10 Tips for EFL App

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Tizen Core Apps / Libraries
“내가 나를 이겼다”
CONTENTS

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
Manage Data
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);
Manage Memory
elm_object_content_set(A, B);
elm_object_content_set(B, C);
elm_object_content_set(C, D);

Memory Space
evas_object_del(A);
Manage Performance
while (1)

- Idle
- Idle Enter
- Idle Exit
- FD Handling
- Signal to Event
- Timer Handling
- Event Handling
- Signal to Event
PERFORMANCE BEFORE MAINLOOP

Mainloop

1. Request
2. Timer Handling
3. Signal to Event
4. Idle
5. FD Handling
6. Signal to Event
7. Event Handling
Mainloop

- Timer Handling
- Signal to Event
- Idle
- FD Handling
- Signal to Event
- Event Handling

Request
Mainloop

- Timer Handling
- Signal to Event
- Idle
- FD Handling
- Signal to Event
- Event Handling

First rendering

Request
Manage Object Size
LAYOUT TYPES

Absolute

240px 480px 720px

520px 760px 1280px

Relative

1/3 2/3 3/3

0.4 0.6 1.0
ABSOLUTE LAYOUT

SIZE

240px  480px  720px

520px

760px

1280px
SIZE

RELATIVE LAYOUT

1/3  2/3  3/3

0.4

0.6

1.0
RELATIVE LOCATION + ABSOLUTE SIZE
Manage Event
void elm_object_signal_emit(Evas_Object *obj, const char *signal, Evas_Object *source);
void elm_object_signal_emit(Evas_Object *obj, const char *signal, Evas_Object *source);
Use Recalculate
RECALCULATION

UNPACK

Object A

Object B

Object C

elm_box

C = ?
Recalculation PACK

![Diagram with objects and coordinates]

- Object A at (0, 0)
- Object C at (480, 0)
- Object B = ?

```
elm_box
```

TIZEN™
Use Offset
rel1 {
    relative: 0.5 0.5;
    offset: -1 -1;
    to: "bg";
}
rel2 {
    relative: 0.5 0.5;
    offset: 1 1;
    to: "bg";
}
Use Border
Use Repeat Events
Use Color Class
Thank you