



WinUI Community Call



About the community call

- **Schedule:**

Third Wednesday of every month @ 17:00 UTC (9:00am PST)

Next call: Wednesday April 15

- **GitHub:**

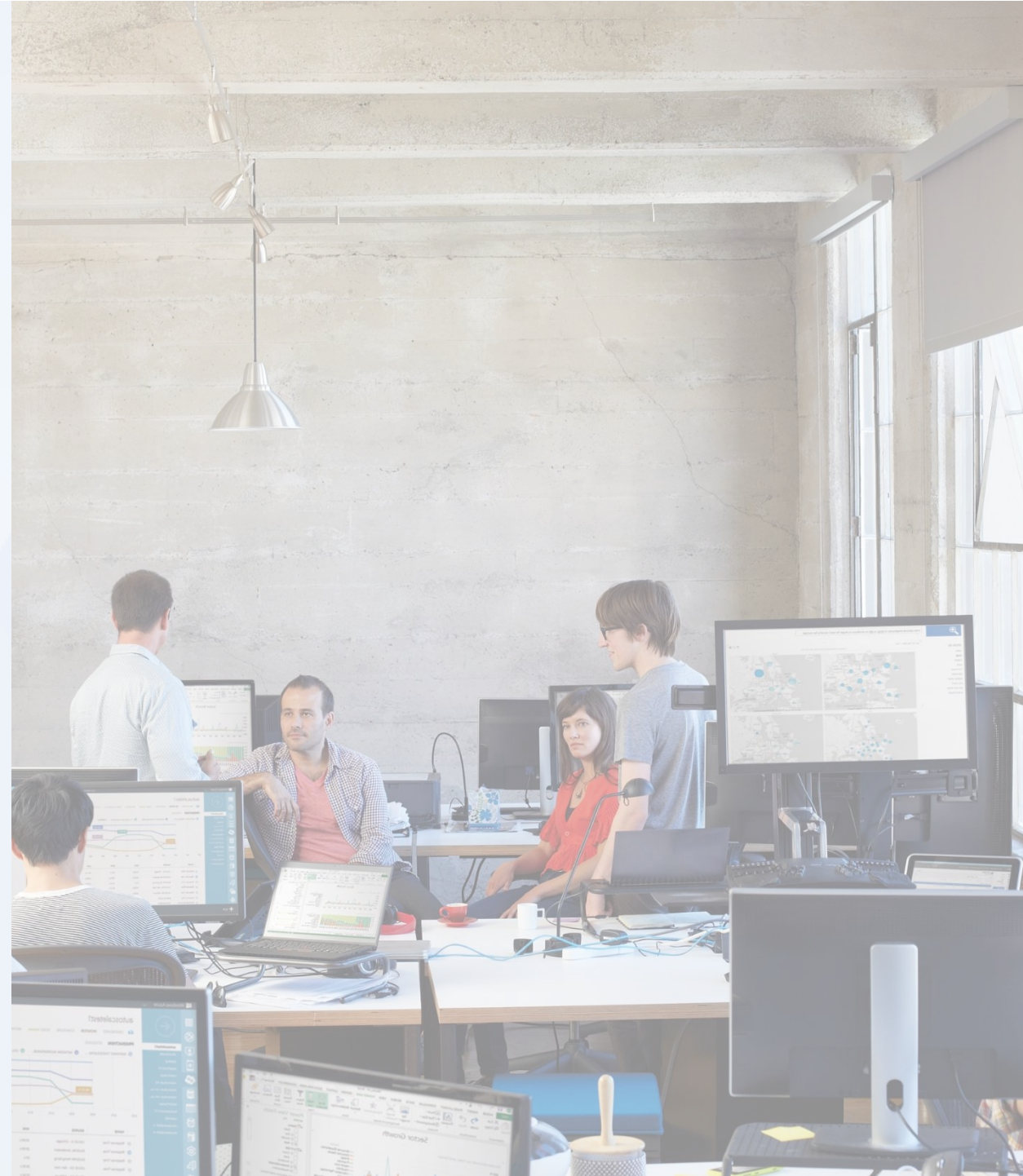
 [microsoft/microsoft-ui-xaml](https://github.com/microsoft/microsoft-ui-xaml)

- **Twitter:**

 [@WindowsUI](https://twitter.com/WindowsUI) for the latest updates

Call agenda

- Recap/Intro: WinUI
- TabView updates & demo
- Team progress update
- Demystifying WinUI in the Windows app development space
- GitHub & Twitter questions
- Open Q&A



What is WinUI?

WinUI is the native UI platform for Windows 10.

- You can use it to build rich .NET and C++ apps for Windows 10 devices.
- It powers the Windows & Xbox shell, many 1st & 3rd party apps, and more. Ryan Demopoulos will cover this in more detail later in the call.

WinUI Timeline

Current target schedule (subject to change!)

- ✓ - WinUI 3 Alpha: Nov 2019
- ✓ - WebView2 preview: Feb 2020
- **WinUI 3 Preview 1 – Build (May 2020)**
 - First version that will work in Desktop (Win32) apps
- Open Source (~summer)
- (preview builds – similar model to WinUI 2)
- WinUI 3 RTM – late 2020

WinUI 3

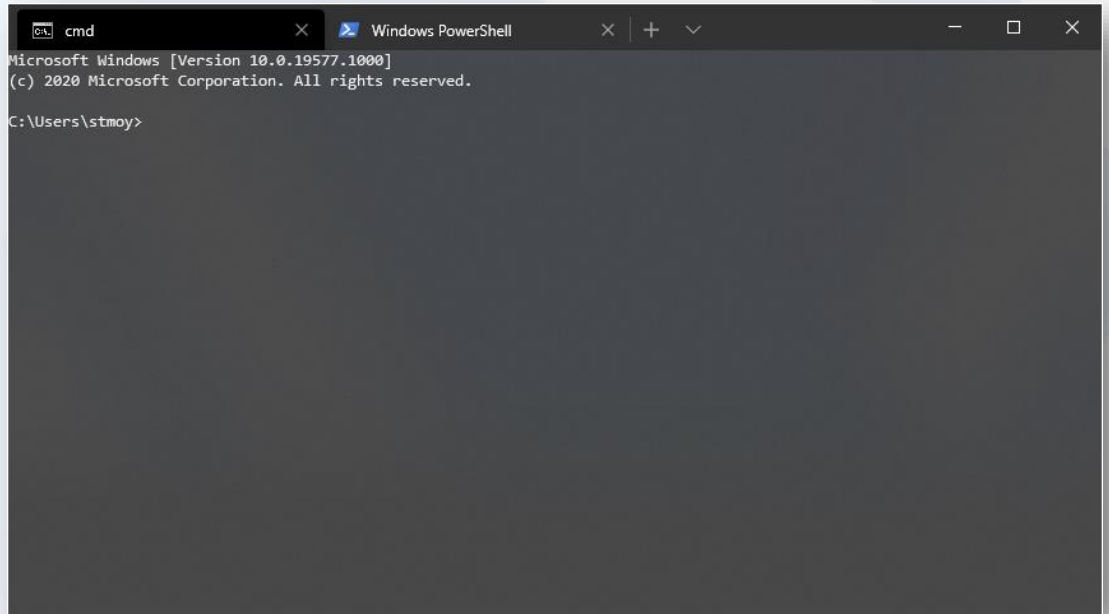
- **Roadmap & benefits:** aka.ms/winui/roadmap
 - Removing barriers between UWP and win32
 - AppContainer (sandboxed) or not – up to you
 - Can target .NET 5 and/or C++
 - Package with MSIX, or don't
 - Xaml Islands for WPF/WinForms/MFC/etc. interop
 - Downlevel support (Windows 10) for new features
- **Alpha available now (UWP only):** aka.ms/winui/alpha
- **2020: WebView -> 3.0 Preview, Open Source -> 3.0 RTM**

TabView

- TabView v1: WinUI 2.2
 - Focus on Terminal scenarios

Features:

- Open, close tabs
- Reorder tabs
- Tear off into new windows
- Keyboarding
- Customize visuals



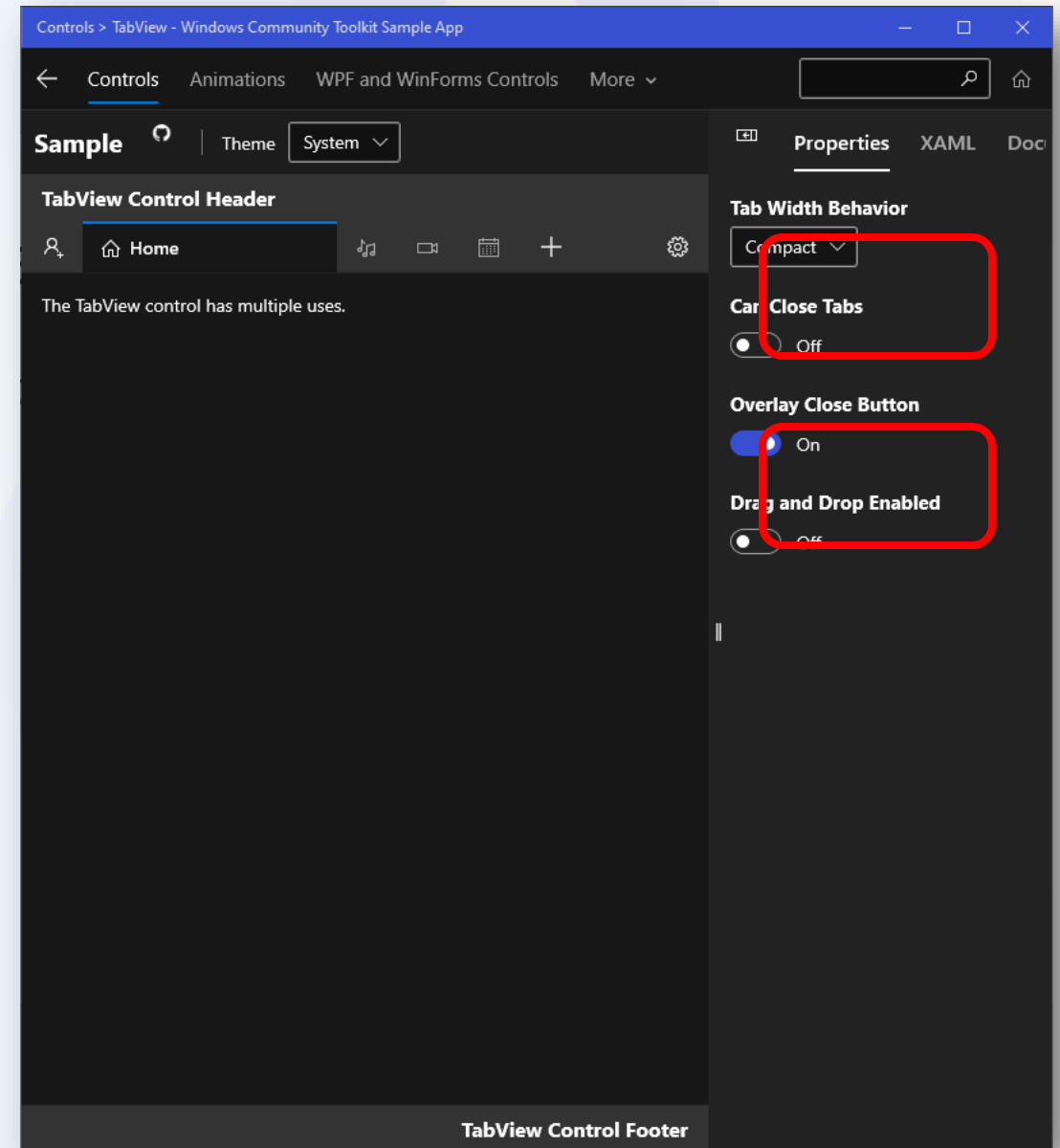
WCT TabView

Windows Community Toolkit also has a TabView, which had more features*:

- Compact tab widths
- Show x-to-close button on hover

Tracked by WinUI Issue [#2007](#)

* Until Marcel added these features to WinUI!



Introducing: Marcel (@chingucoding)



Marcel Wagner

 chingucoding

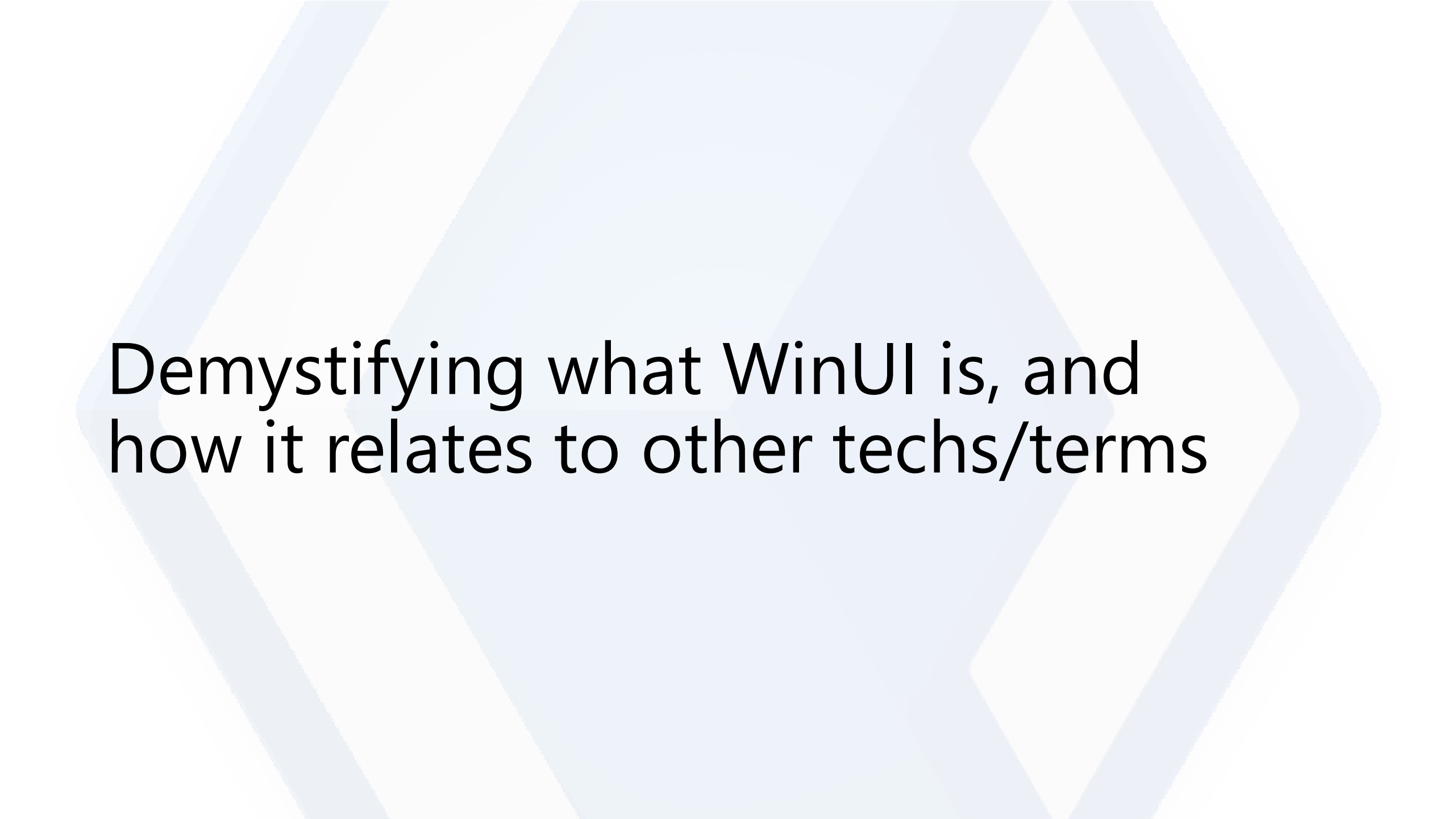
C# developer and WinUI
enthusiast; Studying CS at HHU
in Düsseldorf.

- Active contributor to the Xaml Controls Gallery, WinUI, and more!
 - XCG: **Over 70 PRs** since Aug '19
 - WinUI: **Over 50 PRs** since Aug '19
- Contributed new pages and samples in XCG
 - Integrated NumberBox into existing pages
 - Added Accessibility samples

Demo: TabView v2

Team Progress Updates

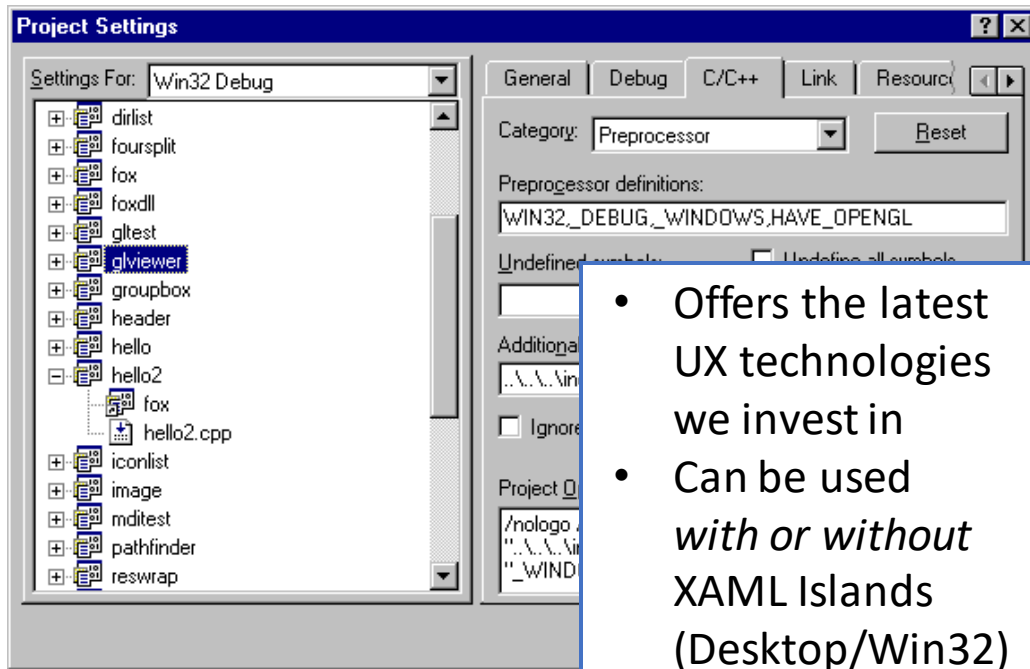
- WinUI 2: Updates rolling on **ProgressRing**, **NavigationView** is now built on ItemsRepeater, and NavigationView will have support for hierarchy – find all of this in the upcoming pre-release package later this week.
- WinUI 3: Window and Application API spec is now up on Github [here](#).
- Community Contributions:
 - **TabView** close button tooltip to keep it aligned with Edge (submitted by @Felix-Dev, [#2018](#))



Demystifying what WinUI is, and
how it relates to other techs/terms

Win32, Desktop apps, UWP, XAML, WinUI 2, WinUI 3 – What do they mean, and how do they relate?

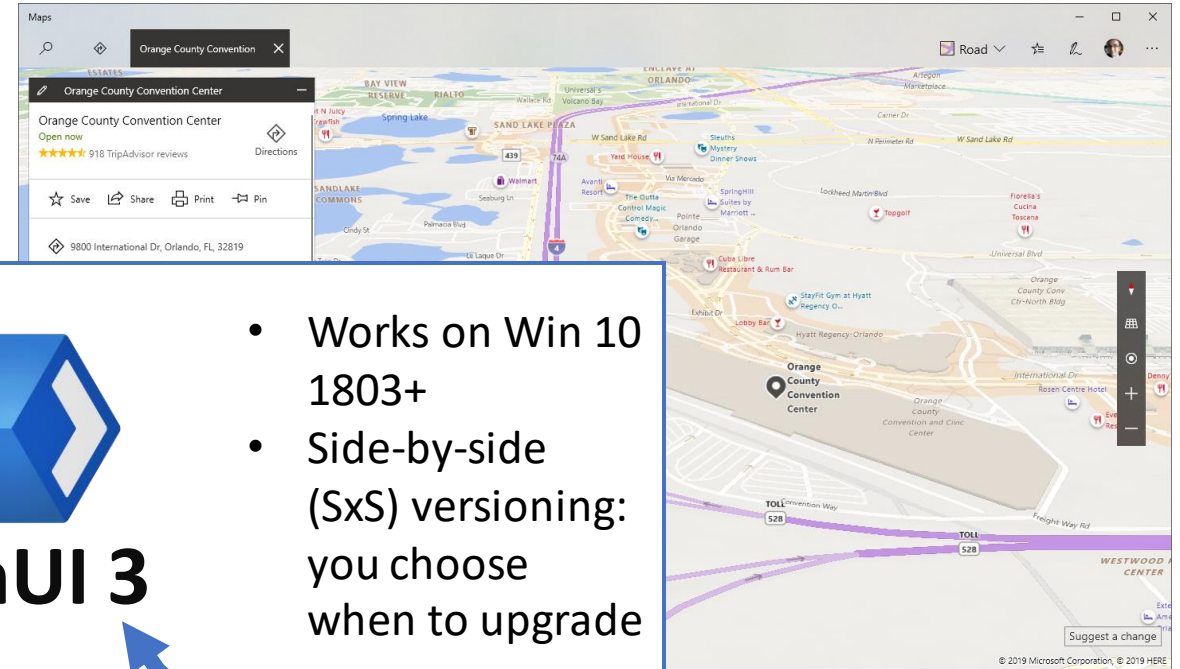
Desktop (Win32) apps



ComCtl32 / User32
MFC
WinForms
WPF

Problems:
Aging frameworks
Can't use WinUI

Universal (UWP) apps



- Works on Win 10 1803+
- Side-by-side (SxS) versioning: you choose when to upgrade

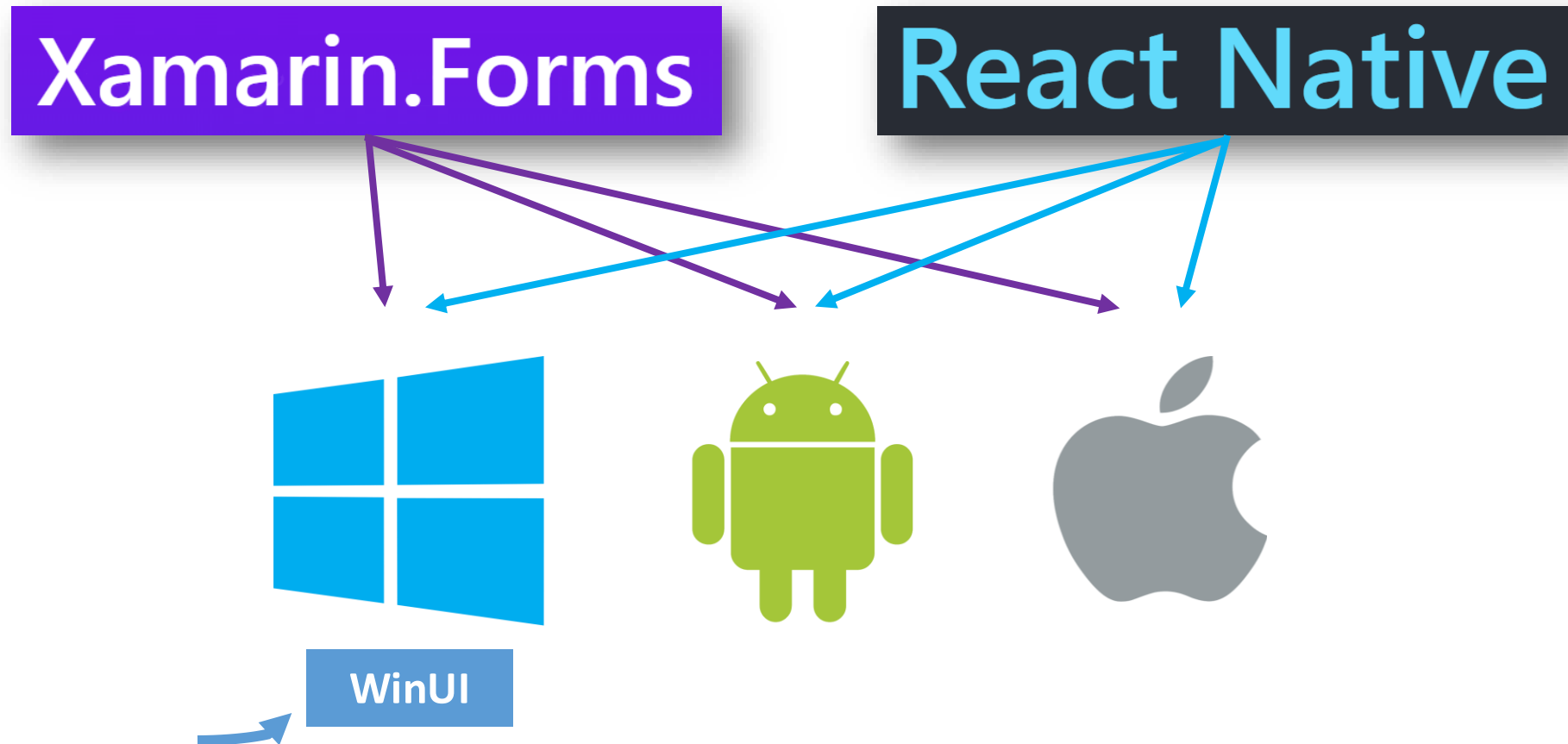


WinUI 3

Problems:
In-market delivery
Forced updates

“WinUI 2”
(UWP XAML +
WinUI 2 Library)

“WinUI is the native UX platform for Windows 10 & 10X”
...what does that mean?





Discussion / Q&A



