



# Bringing the Notebookbar to Online

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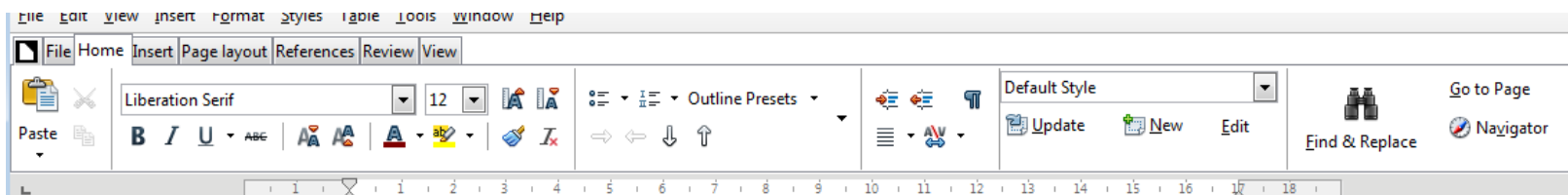
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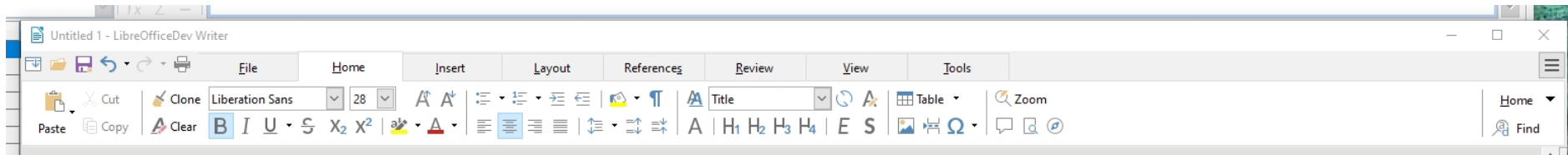


# Notebookbar on the desktop

- Introduced as an experimental feature (GSoC project) in 2016



- Polished in next editions by **Kshitij Pathania** (2018) and **Sumit Chauhan** (2019)
- Most of the conceptual work, design and tweaking the look by **Andreas Kainz**
- Released in LibreOffice 6.2 in few variants

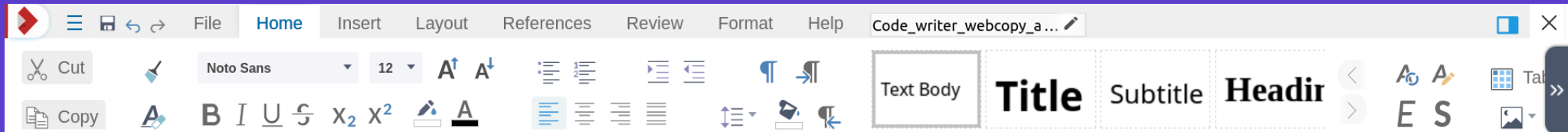


# Bringing the Notebookbar to Online

Feature frequently requested by Collabora Office customers.



Notebookbar in CODE 6.4 (Collabora Online Development Edition)



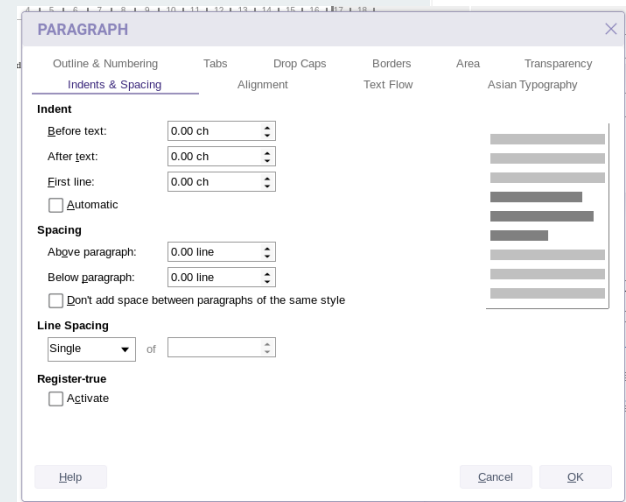
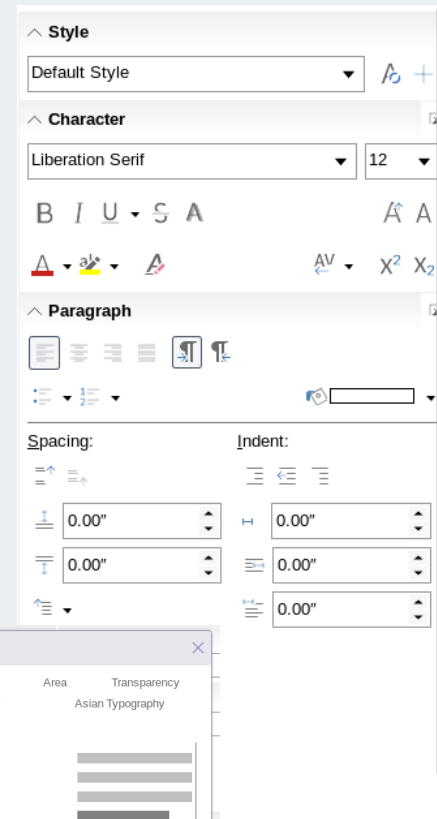
# Re-using UI bits from desktop so far

We already had dialogs and the sidebar in Online.

Pixel-based canvas transferred from the server.

We send mouse events and receive updates.

We can't do the same, Notebookbar on desktop has many things we don't need in Online.

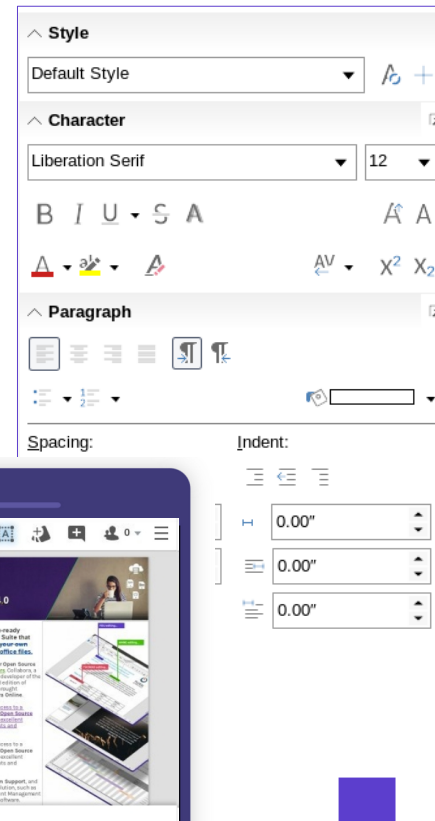
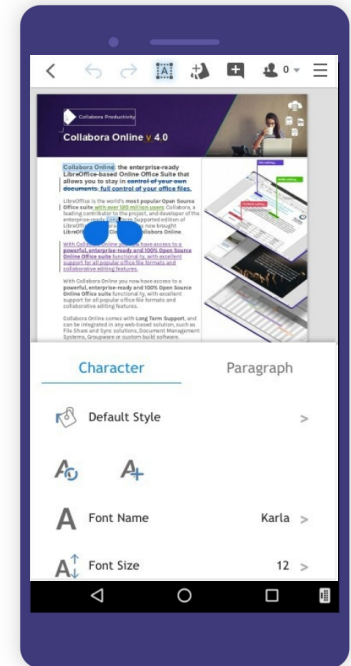
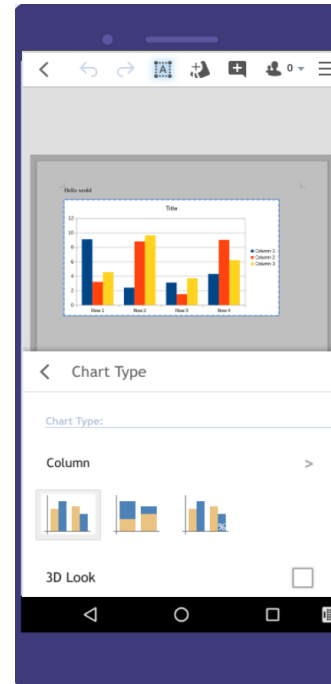


# Native controls – sidebar on mobile phones

HTML based, better integrated with the rest of UI.

Re-laid out for better user experience.

My next talk with technical details about re-using sidebar on mobile phones will take place on **17 October**.

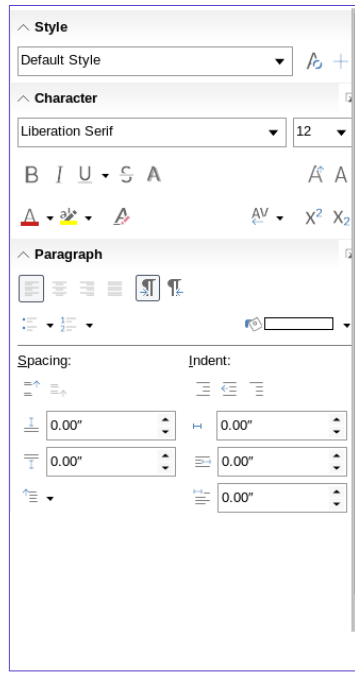




# How native controls are built

SERVER

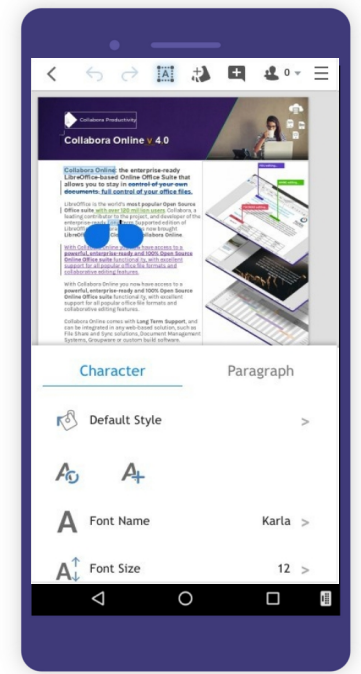
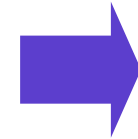
CLIENT



JSON  
(UI description)



Interface builder





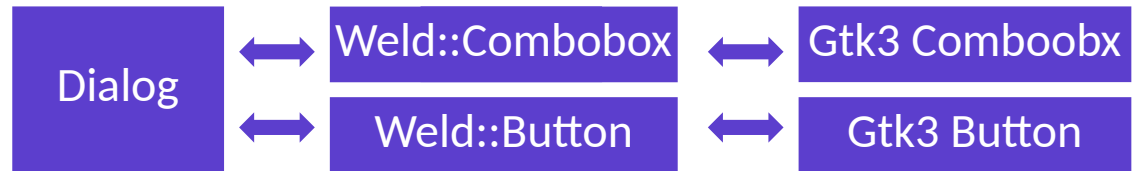
## Reaction on user input

- When user performs any action send control type and event data eg. **selected position 3** in the **listbox** with id **'X'**
- Sever does the same change and renders the new JSON which is sent back to the client



# Welding in vcl

- Way to use native controls on desktop, implemented by Caolán McNamara
- Currently gtk3 only implementation
- Adds an abstraction level which is a bridge between native UI and LibreOffice dialogs code







# Welding in vcl

## Advantages of using welded wrappers

- We receive information about every modification of a control
- We can inform parent dialog about input performed by user eg. mouse press

```
namespace weld
{
class VCL_DLLPUBLIC Widget
{
protected:
    ...
    Link<const MouseEvent&, bool> m_aMousePressHdl;
    ...

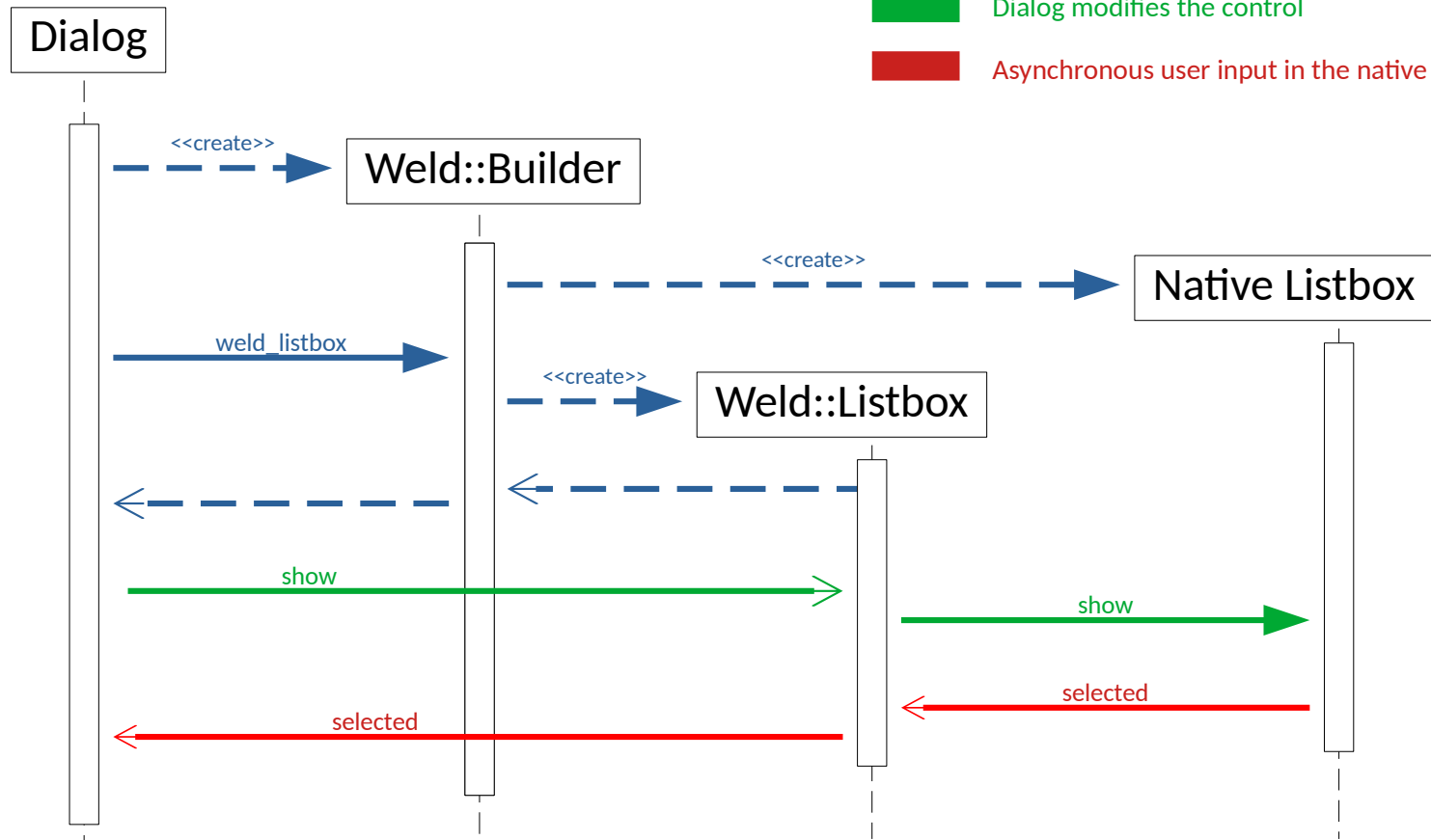
public:
    virtual void set_sensitive(bool sensitive) = 0;
    virtual bool get_sensitive() const = 0;
    virtual void show() = 0;
    virtual void hide() = 0;

    ...
    virtual void connect_mouse_press(...)
```



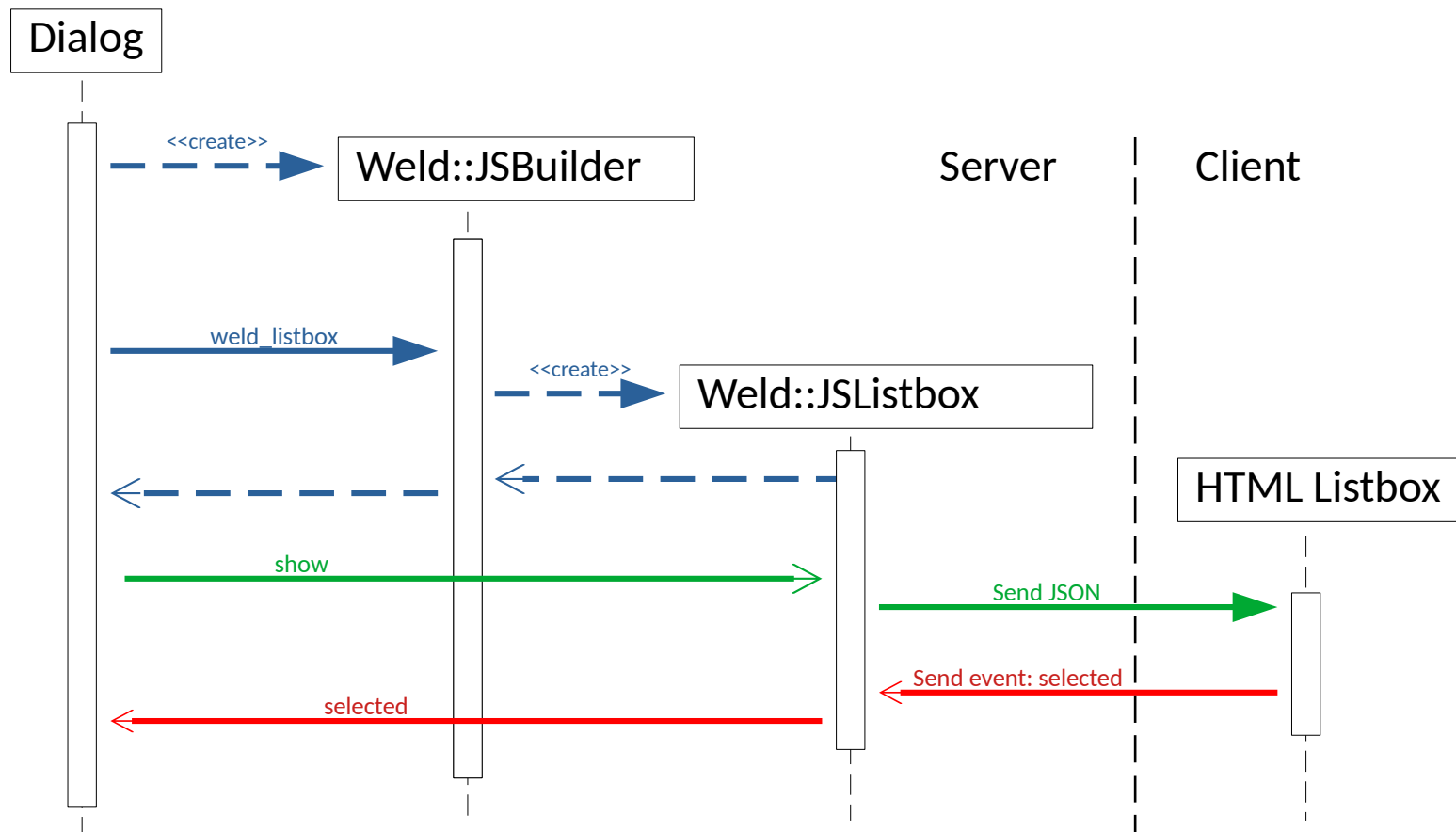
# Welding in vcl

- █ Building
- █ Dialog modifies the control
- █ Asynchronous user input in the native control





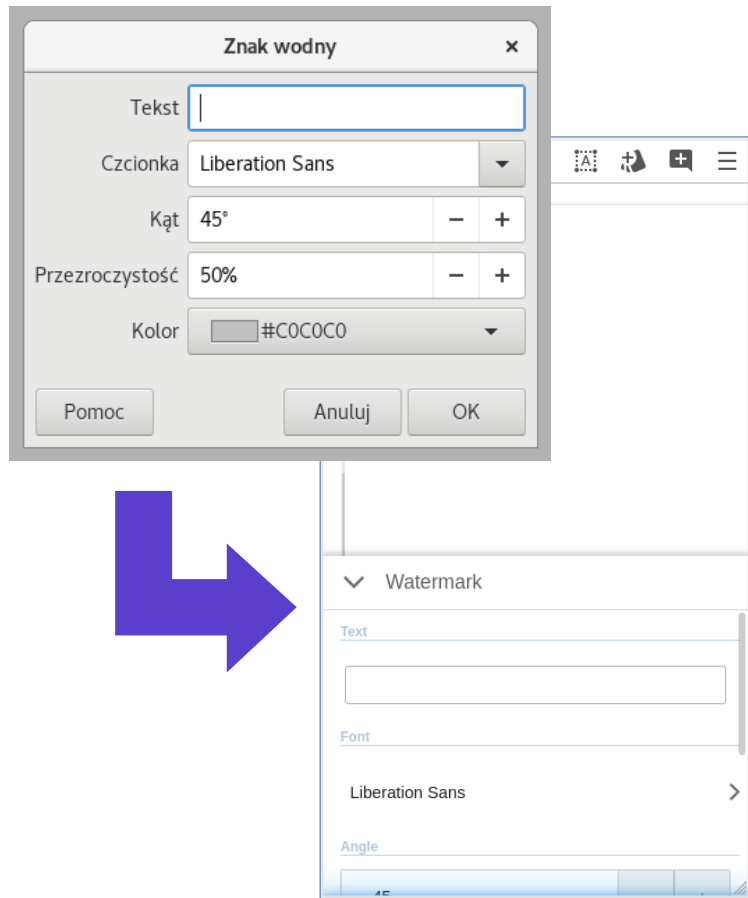
# Using welding in online





# Dialogs on mobile using welded widgets

- Code in **vcl/jsdialog**
- Implemented `weld::Builder` and control wrappers
- `JSInstanceBuilder` is injected only for few dialogs we want in online, only on mobile devices.
- Wrappers send JSON on control change
- **vcl/jsdialog/executor.cxx** code executes commands received from a client eg. when something is selected in a listbox





# Introducing Notebookbar in online

## Core part:

- **NotebookBar** control only creates container (vcl/control/notebookbar.cxx)
- Sfx2 part creates **WeldedTabbedNotebookbar** in the container
- **WeldedTabbedNotebookbar** creates **JSInstanceBuilder** and welds the **TabControl**
- Notebookbar is not fully welded but it is enough to switch tabs
- Code moved to sfx2 where we have more information about current view so we can manage notebookbar creation per view



# Introducing Notebookbar in online

## Online part:

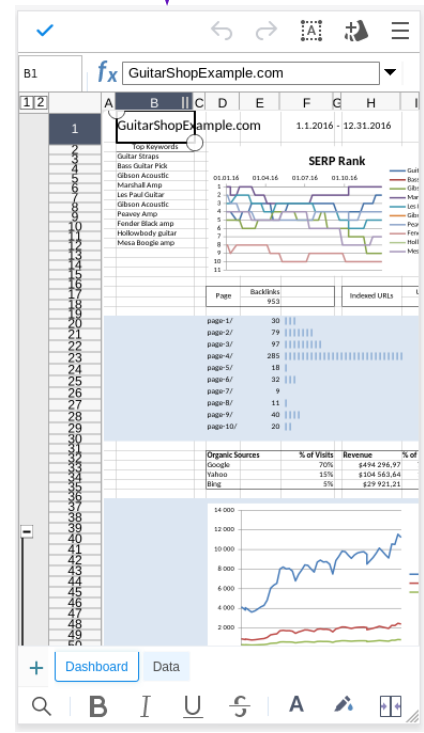
- First problem: we need only part of the classic UI
- Big rework of UI initialization
- Split **Control.Toolbar.js** monster into smaller pieces
- Created **Control.UIManager.js** which builds the UI depending on device and file type

Control.MobileTopBar.js

Control.FormulaBar.js

Control.SheetsBar.js

Control.MobileBottomBar.js





# Introducing Notebookbar in online

## Online - new files:

- **Control.Notebookbar.js** contains common container code like: resize handling, tabs insertion into menubar
- **Control.NotebookbarWriter.js**, **Control.NotebookbarCalc.js** and **Control.NotebookbarImpress.js** – inherits from **Control.Notebookbar.js**, contain list of available tabs, custom tabs definitions
- **Control.UIManager.js** initializes correct container depending on file opened
- Added switch in the **loolwsd.xml** config to select classic or notebookbar mode  

```
<user_interface><mode> notebookbar </mode></user_interface>
```



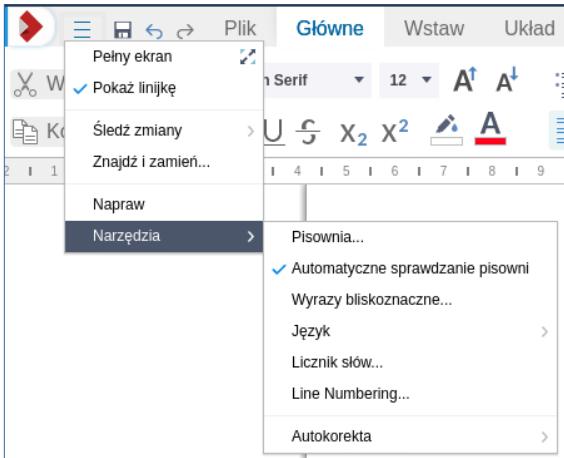
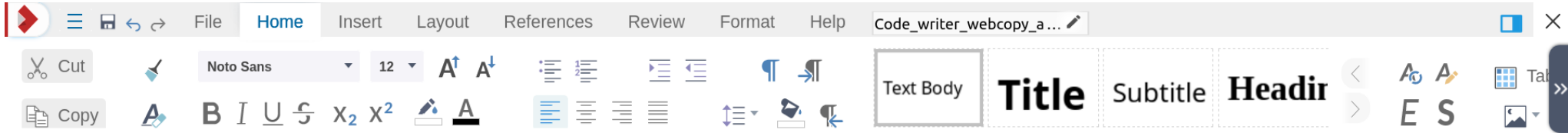
# Introducing Notebookbar in online

## Online part:

- Based on **Control.JSDialogBuilder.js** created **Control.NotebookbarBuilder.js**
- **NotebookbarBuilder** has redesigned build function which builds the UI horizontally, also using div elements instead of tables
- Ported few custom widgets already present in the toolbars like: style/font selector, insert table popup, conditional formatting popup



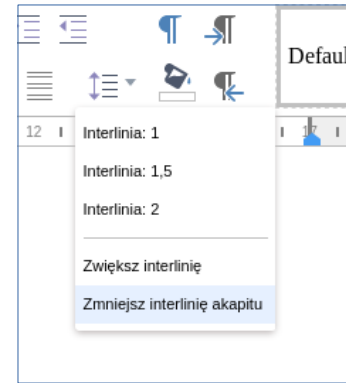
# Custom widgets and popups in Notebookbar



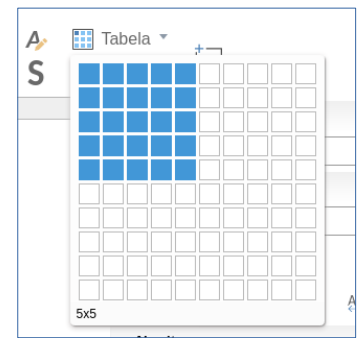
Hamburger menu



Color pickers



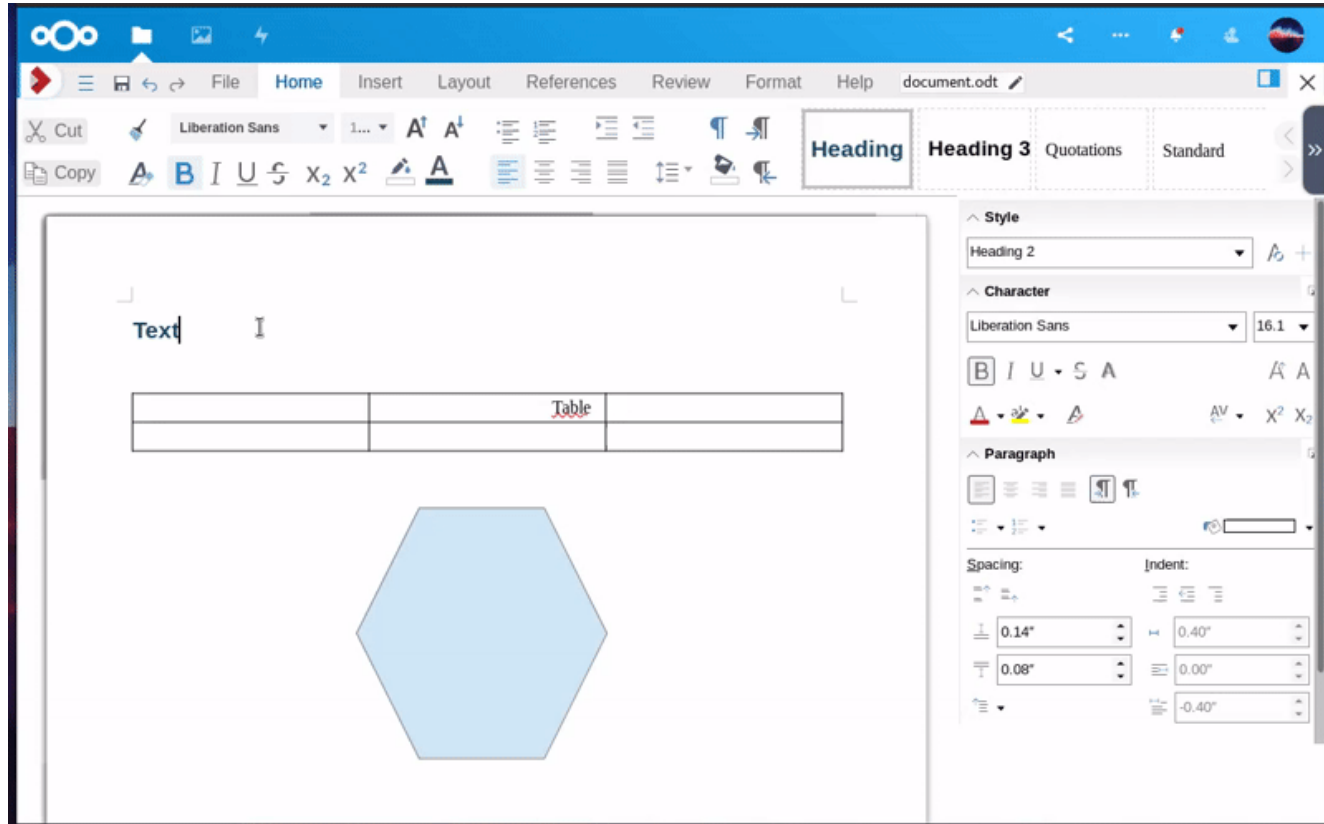
Line spacing dropdown



Insert table dropdown

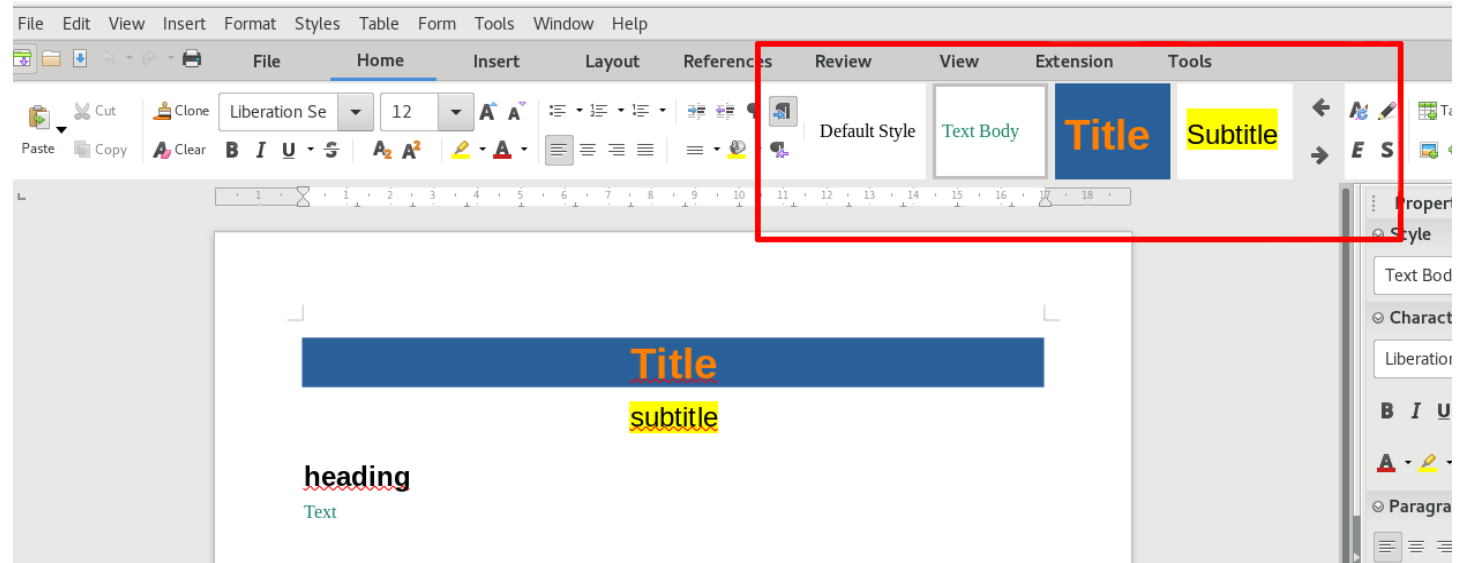


# Context handling





# Styles preview





Collabora Productivity

# Thank you!

**Checkout the `CODE 6.4` with notebookbar!**

**By Szymon Kłos**

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