

The State of (the) Union

Arjen Hiemstra

Akademy 2025

1 What Is This Union Thing Again?

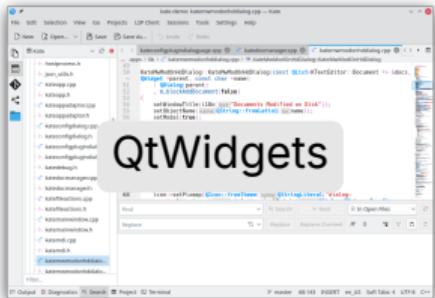
2 Current State

3 CSS as Input Format

4 Making Use of It

5 What's Next

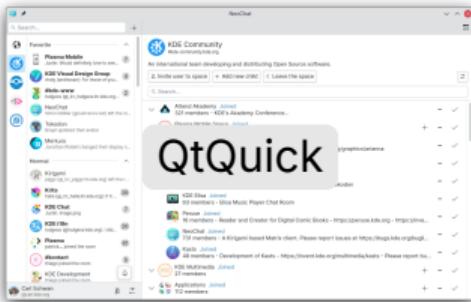
4 Applications, 4 Ways to Style



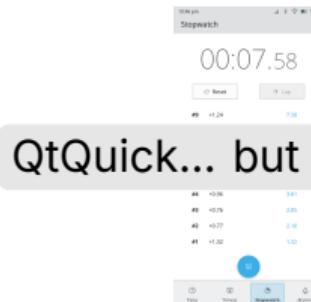
QtWidgets



SVG

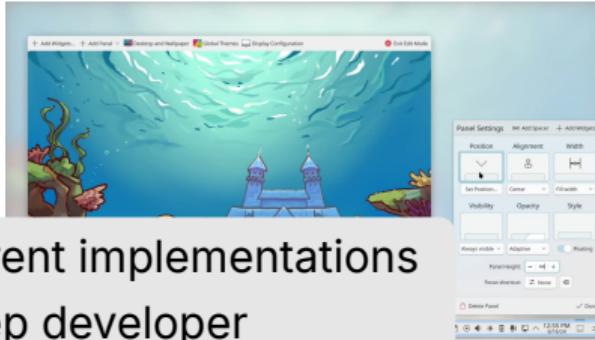
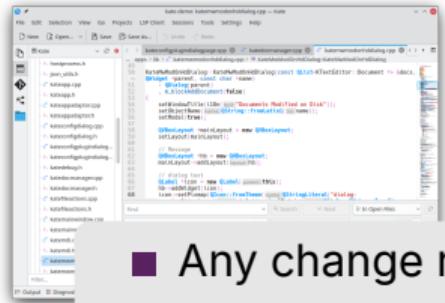


QtQuick

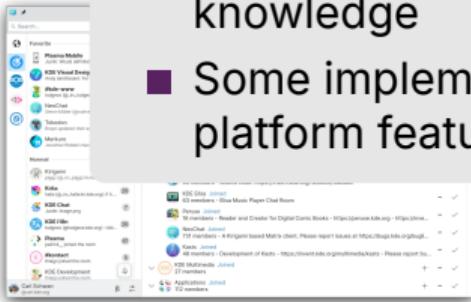


QtQuick... but different

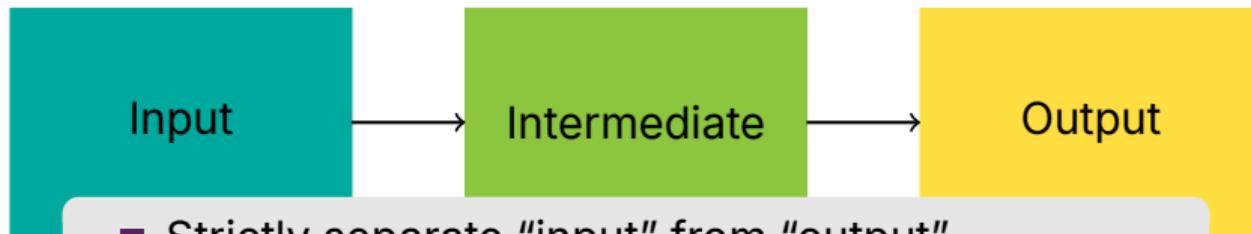
The Problems



- Any change requires 4 different implementations
- Implementation requires deep developer knowledge
- Some implementations do not make full use of platform features



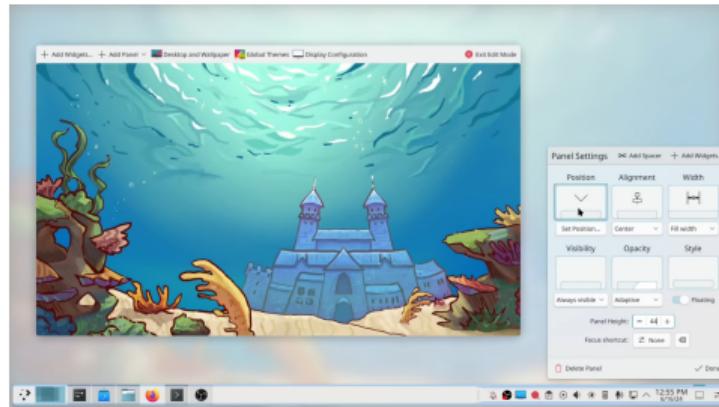
A Potential Solution

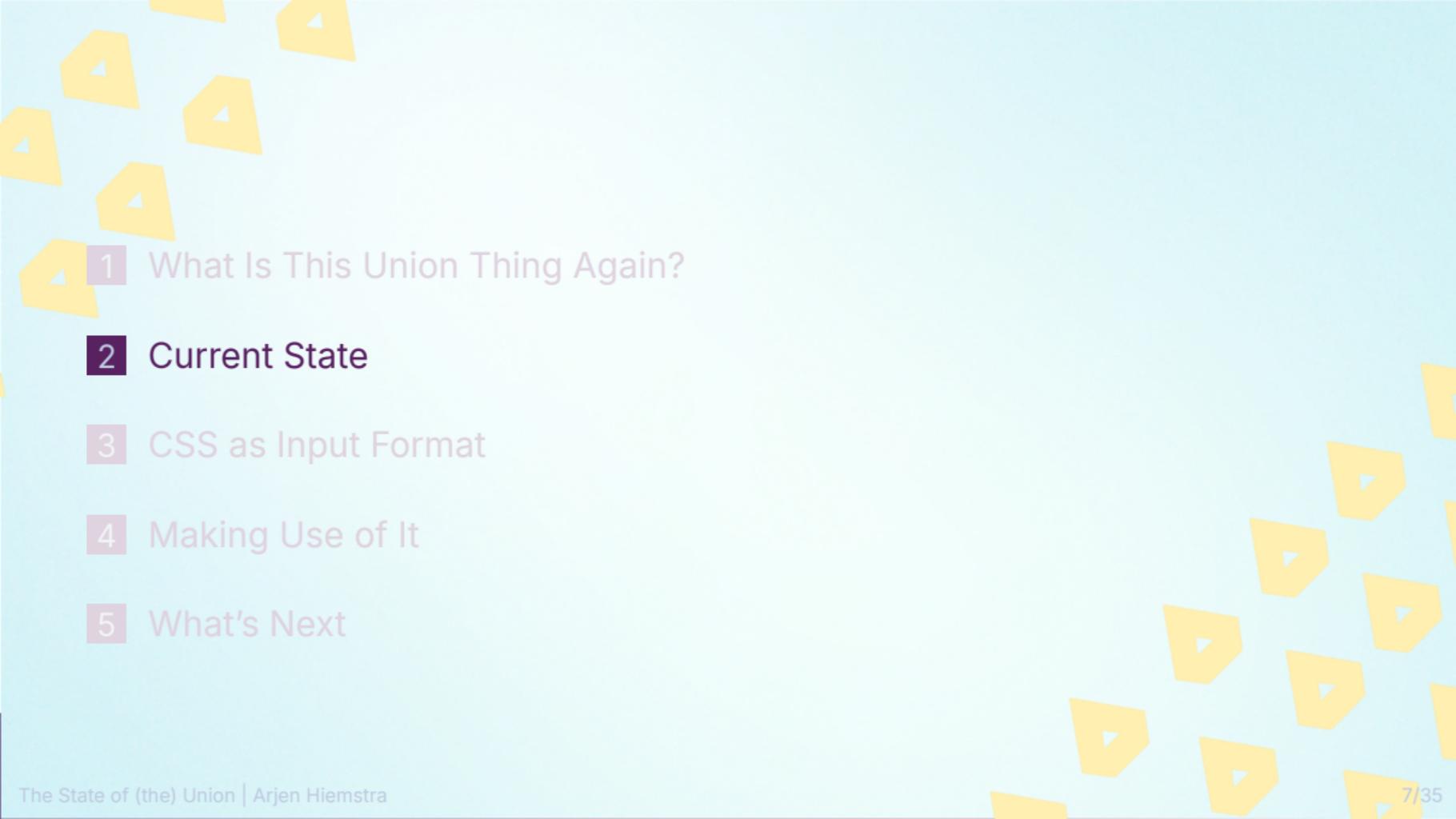


- Strictly separate “input” from “output”
- Define an “intermediate layer” common to both
- Input produces and output consumes intermediate data

Implementation Plan

- Initial focus on a QtQuick Controls style as output
- Use Plasma's SVGs as input as it has known results
- Define the core library, then revisit input/output





1 What Is This Union Thing Again?

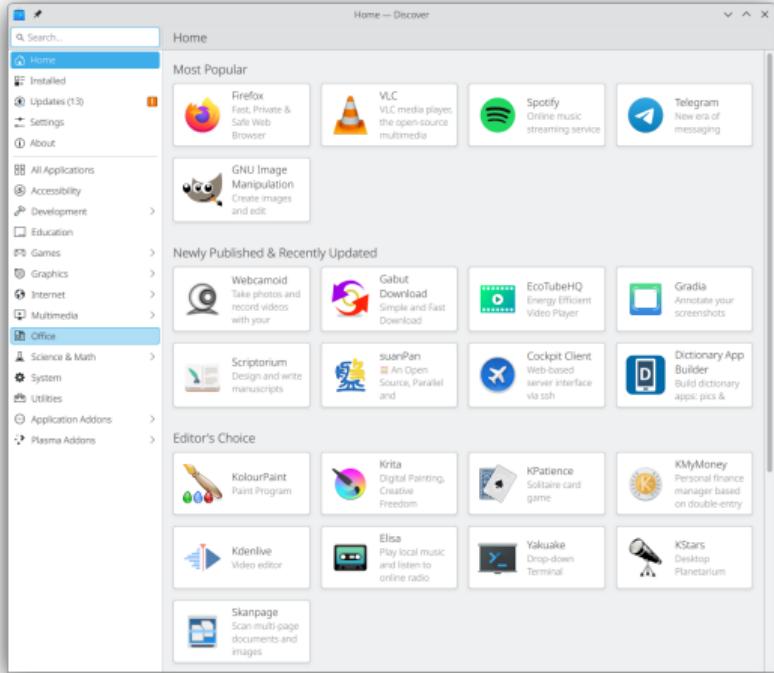
2 Current State

3 CSS as Input Format

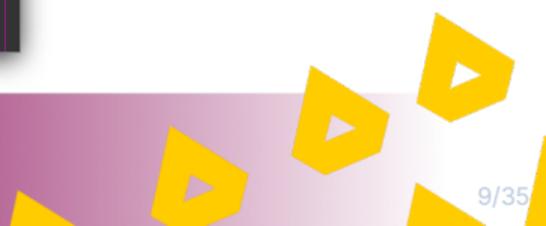
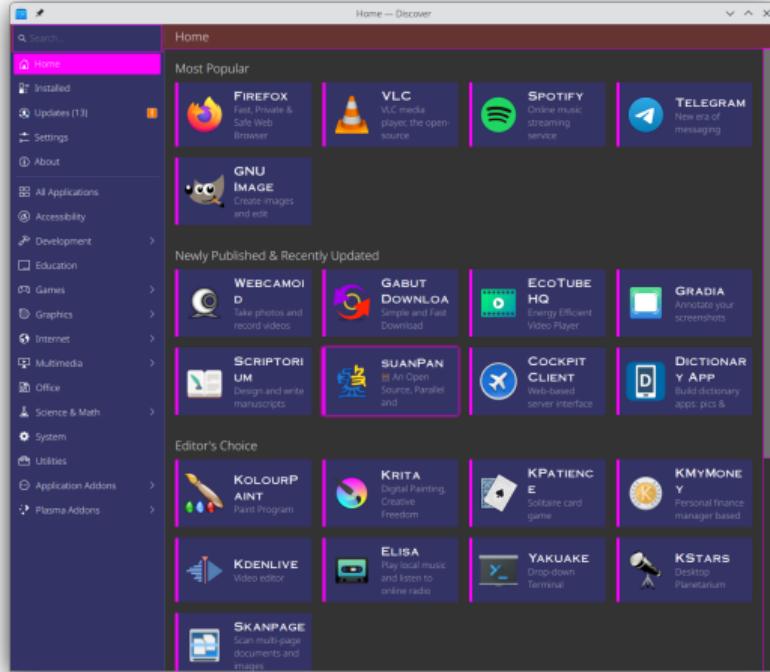
4 Making Use of It

5 What's Next

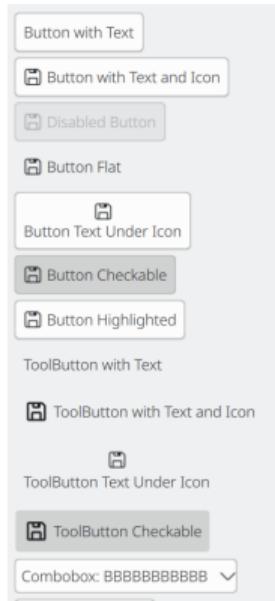
Discover



Also Discover



QtQuick Controls

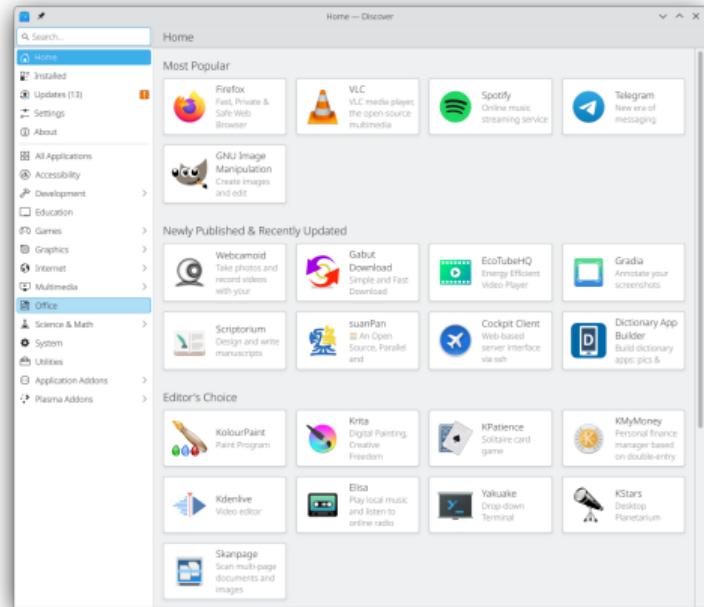


- Lots of QtQuick Controls covered
- Some Controls API details still to work out
- Several newer controls have no Breeze styling yet



Kirigami

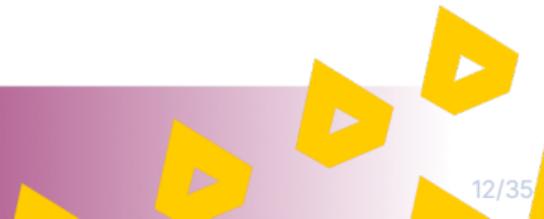
- Kirigami integration plugin for units etc.
- Overrides to allow theming custom Kirigami controls
- Some trouble with certain controls



QtQuick API details

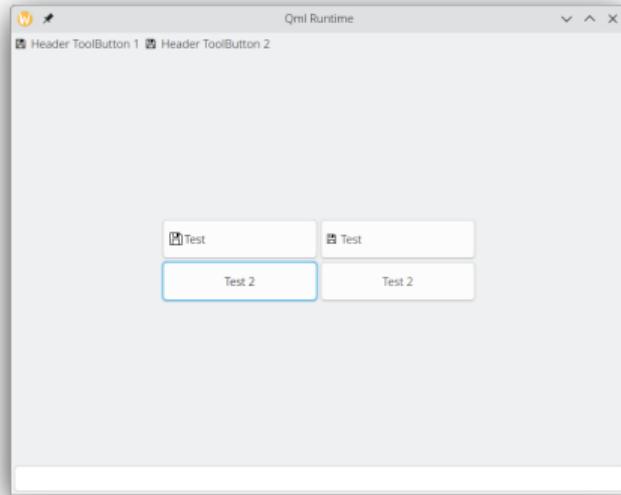
```
8 import org.kde.union.impl as Union
9
10 T.MenuItem {
11     id: control
12     Union.Element.type: "MenuItem"
13     Union.Element.states {
14         hovered: control.hovered
15         activeFocus: control.activeFocus
16         visualFocus: control.visualFocus
17         pressed: control.down
18         checked: control.checked
19         enabled: control.enabled
20         highlighted: control.highlighted
21     }
22
23     font: Union.Style.properties.text.font
24
25     leftInset: Union.Style.properties.layout.inset.left
26     rightInset: Union.Style.properties.layout.inset.right
27     topInset: Union.Style.properties.layout.inset.top
28     bottomInset: Union.Style.properties.layout.inset.bottom
29
30     implicitWidth: Math.max(implicitBackgroundWidth + leftInset + i
31     rightPadding)
32     implicitHeight: Math.max(implicitBackgroundHeight + topInset +
bottomPadding, implicitIndicatorHeight + topPadding + bottomPar
```

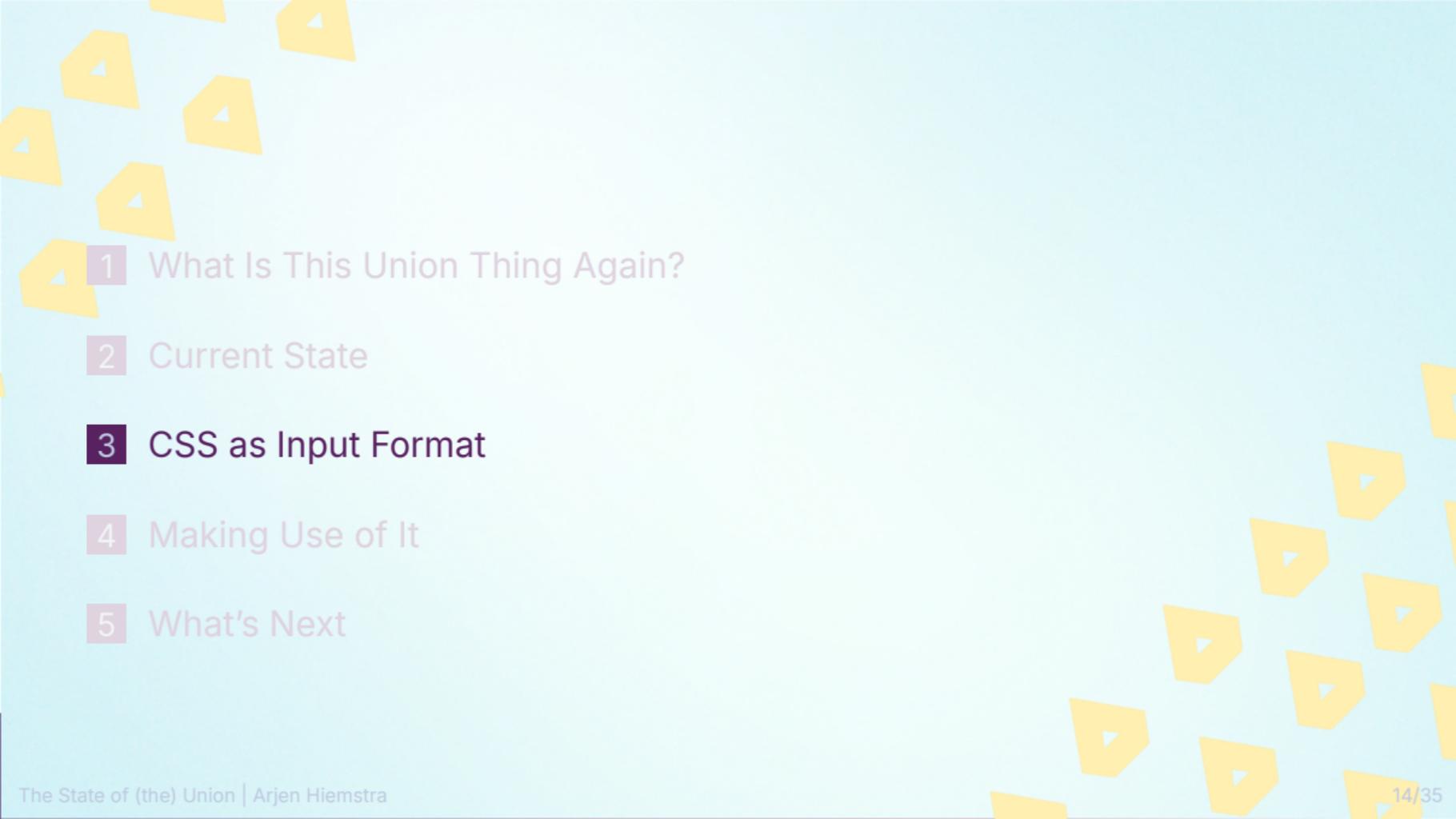
- QtQuick API working mostly through attached properties
- Custom renderer for rectangles
- Item subcontrol layout based on style information



Input Format

- Initial implementation using Plasma SVG styling
- SVG alone not enough, needed lots of extra information
- It works, but is not future proof





1 What Is This Union Thing Again?

2 Current State

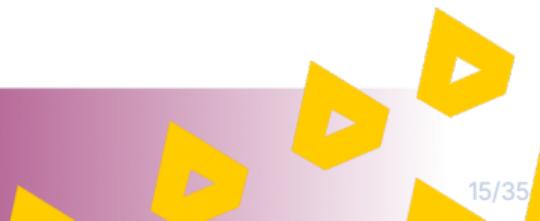
3 CSS as Input Format

4 Making Use of It

5 What's Next

Requirements for a New Input Format

- No logic
- Easy to change
- Extensible to many different things



Advantages of CSS

```
body {  
    color: black;  
    background-color: #fff;  
}  
  
h1 {  
    font-size: 20pt;  
    color: rgba(128, 0, 255, 0.9);  
}
```

- It is well known
- It is very actively developed
- It is designed to abstractly describe a style

Disadvantages

```
body {  
    color: black;  
    background-color: #fff;  
}  
  
h1 {  
    font-size: 20pt;  
    color: rgba(128, 0, 255, 0.9);  
}
```

- A lot of its design is geared towards Web
- Nearly all implementations are coupled to web browsers
- Those that are not do not implement modern CSS



Enter Servo



- Servo is a web engine written in Rust
- Started by Mozilla
- Setup to be quite modular



The cssparser Crate

- A Rust crate for parsing CSS
- Used by Servo to build its CSS parser
- Implements many modern CSS features

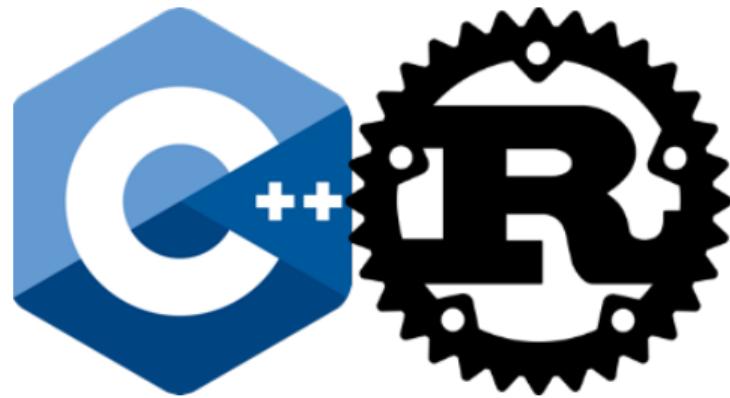
```
40 pub struct RulesParser<const TOP_LEVEL: bool> {
41     pub type TopLevelParser = RulesParser<true>;
42     pub type NestedParser = RulesParser<false>;
43
44     impl<'l, const TOP_LEVEL: bool> cssparser::QualifiedRuleParser<'t> for RulesParser<TOP_LEVEL> {
45         type Prelude = Vec<Selector>;
46         type QualifiedRule = ParseResult;
47         type Error = ParseError;
48
49         fn parse_prelude<'t>(&mut self, parser: &mut cssparser::Parser<'l, 't>) -> Result<Self::Prelude, cssparser::ParseError> {
50             let selector_parser = SelectorParser::new();
51             let relative = if TOP_LEVEL { SelectorRelative::No } else { SelectorRelative::Nested };
52             let result = selector_parser.parse(parser, relative);
53             if let Ok(selectors) = result {
54                 Ok(selectors)
55             } else {
56                 parse_error(parser, ParseErrorKind::InvalidSelectors, result.err().unwrap().to_string())
57             }
58         }
59
60         fn parse_block<'t>(&mut self,
61             prelude: Self::Prelude,
62             _location: &cssparser::ParserState,
63             parser: &mut cssparser::Parser<'l, 't>) -> Result<Self::QualifiedRule, cssparser::ParseError> {
64             let mut nested_parser = NestedParser::new();
65             let mut body_parser = RuleBodyParser::new(&mut nested_parser, Self::QualifiedRule, Self::Error::new());
66             nested_parser;
67
68             let mut properties = Vec::new();
69             let mut nested = Vec::new();
70             while let Some(entry) = body_parser.next() {
71                 if let Ok(entry_contents) = entry {
72                     match entry_contents {
73                         ParseResult::Property(property) => properties.push(property),
74                         ParseResult::Rule(rule) => nested.push(rule),
75                         ParseResult::PropertyDefinition(definition) => {
76                             add_property_definition(&mut nested, definition);
77                         },
78                         ParseResult::Import(_) => return parse_error(parser, ParseErrorKind::UnsupportedFeature),
79                         ParseResult::UnknownFeature(feature) => return parse_error(parser, ParseErrorKind::UnsupportedFeature);
80                     }
81                 }
82             }
83         }
84     }
85 }
```

Building a CSS Parser

- `cssparser` is more of a toolkit to build a CSS parser with
- Some extra helper crates for parsing selectors and colors
- No real data structures
- Quite some glue code needed for it to be useful

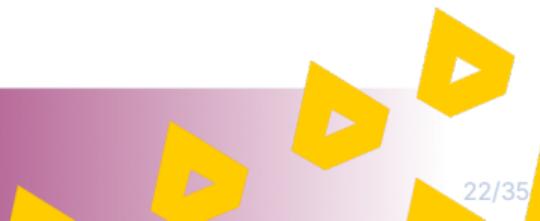
Integrating Rust

- Union is a C++ project
- Rust code can be integrated through helper crates like cxx
- Decided to create a stand-alone library for CSS parsing



CXX-rust-cssparser

- C++ wrapper around Rust core
- Abstract representation of a CSS file
- Designed as mostly generic library



1 What Is This Union Thing Again?

2 Current State

3 CSS as Input Format

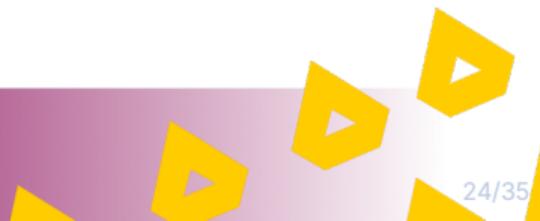
4 Making Use of It

5 What's Next

Selectors

- Selectors define what properties to apply to which elements
- Union has the exact same concept
- Certain selectors can be directly mapped

```
body p > span::first-child {  
}  
nav li.active a[href] {  
}
```



Selectors: Example

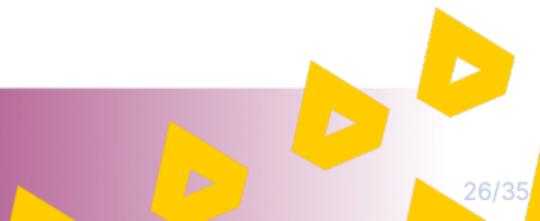
```
T.Button {  
  Element.type: "button"  
  Element.states {  
    hovered: control.hovered  
    pressed: control.pressed  
  }  
  Element.hints: ["primary"]  
}
```

```
button {  
}  
button:hovered {  
}  
button.primary:pressed {  
}
```

Properties

- Properties indicate what changes to make to an element
- Web's properties do not necessarily match Union
- cxx-rust-cssparser makes no assumptions about properties

```
button {  
    color: red;  
    background-color: black;  
    padding: 4px;  
}
```



“Custom” Properties

```
button {  
  width: 24px;  
  height: 24px;  
  spacing: 4px;  
  padding: 8px;  
  border-radius: 4px;  
}
```

- Parser needs to know about properties to parse them correctly
- Custom property syntax introduced for CSS
- Union defines all its properties using that syntax
- Match web properties where possible and it makes sense

Functions

- CSS functions can add quite useful functionality
- Unfortunately, almost all require manual implementation
- Due to this, only a handful implemented

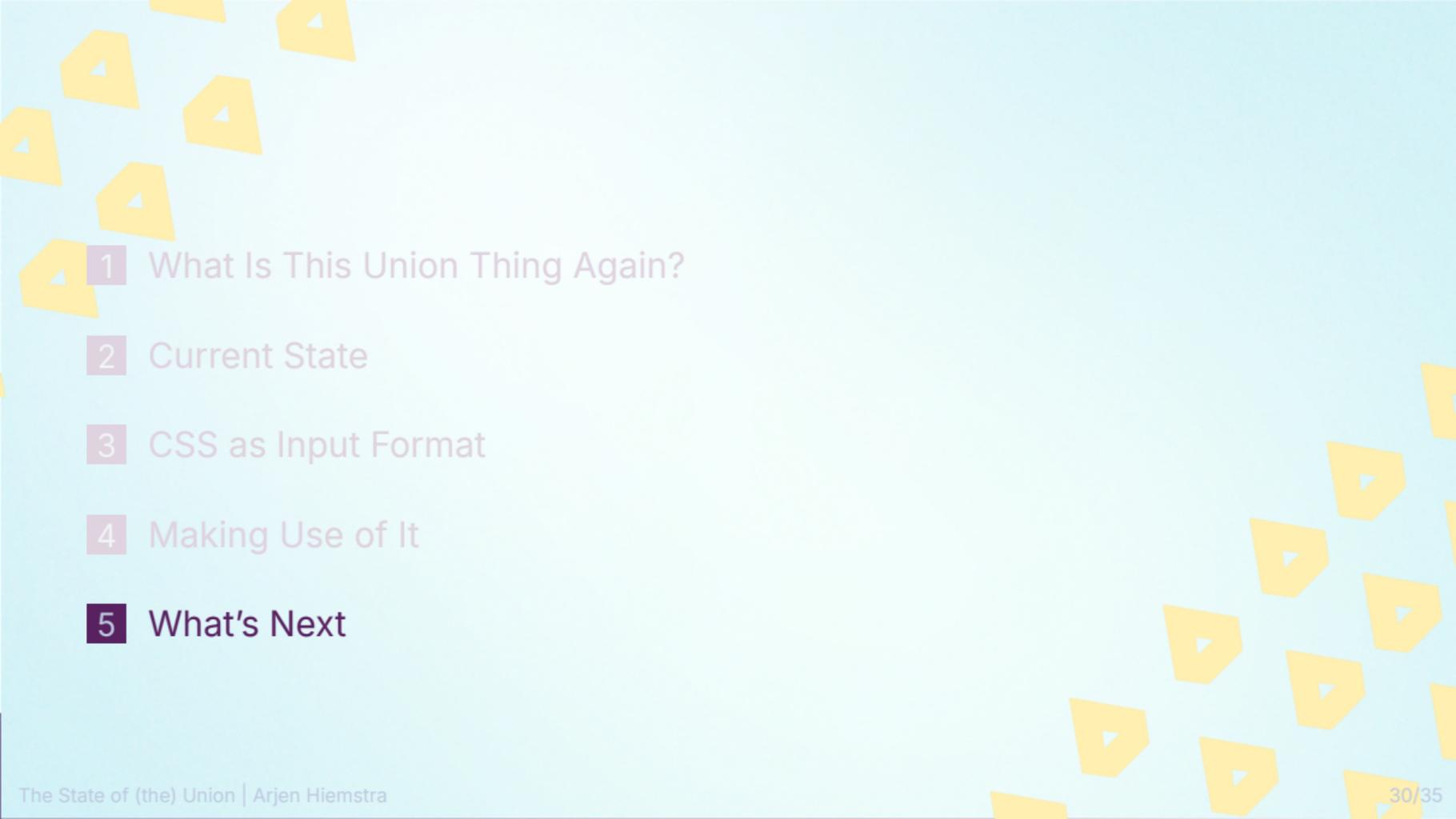
```
--medium-element-size: 24px;  
  
width: var(--medium-element-size);  
height: var(--medium-element-size);  
color: mix(#000, #fff, 0.5);
```

Conclusions



- CSS fits our usecase very well
- Implementation was not straightforward
- Future-proof solution that gives a lot of power and flexibility

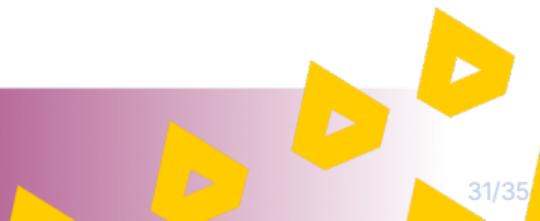




- 1 What Is This Union Thing Again?
- 2 Current State
- 3 CSS as Input Format
- 4 Making Use of It
- 5 What's Next

First Release!

- “Tech Preview” once QtQuick Controls style is mostly complete
- Will contain CSS version of Breeze
- Should be future-proof enough to allow new development



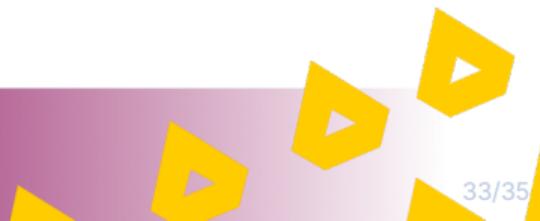
A New Style

- Plasma Next has been working on a design system
- Eventually hopes to build a full application style
- Will probably need extra development on Union



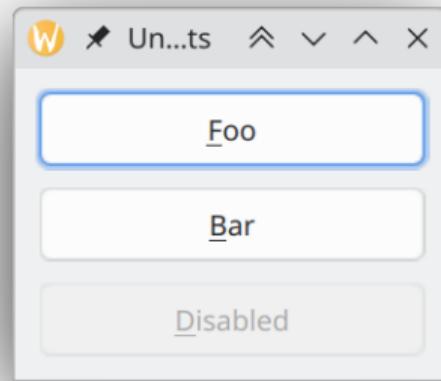
Expand CSS Capabilities

- More advanced fills: Gradients, Textures
- More selectors and combinators
- Animations



More Outputs

- QtWidgets output started, but needs more work
- Potentially add integration outputs similar to Kirigami
- Other projects with styling such as decorations





Questions?

Find the code at:

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

Discuss things:

#union:kde.org