

UI Language  
for  
EFL applications

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## Purpose

- Permit generation of the UI of an application in different languages from a common UI description
- Establish a UI language easy to read/modify
- Use Eolian as functions reference
- Not aimed to replace the application logic



## Example 1: win and bg

```
efl.ui.win(id=win1, title="my app",  
          type=basic, autodel, size=[320, 320], visible)  
elm.bg(hint_weight = [expand, expand],  
       file = DATA_DIR"/images/plant.jpg", visible)
```

- Widget id: word (no spaces)
- Do we need to support elm\_app\_dir\_data\_get?



## Example 2: objects container

```
efl.ui.win(id=win1, title="my app", type=basic, visible)
```

```
elm.box(!horizontal, visible)
```

```
efl.ui.check(style="toggle", part_text["on"] = "ON", part_text["off"] = "OFF", visible)
```

```
efl.ui.button(text = "Click me", visible)
```

```
part["icon"]: elm.icon(file = DATA_DIR"/images/plant.jpg", resizable = [false, false], visible)
```

```
elm.table(visible)
```

```
pack[0,0,1,1]: image(id=image1)
```



## Example 3: items container

```
efl.ui.win(id = win1, title = "my app", type = basic, visible)
```

```
elm.toolbar(shrink_mode = shrink_menu) !!! No resize_object_add to do
```

```
Item(label = "Item1")
```

```
Item(icon = "document-print", disabled, menu, menu_parent = win1)
```

Menu

```
Item(label = "File")
```

```
Item(icon = "edit-cut", label = "shrink", func = _sel_cb, data???)
```



## Example 4: callbacks

```
efl.ui.button(text = "Click me", visible)
```

```
on clicked
```

```
    efl.ui.win(id = win2, title = "my second app", type = basic, visible)
```

```
    .visible = false
```

```
    box1.del
```

```
    invoke __user_cb, data???
```



## Open issues

- efl\_part: how will it change?
- Win visibility must be applied at the end
  - “visible” parsed and used at the end
  - win.visible = true
- Naviframe items
- How to deal with objects that must not be contained (toolbar)?





## Open issues

- Plan for items containers?
- Default values e.g visible, hints
- Default values for functions parameters (e.g file\_set key)
- Do we need special words like *pack*, *part*, *invoke*?
- = or : as in QML?
- Strings translation



## Resources

- Repository: tools/erigo?
- Wiki: [https://phab.enlightenment.org/w/ui\\_builders\\_format/](https://phab.enlightenment.org/w/ui_builders_format/)

Q & A

