



Union: The Future of Styling in KDE?!

Arjen Hiemstra

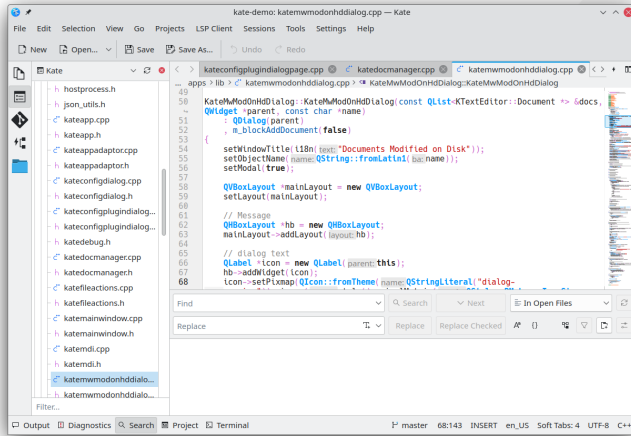
Akademy 2024

Next up...

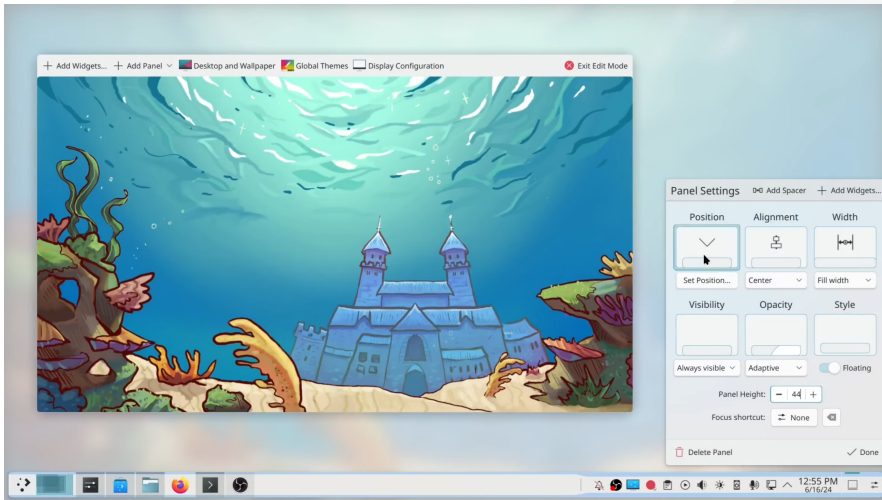
- 1 Some Pictures
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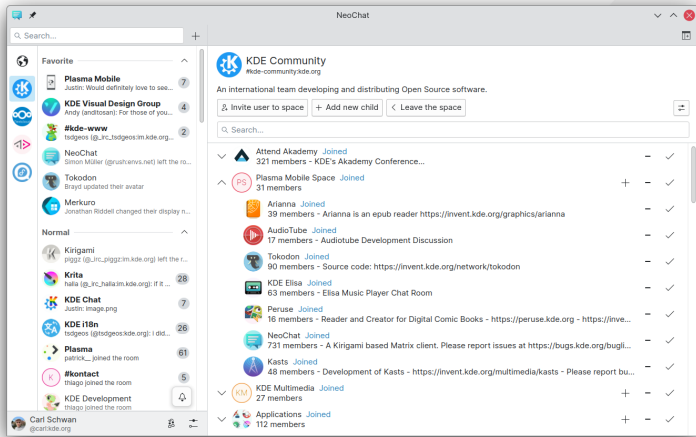
Kate



Plasma



NeoChat



KClock



10:46 pm 73%

Stopwatch

00:07.58

Reset Lap

#9	+1.24	7.58
#8	+0.73	6.34
#7	+0.52	5.61
#6	+0.60	5.09
#5	+0.68	4.49
#4	+0.96	3.81
#3	+0.76	2.85
#2	+0.77	2.10
#1	+1.32	1.32

Time Timers **Stopwatch** Alarms

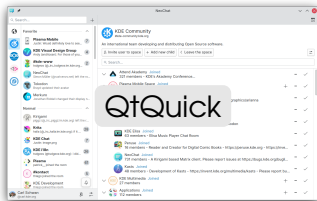
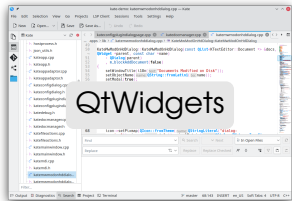
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4 Applications, 4 Ways to Style



QtQuick... but different



QtWidgets



```
breezestyle.cpp — Kate
New Open... Save Save As... Undo Redo Toggle Breakpoint / Break Step In Step Out
breezestyleplugin.cpp x breezestyle.cpp x
... kstyle > c: breezestyle.cpp > TabletModeWatcher
1274
1275 bool Style::drawWidgetPrimitive(const QStyleOption *option, QPainter *painter, const QWidget *widget)
1276     const
1277     {
1278     Q_UNUSED(option)
1279     const auto drawBackground: const bool = _toolsAreaManager->hasHeaderColors() && _helper-
1280     >shouldDrawToolsArea(widget);
1281
1282     auto mw: const QMainWindow * = qobject_cast<const QMainWindow *>(object: widget);
1283     if (mw && mw == mw->window()) {
1284     painter->save();
1285
1286     auto rect: QRect = _toolsAreaManager->toolsAreaRect(wind
1287
1288     if (rect.height() == 0) {
1289     if (mw->property(name: PropertyNames::noSeparator).
1290     painter->restore();
1291     return true;
1292     }
1293     painter->setPen(QPen(brush: _helper->separatorColor(
1294     width: PenWidth::Frame * widget->devicePixelRatio()));
1295     painter->drawLine(p1: widget->rect().topLeft(), p2:
1296     painter->restore();
1297     return true;
1298     }
1299
1300     auto color: QBrush = _toolsAreaManager->palette().brush(cy: mw->coreEventWindow() / & qobject::metac
1301     : QPalette::Inactive, cr: QPalette::Window);
1302
1303     if (!drawBackground) {
1304     painter->setPen(color: Qt::transparent);
1305     }
```

- Styled using the C++ QStyle API
- Incredibly difficult to modify
- Limited to what widgets are available

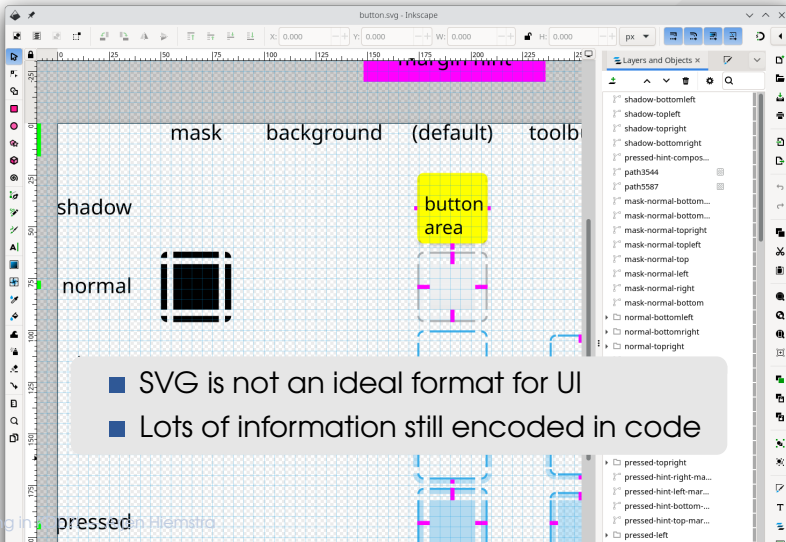
QtQuick



```
ItemDelegate.qml (org.kde.desktop @ qqc2-desktop-style) [master] - Qt Creator
ItemDelegate.qml T.ToolTip.visible LF Line: 35, Col: 60
17
18     implicitWidth: Math.max(implicitBackgroundWidth + leftInset + rightInset,
19                             implicitContentWidth + leftPadding + rightPadding)
20     implicitHeight: Math.max(implicitBackgroundHeight + topInset + bottomInset,
21                              implicitContentHeight + topPadding + bottomPadding,
22                              implicitIndicatorHeight + topPadding + bottomPadding)
23
24     hoverEnabled: true
25
26     spacing: Kirigami.Units.smallSpacing
                Kirigami.Units.largeSpacing : Kirigami.Units.mediumSpacing
                .smallSpacing * 2
                alPadding + (indicator ? implicitIndicatorWidth + spacing : 0) : horizontalPaddi
                alPadding + (indicator ? implicitIndicatorWidth + spacing : 0) : horizontalPaddi
                zes.smallMedium
                izes.smallMedium
                ings.tabletMode ? down : hovered) && (contentItem.truncated ?? false) You 20...
               oolTipDelay
                rolRoot.mirrored
                tLabel.truncated
44
45 Kirigami.Icon {
46     selected: controlRoot.highlighted || controlRoot.down
47     Layout.alignment: Qt.AlignVCenter
48     visible: controlRoot.icon.name.length > 0 || controlRoot.icon.source.toString().length > 0
```

- Styles are created using QML
- Desktop Style to reuse QtWidgets styling
- Breeze style developed for mobile due to limitations of Desktop Style

Plasma



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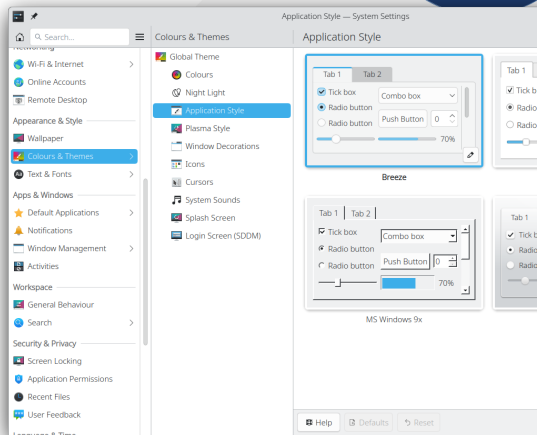
We need something new...

HOW STANDARDS PROLIFERATE:
(SEE: A/C CHARGERS, CHARACTER ENCODINGS, INSTANT MESSAGING, ETC)



Some Requirements

- Single source of truth
- Easy to change
- Does not need extensive developer knowledge





Technical Requirements

- Optimise for the target
- No logic in the input
- Flexible enough to define custom types



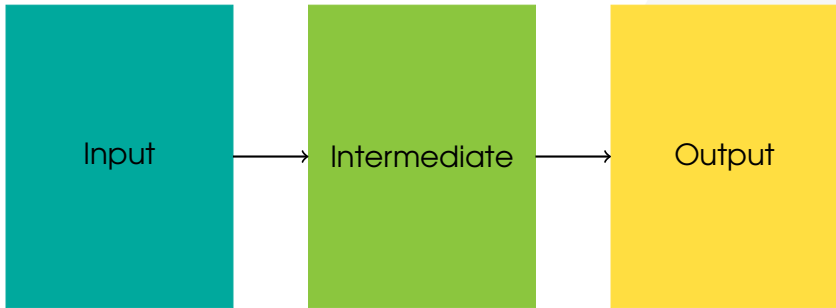
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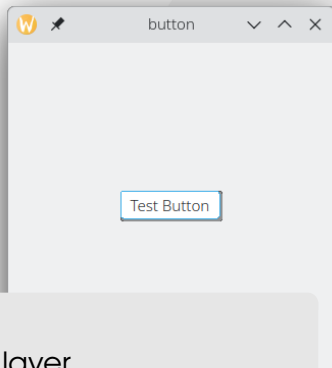
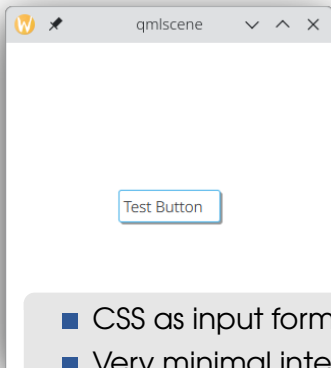




The Core Idea



Proof of Concept



- CSS as input format
- Very minimal intermediate layer
- Implements Buttons in QtQuick and QtWidgets

Results from the Proof of Concept



- It's possible!
- ...but it's going to be a lot of work
- Finding the right input format is an open question
- We need some way to split this up



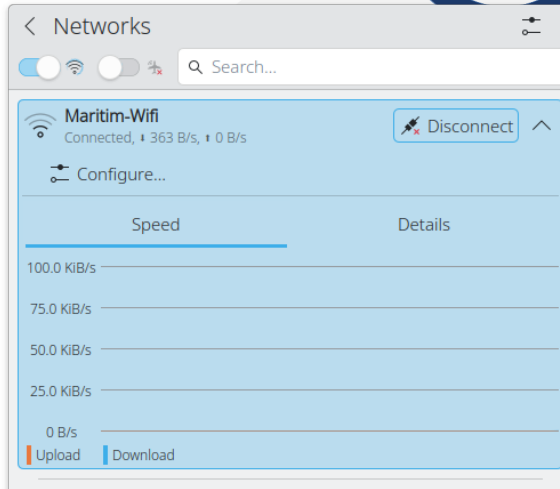


Union

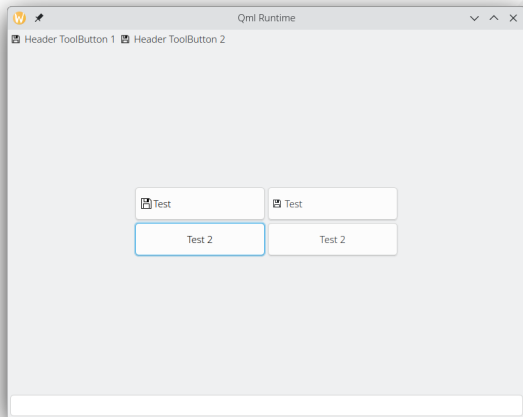
A Style Engine to Rule Them All

Reimplementing Plasma Styling

- Plasma SVG styling has a known output result
- It has an input format that is not code
- This allows us to focus on the intermediate layer



What Does it Look Like?



Implementation Details



- Core library built around a collection of *Style Rules* and *Selectors*
- Input plugins read input format and create Style Rules from that
- Output plugins provide hierarchy of elements and query which Style Rules match





Style Rules and Selectors

- Style Rules determine what properties to apply to an element
- Consist of a set of properties and a selector
- Style rules form a “stack” where properties are read top to bottom



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Finishing Up Plasma Styling



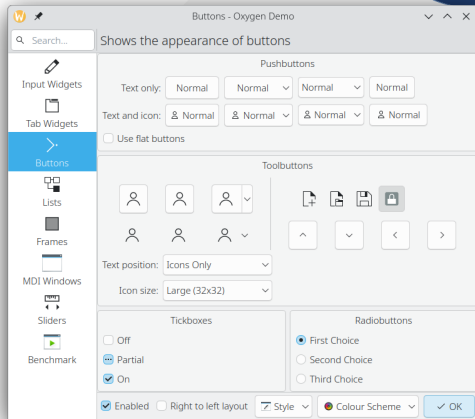
- Lots of backend stuff done
- Implement the rest of QtQuick Controls
- Release as part of an upcoming Plasma release



QtWidgets



- QtQuick Style currently the focus
- QStyle implementation needs to be done
- May depend on the new input format





A New Input Format

- SVG not intended as long-term input format
- Exact new input format still undecided
- Personal preference still with CSS but library situation is tricky



Application Integration

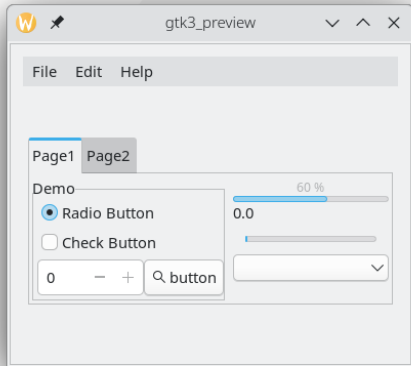


- We currently rely a lot on “magic” for applicatino integration
- Core library and bits used by styles should be usable by applications
- Applications provide information for style to use



Others

- Window Decorations are a good candidate
- Maybe we can come up with a tool to output a GTK stylesheet?
- Probably other places where we can use it



Closing



Questions?

Find the code at:

<https://invent.kde.org/ahiemstra/union>