

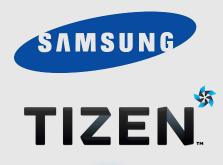
The Art of Tizen UI Theme Technology in Various Profiles

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Who Am I

- Daniel Juyung Seo
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 - a.k.a SeoZ
- Tizen Core UIFW EFL Developer
- Enlightenment/EFL Open Source Committer







What is this talk about?

- Making frameworks and applications scalable in UI perspective.
- Enlightenment Foundation Libraries



Audience Introductions

- What is your expertise?
 - Application Development
 - Platform Development
 - Design
 - Marketing





Tizen – Mobile/Wearable

- 2.2.1 SDK
- Test Devices
 - RD-PQ, RD-210





1.0.0 beta2 Wearable SDK





Tizen – Camera, Gear 2

• NX300, NX300M, and etc.



• Gear 2, Gear 2 Neo





Various Tizen Profiles

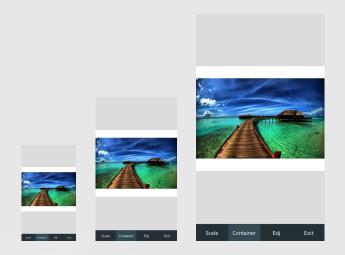
• Mobile, IVI, Wearable, TV, Camera, PC, ...

• Scalability is important.



What is Scalability?

- Supporting different
 - resolutions, screen sizes, devices, and profiles.

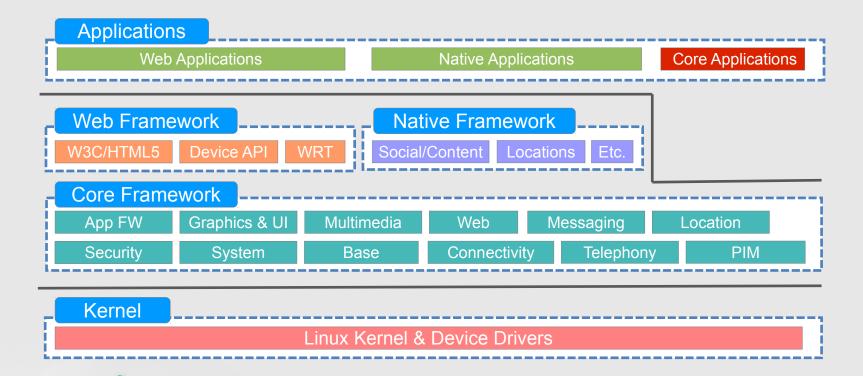








Tizen Architecture





Tizen Application Development Model

- Web Applications: HTML5 + CSS + JavaScript + jQuery
- Native Applications : C++
- Core Applications : C or C++

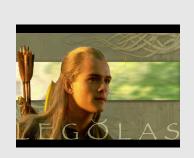
Platforms \ Areas	Mobile	Gear 2	NX300
Core	0	0	0
Native	0	X	X
Web	0	0	X

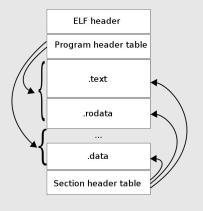
- But wait, they have something in Common
- Core Framework!



Does anyone know about EFL?

- Many applications are written in EFL on NX300 and Gear 2.
- EFL not ELF
 - EFL may not be an ELF... but it's as pretty as one. :)









NO!

YES!

What is EFL?

Toolkit

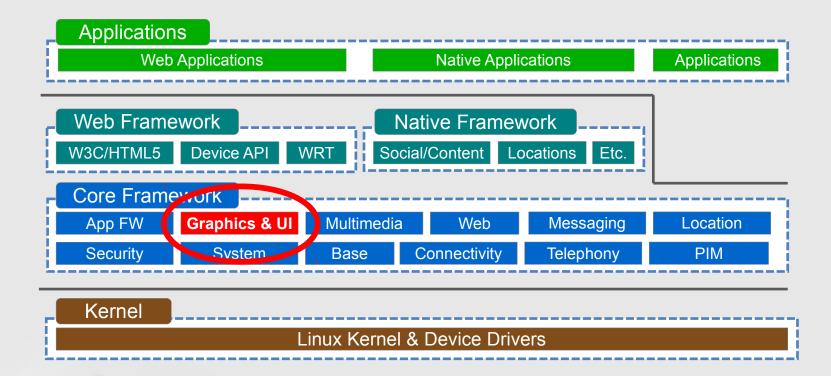
- A set of libraries which provides a wide range of functionalities
- http://www.enlightenment.org/

Enlightenment Foundation Libraries

- Created to support E17 development
- Targeted at embedded since day 1
 - Also effective on desktops
- Always focused on staying lean while providing fanciness
- The heart of the Graphics component of Tizen



Core Framework and EFL





Why is EFL used on Tizen?

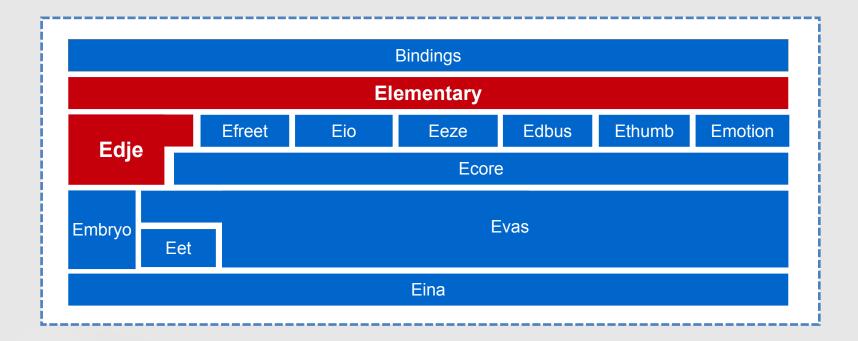
- Performance
- Small memory footprint
- GUI, Logic separation
- Themeable
- Animations

- H/W acceleration
- Various back-end engine
- Flexible
- Scalable





EFL Block Diagram





Edje

- A complex graphical design and layout library.
- A graphical user interface without writing a line of C code.
- Creates visual layouts from compiled EDC script
 - EDC is completely separate from application code
 - Can be changed at or during runtime
- Layouts include
 - Images, Colors
 - Animations, Behaviors
- Supports relative, absolute positioning.



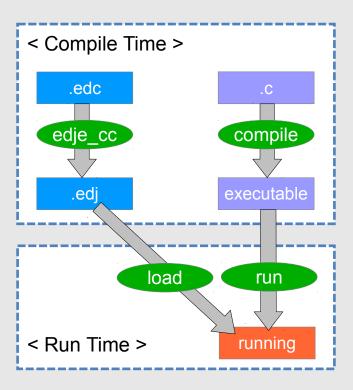
Edje

Separation of layout and logic

- a graphical part : GUI Layout binary (edj)
- a functionality: Executable logic binary (C)

Utility

- edje_cc : compile edc to edj
- edje_decc : de-compile edj to edc





Edje

EDC Script

```
collections { - list the groups.
    group { - the list of parts and programs that compose a given edje object.
       images { } - list each image file that will be used in the edc.
       parts {
            part { - the most basic design elements of the group.
                      (ie. RECT, TEXT, IMAGE, SWALLOW, TEXTBLOCK, GROUP, BOX, TABLE, EXTERNAL)
       programs {
           program { - manipulates the different interface elements and serve as a bridge between
                             the application and interface.
```

Elementary

- Widget Set
- 75 widgets
 - Non-Containers Bg, Button, Check, Entry, Label, List, Icon, Win, ...
 - Containers Box, Conformant, Grid, Layout, Panes, Scroller, Table, ...
- Fast, Finger friendly, Scalable, Themeable, ...



Elementary



< Bubble >





< Calendar >

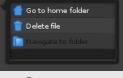


< Button >



< Check >

🛇 Icon sized to toggle



< Ctxpopup >



< FlipSelector >



< Spinner >



< Toggle >

< Clock >



radio

< Radio >



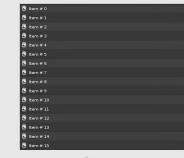
< Frame >



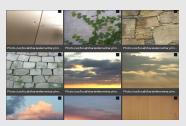
< Slider >



< FileSelector >



< Genlist >



< Gengrid >



< Map >



< Panes >





Elementary

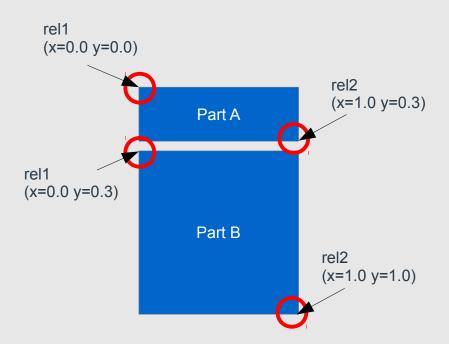
Elementary also uses edje for its layout



```
group { name: "elm/button/base/default";
  images.image: "button normal.png" COMP;
  images.image: "button clicked.png" COMP;
  parts {
     part { name: "base"; mouse events: 0;
        type: IMAGE
        description { state: "default" 0.0;
           image.normal: "button normal.png";
           rel1.relative: 0.0 0.0;
           rel2.relative: 1.0 1.0;
           image.border: 4 4 3 5;
           image.middle: SOLID;
```

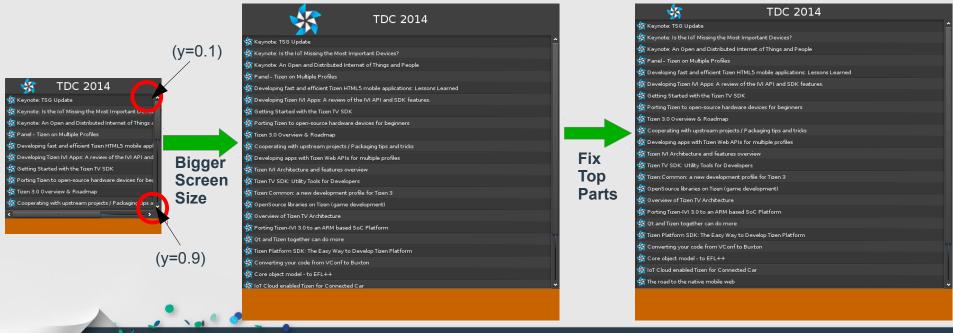
```
description { state: "clicked" 0.0;
         inherit: "default" 0.0;
         image.normal: "button clicked.png";
         image.border: 5 5 4 6;
programs {
   program {
      signal: "mouse,down,1"; source: "event";
      action: STATE SET "clicked" 0.0;
      target: "base";
```

Relative Positioning (1)





Relative Positioning (2)





Scale Factor



Higher Resolution

Set requires to the ball of triangular to the search Grovest Set Security Association and Control Set Security Association and an advantage of the search and set of the search and set of the search and set of the search and search

TDC 2014

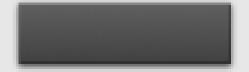
Higher Resolution + Scale Up





Border

< Original Background Image >



< Expand Without Border >



< Expand With Border >

Finger Size







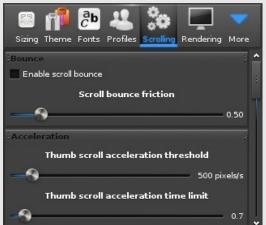


There is more!

Elementary Configuration

- You can change the configuration based on your your needs.
- Configurations
 - Scale, finger size, engine, scroll, focus, profile, ...
- Profile: a set of the configurations
 - · default, standard, mobile, tv, wearable, ...









Demo

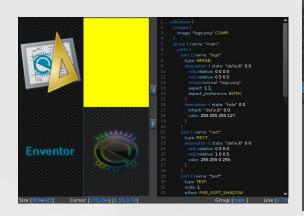
- Elementary Test
- Terminology

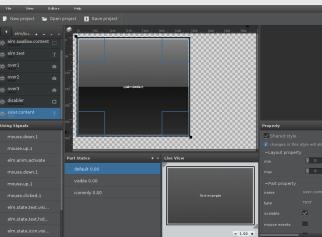


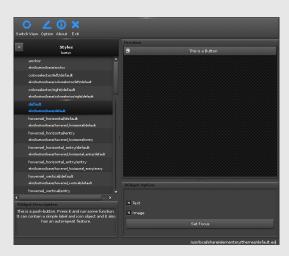


EFL Tools for a better Scalability

- Enventor
- Eflete
- Elm theme viewer







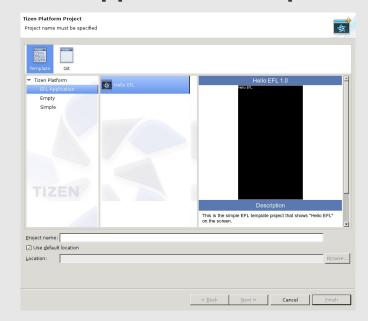


EFL Applications on Tizen SDK

Install Platform SDK



EFL Application Template



Summary

- Tizen supports various profiles over a lot of device categories.
- EFL makes you write scalable GUI applications over various profiles with a good performance and small memory foot prints.
- It's open. You can start it now.





