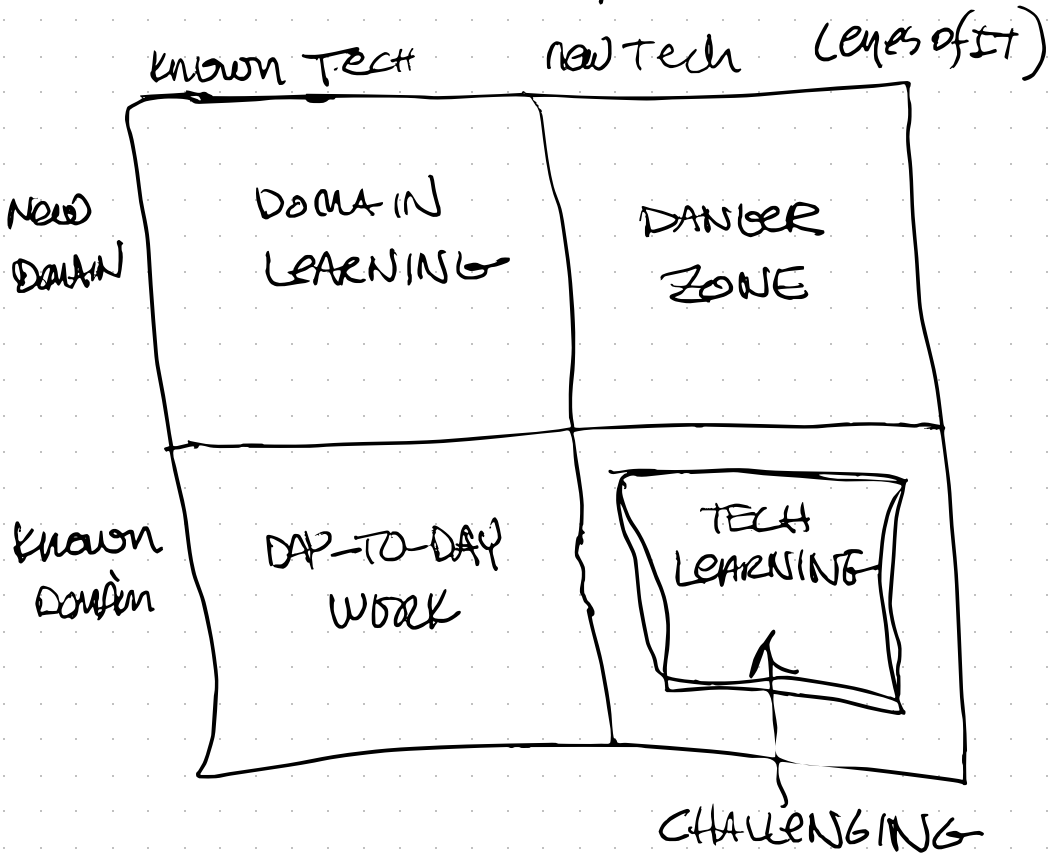


# Reinventing Visio in 2023-

## A BLAZER Project

- Welcome
- Why you are here
  - interested in modern Visio
  - wonder if BLAZER is fit tool
  - want tips for success
- What we will cover: modern Visio
  - what comprises a modern Visio
  - yes, and why (BLAZER)
  - tips with lists
- What comprises a "Modern Visio"
  - Different opinions, this is mine
  - How I used visio in the past (essential characteristics)
  - what "modern" requires
    - Move to 4 Box? || (wels → what is required -  
drawing on HTML5  
distributed asynch)  
animation, clouds, 3D
- yes BLAZER/why
  - C#, existing libraries
  - CANVAS?
- Tips
  - Story of Journey →
  - Tips/examples learning

# The Journey



known  
Domain  
challenges

"PROGRAMMABLE"  
"DRAWING MANIPULATES DATA"  
"EXTENSIBLE BY USERS"

new  
Tech  
challenges

"WEB"  
"COLLABORATIVE"  
"ANIMATION"  
"3D"  
"CONTAINERIZATION"

## ELABORATE ON "KNOWN DOMAIN CHALLENGES"

- CUSTOM SHAPES
- GLUE FOR PERSISTENT RELATIONSHIPS
- PROGRAMMABILITY
  - IMPORT / EXPORT DATA
  - AUTOMATION
- SCALE DRAWINGS  
(PARAMETRIC SHAPES)
- DELIVERABLE AS AN APPLICATION (NOT VISO)

TESTING FOR THESE THINGS  
WERE THE "DOMAIN" TESTS  
FOR BLAZOR

WHILE ACHIEVING

- WEB
- COLLABORATION
- ANIMATION
- CONTAINERIZATION
- 3D

## FOR FREE w/ BLAZOR

- POWER OF .NET
  - ASYNCH PROGRAMMING
  - OBJ ORIENTED + FUNCTIONAL
  - CONTAINERIZATION /  
CROSS PLATFORM
  - MATURE LIBRARIES
- BLAZOR ADDS:
  - RUNS IN BROWSER  
(PERFORMANCE)
  - DRIVES JAVASCRIPT + HTML
    - ↳ Application building  
tools
- What we need to add is  
the VISIO CANVAS piece

# TIPS + TECHNIQUES "FOSBURY FLOP"

- | <u>"CLEAR THESE"</u> | <u>NEEDED FUNCTIONALITY</u>                 | <u>TECHNIQUE</u>   |
|----------------------|---|--|
| -                    | HIT TESTING                                 | / QUAD TREE  |
| -                    | DRAWING TOOLS /<br>MOUSE EVENTS             | / PATTERN MATCHING<br>+ REACTIVE<br>PROGRAMMING                                |
| -                    | PERFORMANCE<br>FOR ANIMATION                | / CHANGE TRACKING  |
| -                    | SHAPE<br>RENDERING                          | / OO + FUNCTIONAL  |
| -                    | PERFORMANCE<br>FOR ANIMATION                | / QUEUING MOUSE<br>EVENTS  |
| -                    | CUSTOM MENUS                                | / COMMAND SERVICE  |
| -                    | COLLABORATION                               | / SIGNAL R +<br>CUSTOM MESSAGES  |
| -                    | EXTENSIBLE<br>FLEXIBLE<br>SHAPES<br>2D + 3D | (SHARED LIBRARY<br>OF COMMON SHARE<br>BOARDS +<br>OPERATIONS<br>(GIVE EXAMPLE) |
| -                    | AUTOMATED<br>LAYOUT<br>(trees)              | / C# generic<br>tree   |
| -                    | 3D rendering                                | / Async web<br>services  |
| -                    | Video +<br>images                           | / Async web<br>services  |
| -                    | Scale<br>drawings                           | / unit right<br>service  |