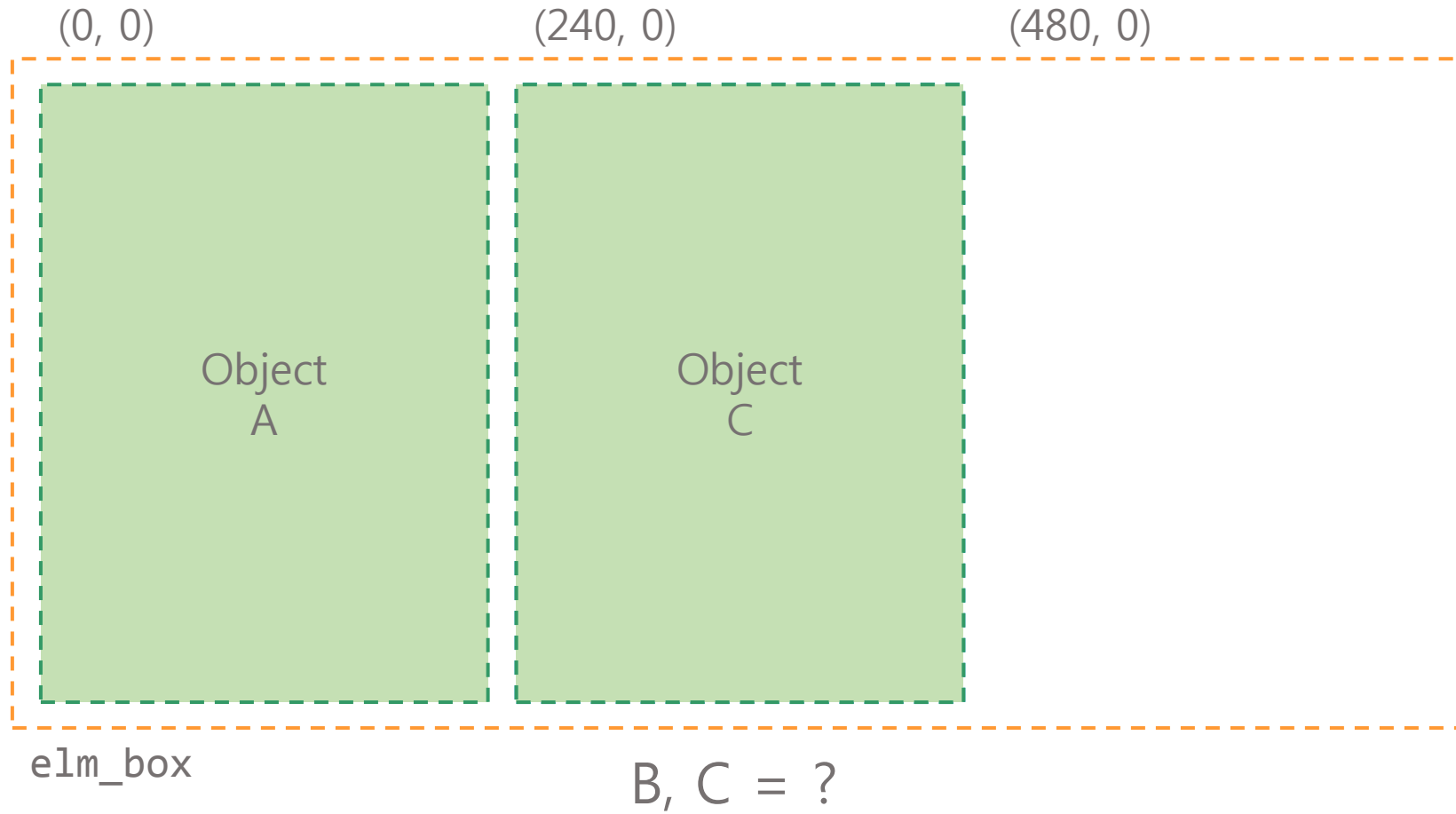
## Use Recalculate



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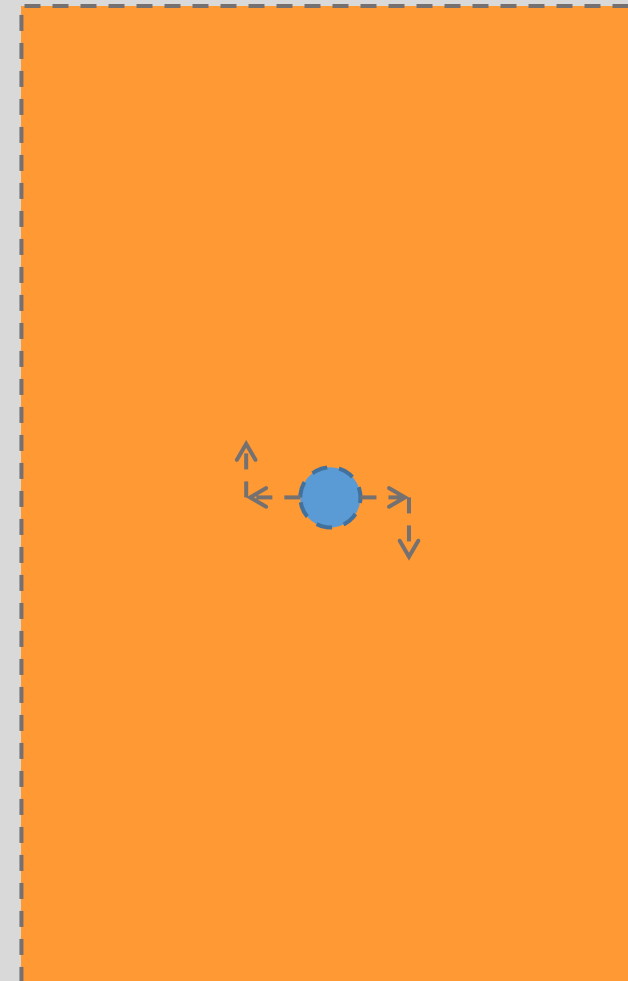
## Use Offset



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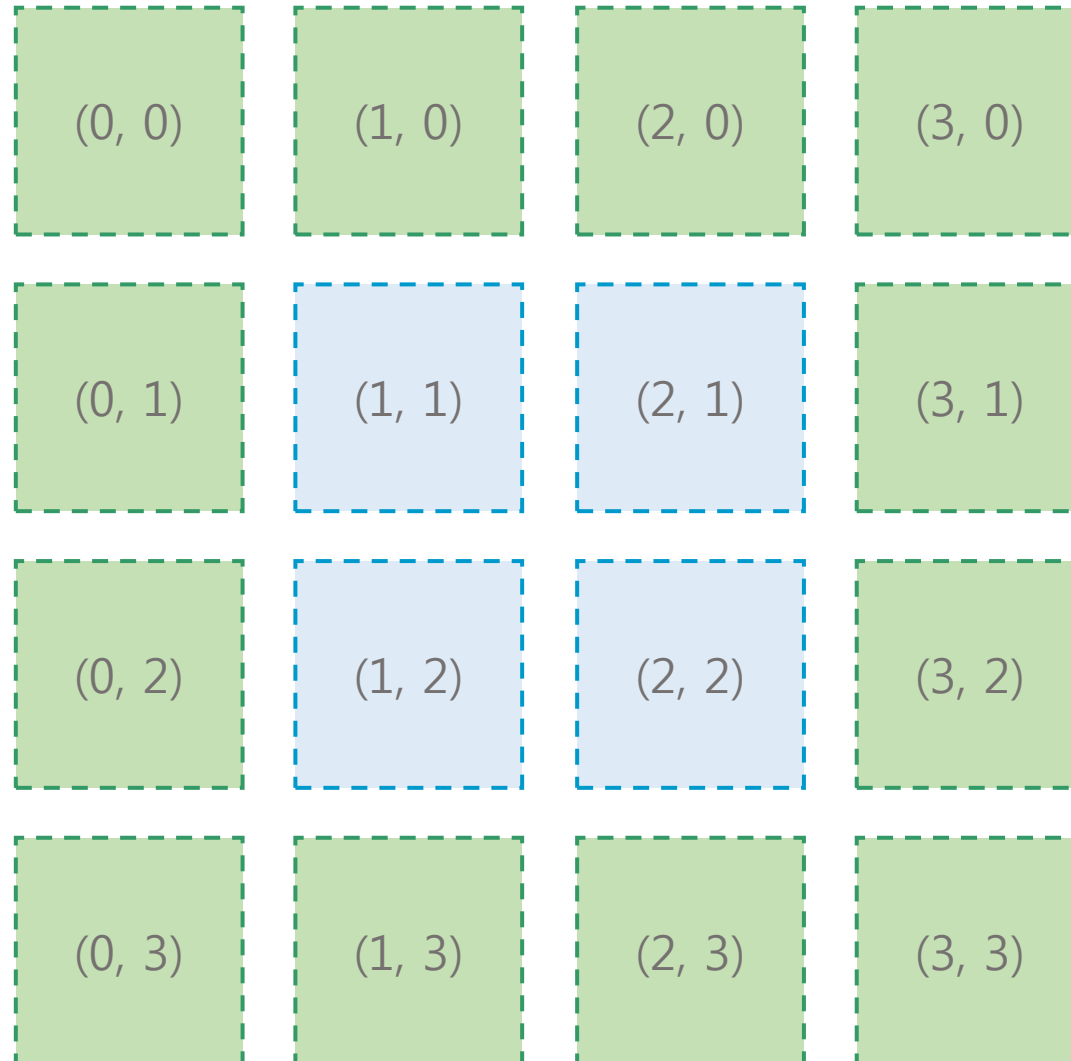
```
rel1 {  
    relative: 0.5 0.5;  
    offset: -1 -1;  
    to: "bg";  
}  
rel2 {  
    relative: 0.5 0.5;  
    offset: 1 1;  
    to: "bg";  
}
```



OFFSET

PIXELS

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## Use Border

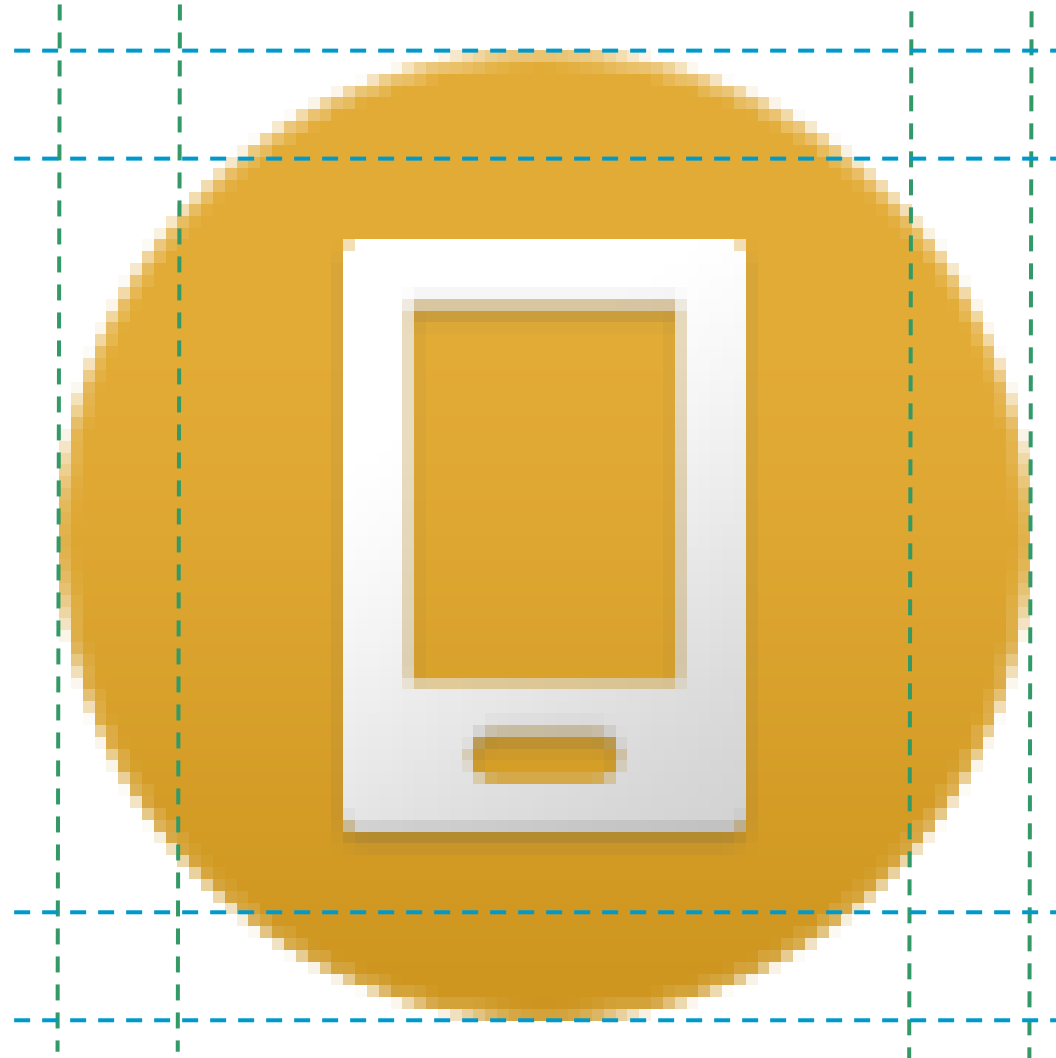
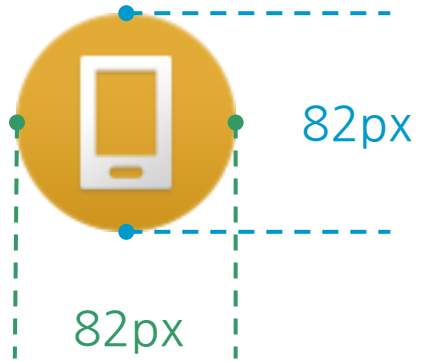


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BORDER

ICON

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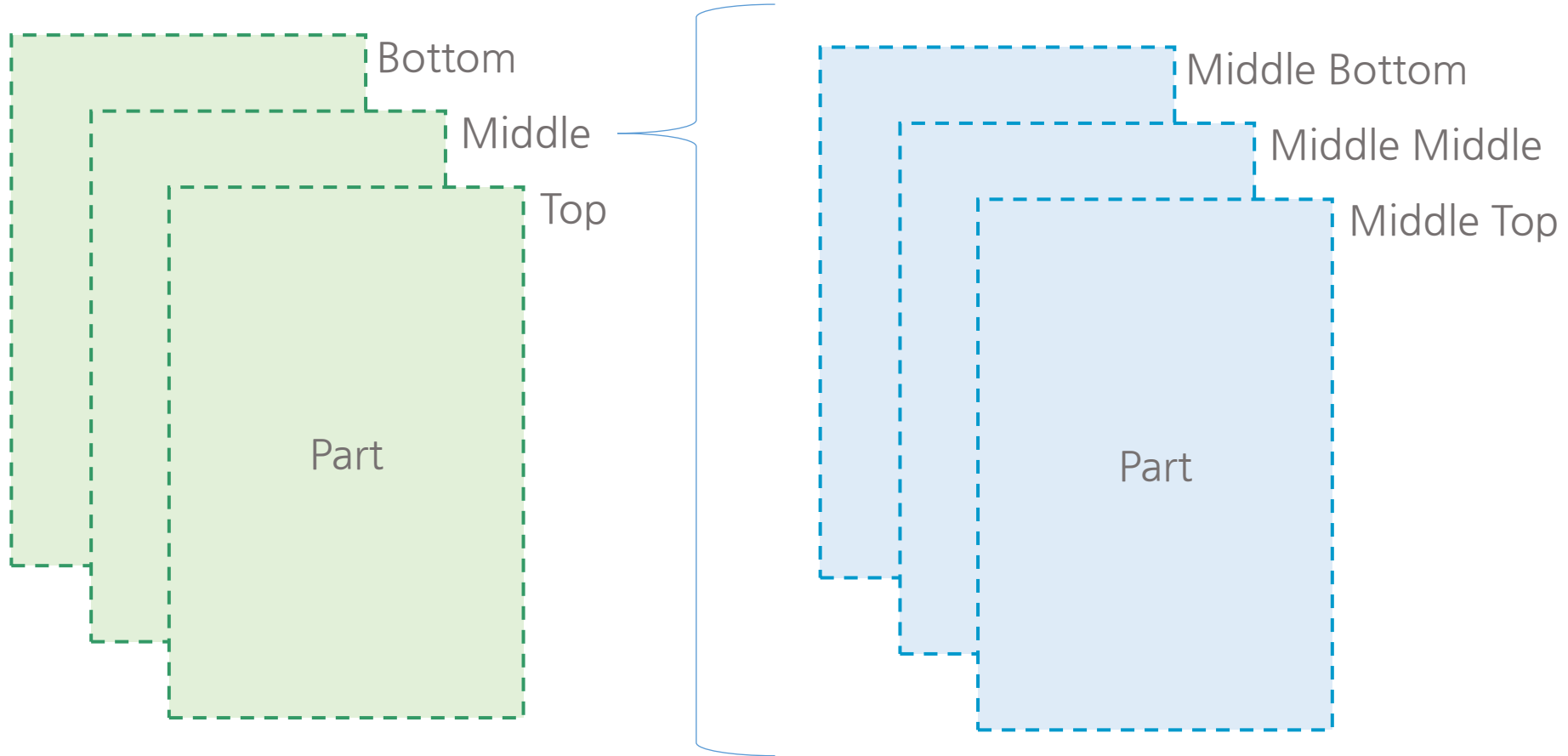
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# Use Repeat Events



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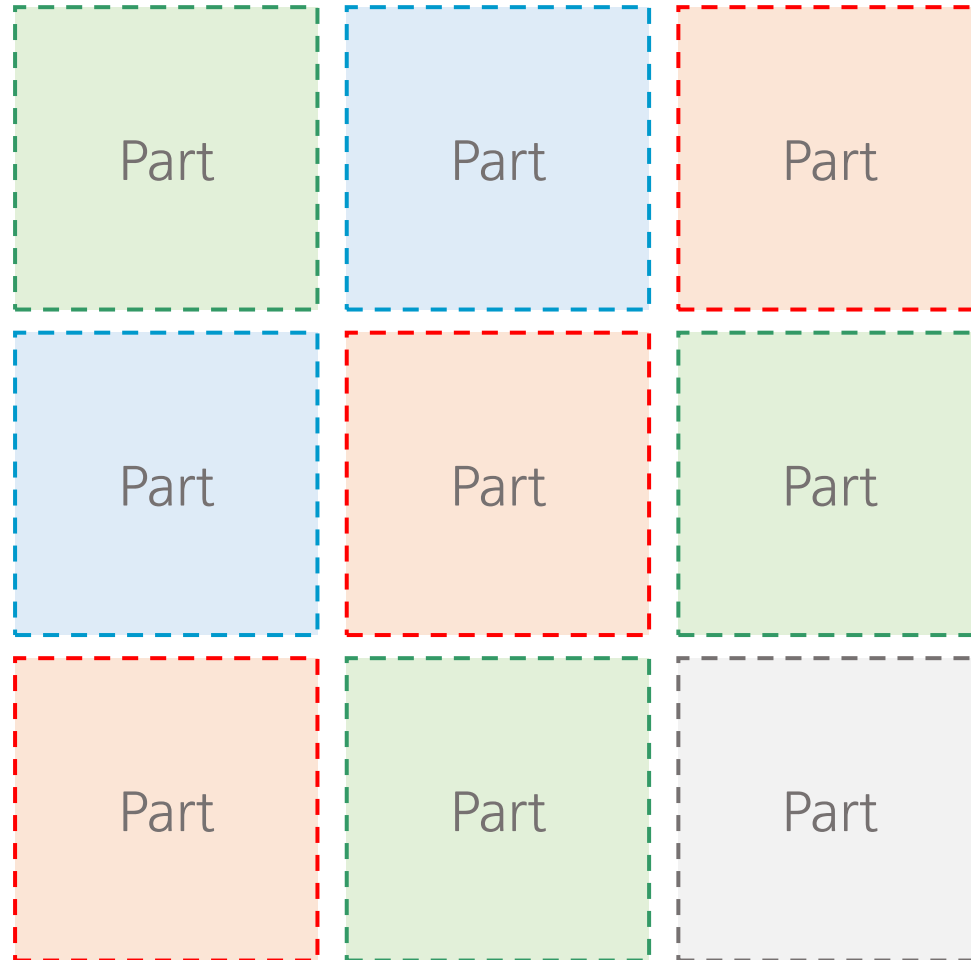


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## Use Color Class



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Thank you



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