

Converged desktop experience

Ubuntu phone apps on multiple form factors

Christian Dywan

Ubuntu UI Toolkit aka **SDK**

What does convergence mean today?

All Unread Starred Tagged Deleted

M Meetup 11:25
 [redacted] sagt ebenfalls, es war... ☆
 Hi [redacted] sagt, es war
 schön, dich bei An Evening a...

P partner-abrechnung@a
Auszahlung Werbekostener
 Sehr geehrter Teilnehmer am
 Partnerprogramm,...

CR Contact - Exploding Rabbit 06:33
Super Retro Squad Update - J... ☆
 Things have been progressing
 smoothly on the collaboratio...

TG TicToc Games 29 Jan
New Digital Content for Adv... ☆
 Hi [redacted]
 Hooray! New digital content i...

DS Dropscan Service 29 Jan
Dropscan - 1 Sendung geöff... ☆
 Hallo [redacted]
 Ihre Scans sind Fertig!...

K Kickstarter 29 Jan
Project Update #52: Adventur... ☆
 European Wii U Backer Codes
 Have Arrived! ...

C Couchsurfing 28 Jan
 [redacted] sent you a new me... ☆

M Meetup 11:25
 Hi [redacted] sagt ebenfalls, es war...
 schön, dich bei An Evening a...

P partner-abrechnung@a... 10:03
Auszahlung Werbekostenerst...
 Sehr geehrter Teilnehmer am
 Partnerprogramm,...

- Delete
- Mark flagged
- Mark as read
- Reply
- Reply all
- Forward
- Move message to...

Kickstarter

K Kickstarter

Fri 01:45

KICKSTARTER

52

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

How do I implement that?

API: AdaptivePageLayout

```
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
```

API: Window

```
import QtQuick.Window 2.2
```

```
Window {
```

```
    title: i18n.tr("MyWindow")
```

```
    minimumWidth: units.gu(50)
```

```
    minimumHeight: units.gu(60)
```

```
    maximumWidth: units.gu(170)
```

```
    maximumHeight: units.gu(120)
```

```
    MainView {
```

API: ScrollView

```
import Ubuntu.Components 1.3
```

```
ScrollView {
```

```
}
```

```
Scrollbar {
```

```
    flickableItem: myFlickable
```

```
    align: Qt.AlignTrailing // Qt.AlignBottom
```

```
}
```

API: MultiPointTouchArea

MultiPointTouchArea {

mouseEnabled: false

touchPoints: TouchPoint {

onPressed: ...

MouseArea {

Mouse.**ignoreSynthesizedEvents:** true

property bool hasMouse

Mouse.**onEntered:** {

hasMouse = true

API: InputDeviceModel

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

Questions?

<https://developer.ubuntu.com/en/apps/qml/>

Check out the API online

<https://developer.ubuntu.com/en/blog>

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