

Tom Schindl

Tom.schindl@bestsolution.at http://www.bestsolution.at http://tomsondev.bestsolution.at

Innsbruck, Austria

e4 - The workbench model and the renderers

Eclipse Summit Europe Wednesday, October 27, 2009



e4 – About Me

- Founder and Owner of BestSolution.at
- Eclipse Committer
 - Platform UI
 - **e**4
 - EMF
- Projectlead
 - Nebula
 - UFaceKit

e4 - The model a short history

- EclipseCon 08
 - Mock up model based upon HashMaps
 - Mock hosted "hacked" into 3.x
- E4-Summit Ottawa (22nd /23rd May)
 - May 20th: Mail to e4-dev "A radical approach to explore new paths for e4"
 - Platform designed from Scratch
 - No statics, no singletons, usage of DI



e4 – The model

EMF? Why oh why?

- It's a proven domain model technology so why invent our own?
- It has tooling (an Editor, ...)
- Integration points for different technologies like EMF-Compare, CDO, ...



e4 – The model

EMF but isn't it bloat?

- Distinguish between installation and runtime bloat
- Installation "bloat" 1.5 MB
- Runtime size of EMF is highly optimized (e.g. storage of booleans, ...)
- Benefit from upstream changes (Ultra Slim Diet in 3.5)

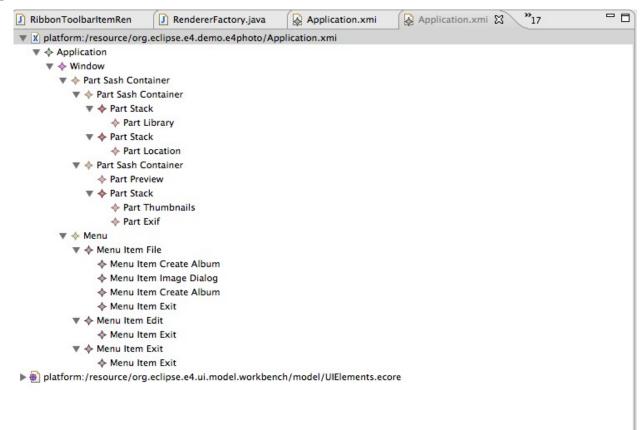
Best on.@t

e4 – Anatomie of an E4-App

- Main Building Blocks
 - Application model instance
 - POJO to fill the parts of the UI with content
- Additional Building Blocks
 - CSS Theming your application
 - IEclipseContext Accessing services, ...

e4 – Anatomie of an E4-App

Application model



Best olution.@t

e4 – Anatomie of an E4-App

Part POJO

Best on.@t

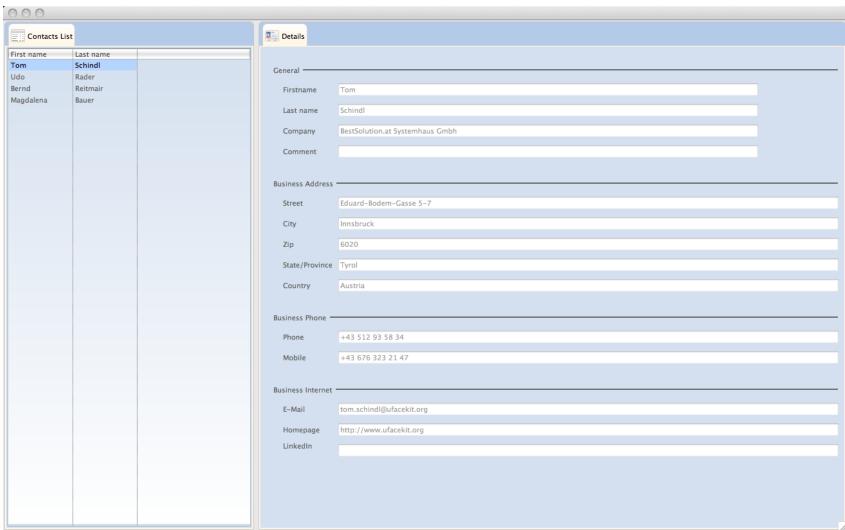
e4 – Anatomie of an E4-App

Wiring the part POJO into the Application Model

Application.xmi 🛱 🚺 Location.	.java] Library.java]]	Preview.java J ExifT	able.java	" 21		E Outline ⊠		
▼ 🕅 platform:/resource/org.eclipse.e4.demo.e4photo/Application.xmi						An outline is not available.		
▼ ◆ Application					UJ			
▼ ♦ Window								
🔻 💠 Part Sash Container								
🔻 💠 Part Sash Container								
▼ 💠 Part Stack					Y			
♦ Part Library					A v			
🙎 Tasks 📳 Problems 📮 Console 🗉	Properties 🛭 🔗 Search 🥸	Plug-ins 👸 Target Pla	Progress	SVN Prop	🏂 Debug 🍰 Ca	ıll Hierar Ju JUnit 🔰 CDO		
Property		Value						
Context		E						
Factory								
Icon URI		Œ						
Id		臣						
Menus		Œ						
Name		□ Library						
Object		Œ						
Parent		□ Part Stack						
Persisted State		E≣						
Toolbar		臣						
Tooltip		Œ <u></u>						
URI			i/org.eclipse.	.e4.demo.e4pho	oto/org.eclipse.e4.	demo.e4photo.Library		
Variables		Œ						
Visible		□ true						
Widget		Œ <u></u>						



e4 – Example Application



e4 - Extending the App-Model

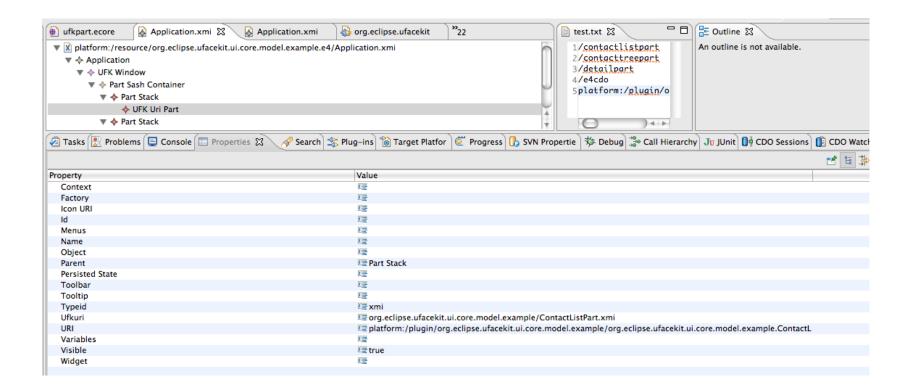
 One can derive from the base .ecore and add features

Best Solution. Ot

e4 – Extending the App-Model

```
public class DetailPart {
 public DetailPart(UIComposite parent, Resource resource,
    IAddressSelectionBroker addressSelection, Store store) {
 UIFactory<?> factory = parent.getFactory();
 UIDesktop desktop = parent.getDesktop();
 UFaceKitBuilder builder = new UfaceKitBuilder(
    factory,
    new DefaultBindingStrategy(desktop.getRealm(), Type. DOMAIN_TO_UI)
 builder.buildPart(
    parent,
    (IUIComposite) resource.getContents().get(0)
```

e4 – Extending the App-Model



ution.@t



e4 – Accessing services

- E4 injects services of the local context into your POJO
 - Root of the IEclipseContext is the Equinox Service Registration

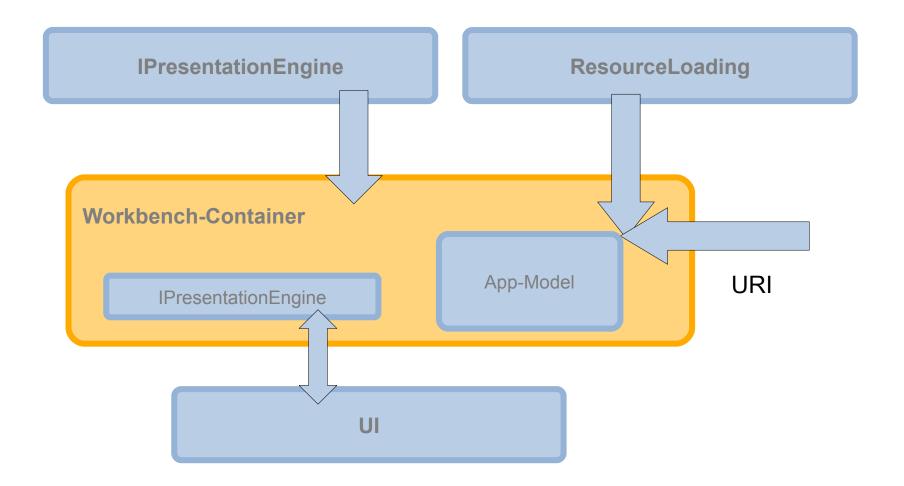
Best Solution.@t

e4 – Extending the App-Model

```
public class DetailPart {
 public DetailPart(UIComposite parent, Resource resource,
    IAddressSelectionBroker addressSelection, Store store) {
 UIFactory<?> factory = parent.getFactory();
 UIDesktop desktop = parent.getDesktop();
 UFaceKitBuilder builder = new UfaceKitBuilder(
    factory,
    new DefaultBindingStrategy(desktop.getRealm(), Type. DOMAIN_TO_UI)
 builder.buildPart(
    parent,
    (IUIComposite) resource.getContents().get(0)
```



e4 – Core Design



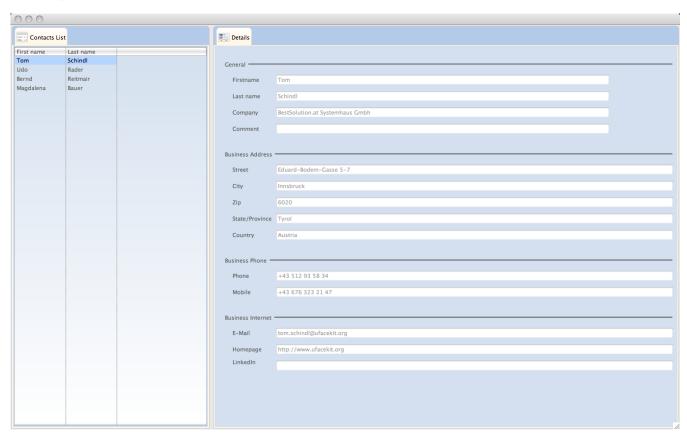
Best on.@t

e4 - Sharing the App-Model

- Exchanging the Resource Loading
 - E.g. for live application design of an E4-Application
 - Share model using CDO between JVMs

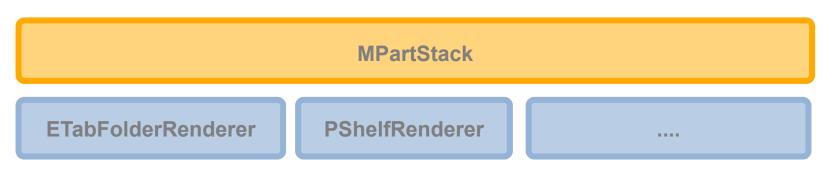
e4 – Sharing the App-Model

DEMO





- Default Presentation Engine provided by E4
 - Based on SWT
 - Extensible by plug in your own renderers
- One Appmodel Element multiple renderers





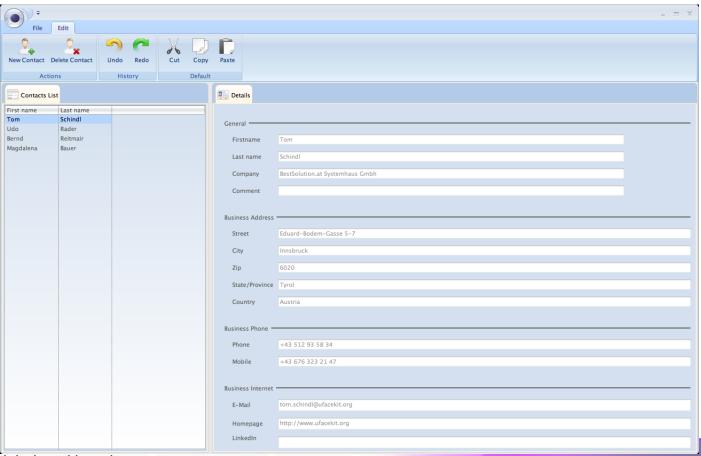
- Tasks of the renderer
 - Manage Lifecycle of the UI-Element
 - Creation
 - Dipose
 - Synchronize attributes between both
 - Value changes
 - Structural changes



```
public class RendererFactory extends WorkbenchRendererFactory {
  @Override
  public AbstractPartRenderer getRenderer(MUIElement uiElement,
    Object parent) {
    if (uiElement instanceof MPartStack && usePShelfRenderer() ) {
      if( stackRenderer == null ) {
        stackRenderer = new PShelfStackRenderer();
        initRenderer(stackRenderer);
      return stackRenderer;
    return super.getRenderer(uiElement, parent);
```



Enhancing the renderers DEMO



E4 - The modeled workbench

THE END