

# Spec 2.0

The next step on desktop UI



# Spec 2 is a team work



“How to do a desktop application with Pharo?”

*–Most requested feature every ESUG (personal survey)*



# How can you do an Application today?

- Morphic
- Spec 1.0
- Glamour
- ... others



There has to be only one!  
*(and it has to be easy to use)*

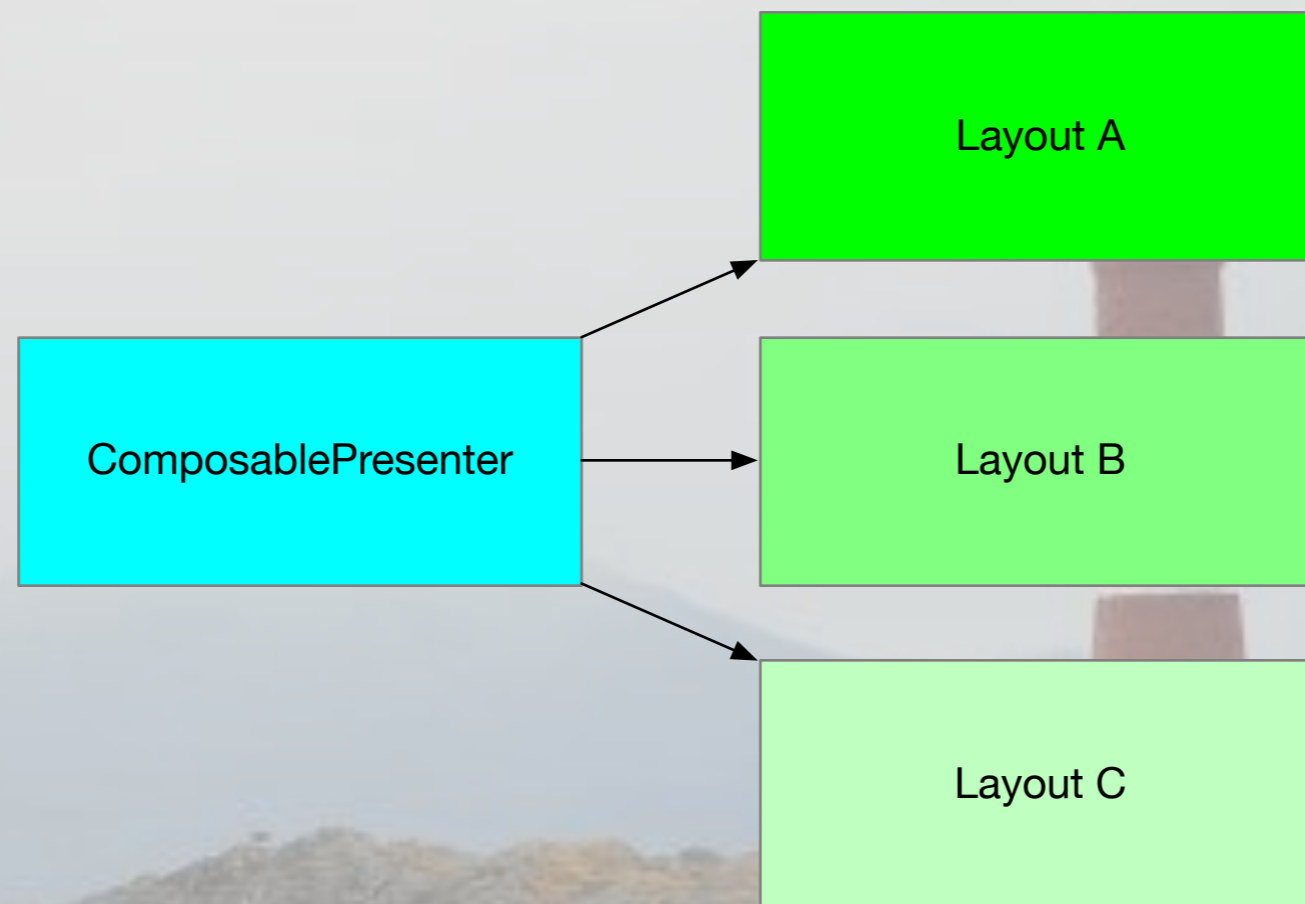


# Why Spec?

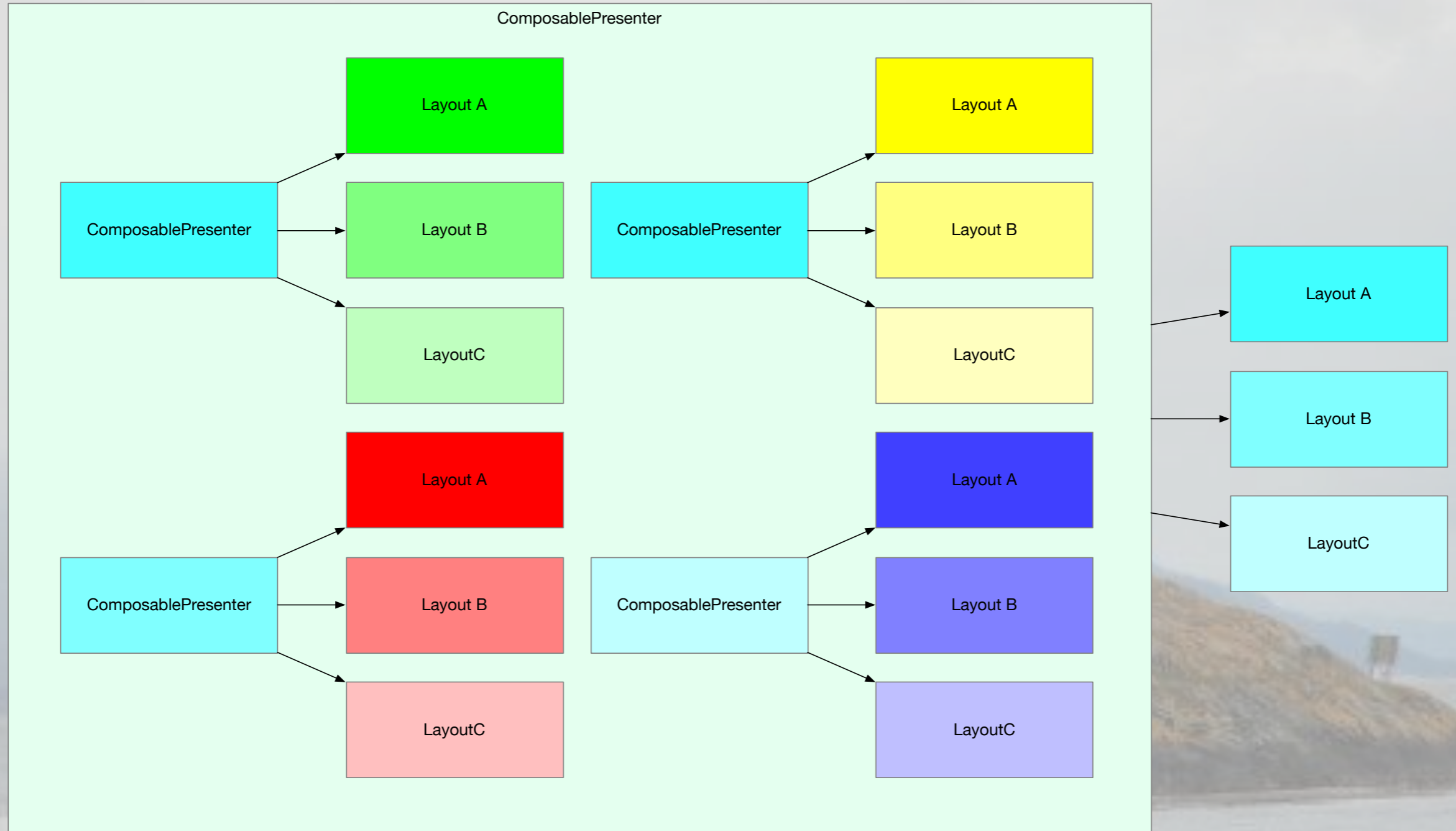
- Modular design
- Testable
- Morhic is low-level: powerful, but too much when doing a regular application (same applies to bloc, by the way)
- Spec can cover Glamour specifics easier than Glamour covering Spec specifics



# A Presenter



# A composed Presenter





# The original plan

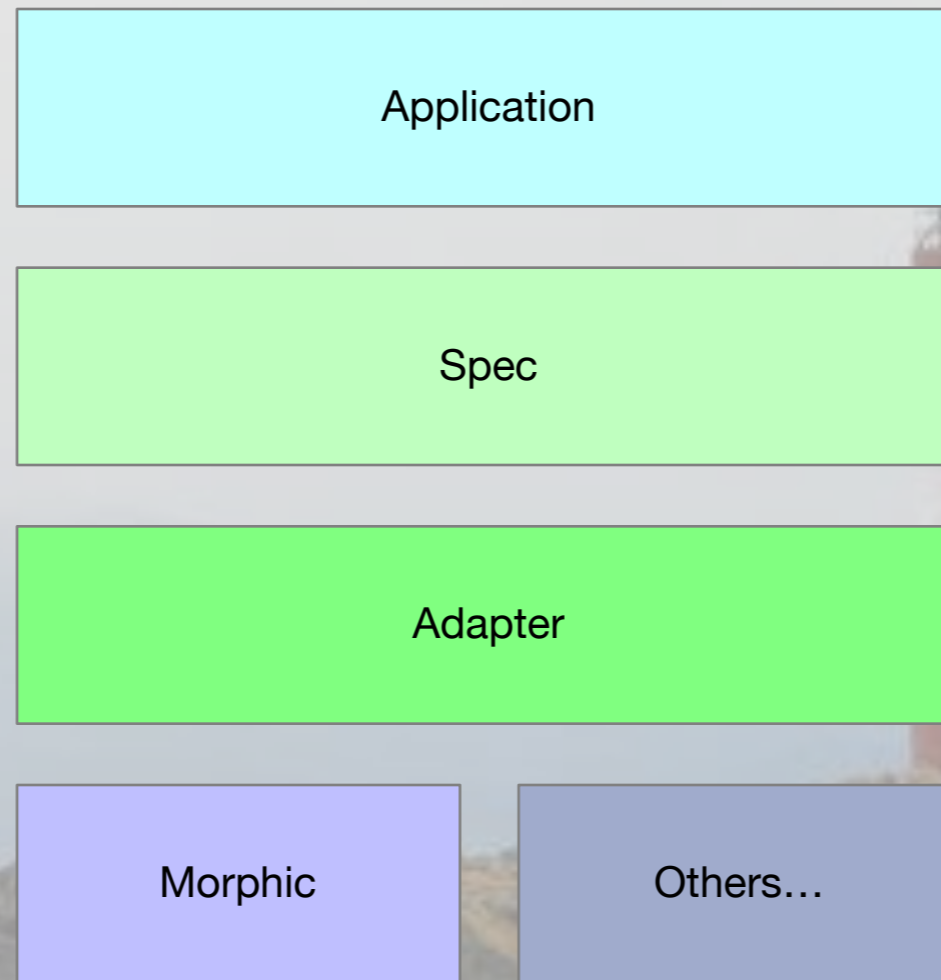
Application

Spec

Morphic



# The original plan



# The reality

Application

Spec

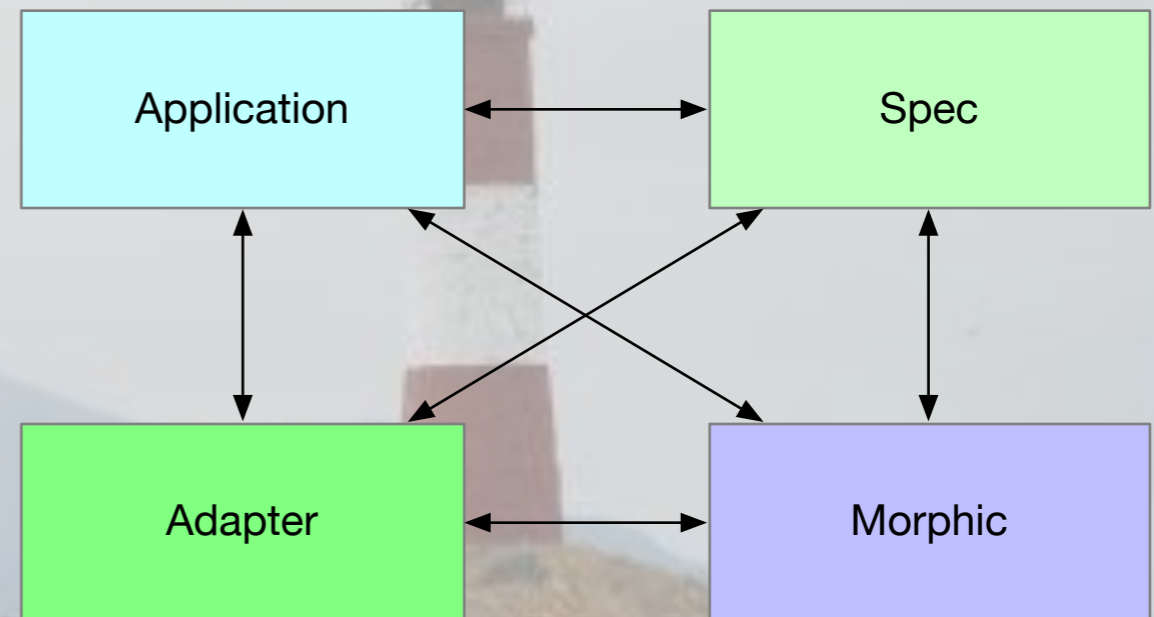
Adapter

Morphic



# The reality

- Specs mixed with morphs/adapters
- Presenters design are too contaminated with morph design
- Applications need to “jump” layers to do what they need



# Spec 2.0!

- The design is already there: Spec 2.0 is about making original Spec design to work properly
- Remove interpreter (because is not needed)
- All Pharo tools needs to be developed with Spec 2.0
  - Having a base UI design for everything
  - Allow to change backends without rewriting the full UI



Some new (or/and revisited) concepts...



# Presenters

- A Presenter is the base “presenting” UI mechanism.
  - They can be **composed!**
- All existing presenters has been revisited (or they will be)
- Some of them has been deprecated! (Tree, TabManager...)
- Some others has even added (Table, TreeTable, ToolBar, ...)



# Layouts

- Instead one big *do-it-all* layout, small layouts with well defined function
  - Box (vertical, horizontal)
  - Paned (vertical, horizontal)
  - Grid
  - Scrollable
  - Others to come
- Also layouts can be **composed!**
- Current SpecLayout will be deprecated (and removed)





# Application

- Entry point of any application (including Pharo)
- Window flow
- Common resources
  - “UI Manager” for standard dialogs
  - Icons/images
  - Theme
- Backend



# Backends

- Morphic Backend
- Gtk3 Backend
- Future: Bloc backend



Demo(s) :)



**Browser** — □ ×

<ul style="list-style-type: none"> <li>▼ Morph           <ul style="list-style-type: none"> <li>▶ BorderedMorph</li> <li style="background-color: #e0f0ff;">▶ HandMorph</li> <li>▶ AbstractResizerMorph</li> <li>  AnimatedImageMorph</li> <li>  BracketMorph</li> <li>▶ FTSelectableMorph</li> <li>  FTTableContainerMorph</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>halo:</li> <li>copyToPasteBuffer:</li> <li>savePatchFrom:</li> <li>balloonHelp:</li> <li>generateMouseEvent:</li> <li style="background-color: #e0f0ff;">obtainHalo:</li> <li>sendMouseEvent:</li> <li>eventListeners:</li> <li>moveToEvent:</li> </ul>
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obtainHalo: aHalo  
 "Used for transferring halos between hands"

```

self halo == aHalo
  ifTrue: [ ^ self ].
"Find former owner"
self world hands detect: [ :hand | hand halo == aHalo ] ifFound: [ :formerOwner | formerOwner
releaseHalo: aHalo ].
self halo: aHalo
  
```



Browser

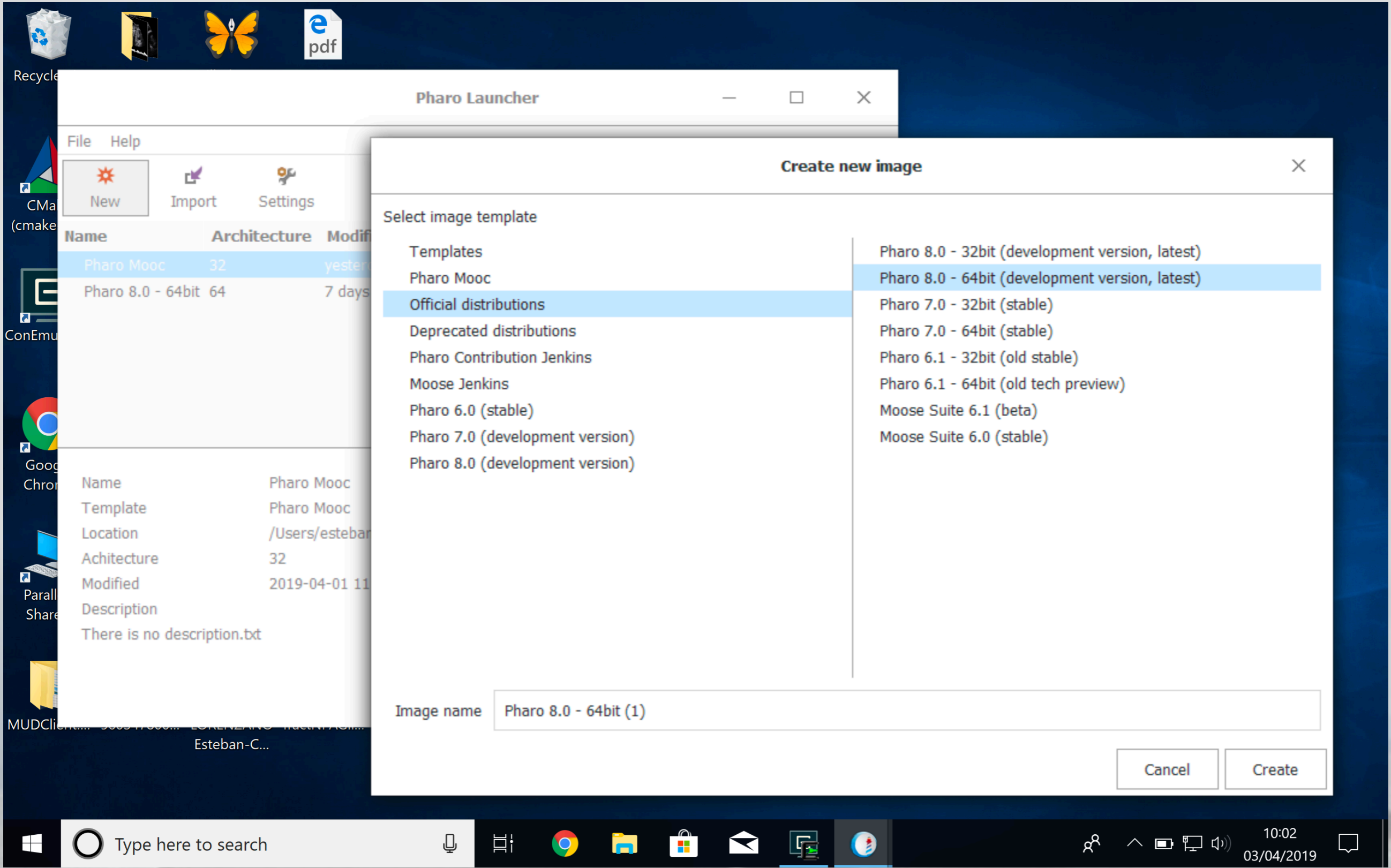
- ▼ Morph
  - ▶ BorderedMorph
  - ▶ HandMorph
  - ▶ AbstractResizerMorph
  - AnimatedImageMorph
  - BracketMorph
  - ▶ FTSelectableMorph
  - FTTableContainerMorph
  - ▶ FTTableMorph
  - FullscreenMorph

halo:  
copyToPasteBuffer:  
savePatchFrom:  
balloonHelp:  
generateMouseEvent:  
obtainHalo:  
sendMouseEvent:  
eventListeners:  
moveToEvent:  
mouseFocus  
sendEvent:focus:

obtainHalo: aHalo  
"Used for transferring halos between hands"

```
self halo == aHalo
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self world hands detect: [ :hand | hand halo == aHalo ] ifFound:
[ :formerOwner | formerOwner releaseHalo: aHalo ].
self halo: aHalo
```





Recycle

Pharo Launcher

— □ ×

File Help



New



Import



Settings

Name Architecture Modified

Pharo Mocc 32 yester

Pharo 8.0 - 64bit 64 7 days

Create new image

×

Select image template

Templates

Pharo Mocc

Official distributions

Deprecated distributions

Pharo Contribution Jenkins

Moose Jenkins

Pharo 6.0 (stable)

Pharo 7.0 (development version)

Pharo 8.0 (development version)

Pharo 8.0 - 32bit (development version, latest)

Pharo 8.0 - 64bit (development version, latest)

Pharo 7.0 - 32bit (stable)

Pharo 7.0 - 64bit (stable)

Pharo 6.1 - 32bit (old stable)

Pharo 6.1 - 64bit (old tech preview)

Moose Suite 6.1 (beta)

Moose Suite 6.0 (stable)

Name Pharo Mocc

Template Pharo Mocc

Location /Users/esteban

Achitecture 32

Modified 2019-04-01 11

Description

There is no description.txt

Image name Pharo 8.0 - 64bit (1)

Cancel

Create

Type here to search

10:02  
03/04/2019



Pharo Launcher

File Help

New Import Settings

Name	Architecture	Modified
Pharo 7.0 - 64bit	64	2 weeks ago
test 1	64	1 months ago

Name: test 1  
Template: Pharo 7.0 -  
Location: /Users/este  
Achitecture: 64  
Modified: 2019-02-25  
Description: There is no description.txt

Create new image

Select image template

Templates	Pharo Mooc
Pharo Mooc	
Official distributions	
Deprecated distributions	
Pharo Contribution Jenkins	
Moose Jenkins	
Pharo 6.0 (stable)	
Pharo 7.0 (development version)	
Pharo 8.0 (development version)	

Image name: Pharo Mooc

Cancel Create



Game



Welcome to Star Wars: Legends of the Jedi



(C)ontact us at [imms@legendsofthejedi.com](mailto:imms@legendsofthejedi.com)  
(B)ased on the SWR 1.0 Codebase by Sean Cooper  
(C)reator CYBER\_Aeon (Aka Ghost)  
(C)oding by Orion, Rojan, and Miros  
(G)ame Owners: Rojan & Walldo  
...The Legend Awaits...

Enter your name, or type NEW for a new character.  
To login to an account use @<account name>.

(E)nter your name: laar

(P)assword: Redondos42

(L)ast connected from: hel59-4-88-160-126-139.fbx.proxad.net

(C)urrently connected from: hel59-4-88-160-126-139.fbx.proxad.net

(P)ress [ENTER]

Send





Untitled window

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Accept Hint Give up Inspect



# Spec 2.0 summary

- Easy way to create REAL desktop applications!
- Multiple backends (starting with Morphic and Gtk3, Bloc will be added later)
- For Pharo: Easy migration from one backend to another
- Coming SOON (™)
  - Pharo 8
  - There will be a migration path (most cases are compatible or straightforward)



# Extra: Why GTK3?

- Cross platform
- Open source (LGPL)
- Mature
- Popular
- C bindings



# Extra: Missing parts

- Finish missing/incomplete presenters
  - Rich text presenter, ...
  - Some layouts
- Stabilisation
- Pass on API
- Pass on features
- Headless VM and *image-side* parts



# Extra: The place of bloc

- Replacement of Morphic (not Spec)
- Low level: Applications will still need some higher level layer

