Converged desktop experience

Ubuntu phone apps on multiple form factors
Christian Dywan

Ubuntu UI Toolkit aka SDK
What does convergence mean today?
Meetup
Sandra sagt ebenfalls, es war schön, dich bei An Evening an.

partner-abrechnung@gmail.com
Auszahlung Werbekosten
Sehr geehrter Teilnehmer an Partnerprogramm,

Contact - Exploding Rabbit
Super Retro Squad Update - J...
Things have been progressing smoothly on the collaboratio...

TicToc Games
New Digital Content for Adv...
Hi Laurenius,
Hooray! New digital content i...

Dropscan Service
Dropscans - 1 Sendung geöf...
Hallo Herr Dywan,
Ihre Scans sind fertig!

Kickstarter
Project Update #52: Adventur...
European Wii U Backer Codes
Have Arrived!

Couchsurfing
VERGEAN sent you a new me...
European Wii U Backer Codes Have Arrived!

Posted by TicToc Games

We know all our European Wii U backers have been anxious to get their hands on their fabulous codes, and rightly so. Adventures of Pip officially released last week on the European Wii U eShop, but backers have yet to receive their codes. Even though we encountered that hiccup, we've got some VERY good news for all you fine folks!

We are extremely pleased to announce that the Wii U codes for our European backers have finally arrived, and they are being distributed RIGHT THIS SECOND! Hop into your BackerKit pages and snatch 'em up while they're still warm.
import Ubuntu.Components 1.3

MainView {

  AdaptivePageLayout {

    primaryPage: Page {

      title: i18n.tr('Hello Converged World')

    }

  }

}

}
API: AdaptivePageLayout

addPageToNextColumn(layout.primaryPage, otherPage)
API: AdaptivePageLayout

layouts: PageColumnsLayout {
    when: width >= units.gu(80)
    PageColumn {
        maximumWidth: units.gu(60)
    }
    PageColumn {
        fillWidth: true
    }
    PageColumn {
        minimumWidth: units.gu(20)
        preferredWidth: units.gu(40)
    }
}
API: PageHeader

header: PageHeader {
    contents: ...
    extension: ...
    leadingActionBar.actions:
    trailingActionBar.actions:
    StyleHints {
        backgroundColor: UbuntuColors.blue
        foregroundColor: '#FFFFFF'
    }
}
API: ListItemLayout

delegate: ListItem {
  leadingActions: ListItemActions { actions: [
    Action {
      iconName: 'edit-delete'
      text: i18n.tr('Delete')
    }
    ...
  height: layout.height + divider.height
  ListItemLayout {
    Icon {
      SlotsLayout.position: SlotsLayout.Leading
    }
  }
}
import Ubuntu.Components 1.3

ScrollView {

}

Scrollbar {
    flickableItem: myFlickable
    align: Qt.AlignTrailing // Qt.AlignBottom
}

API: ScrollView
API: MultiPointTouchArea

MultiPointTouchArea {
    mouseEnabled: false
    touchPoints: TouchPoint {
        onPressed: ...
    }
}

MouseArea {
    Mouse.ignoreSynthesizedEvents: true
    property bool hasMouse
    Mouse.onEntered: {
        hasMouse = true
    }
}
Looking into the future

InputDeviceModel {
    deviceFilter: InputInfo.Keyboard
    property bool hasKeyboard: count > 0
}


Questions?

Check out the API online