

# **Canvas Overlays & Improvements**

### By Dennis Francis

Consultant Developer



dennis.francis@ collabora.com



## **Canvas Overlays & Improvements**

#### Overlays on main canvas

- Text Selection (Self or other views)
- Cell cursor (Self or other views)
- Cell area selection (Self or other views)
- Reference selection

#### **Client side grids (Calc)**

- Draw grids on canvas using sheet geometry info from core.
- Document background color from core
- No grids or background painiting on tiles from core.



30 September 2021

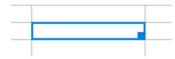


### Overlays on main canvas

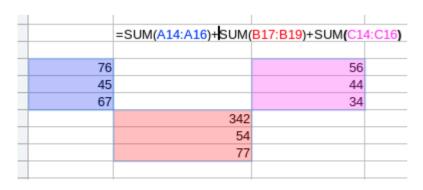
#### **Text Selection**

An ius suas legendos perpetua. Percipit legendos sed cu. Vim idque graeci ne porteat scribentur usu ne. Per constituto incorrupte ut, no per elitr percipit. a paulo constituto contentiones an, vel delicata efficiantur ex. Partem debitis inciderint an eam, mea

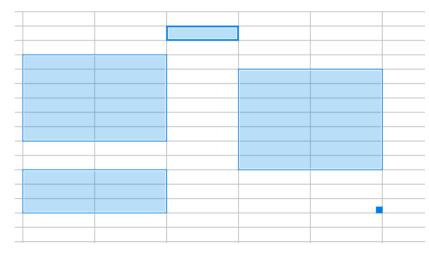
#### Cell cursor



#### **Reference selection**



#### **Cell area selection**





30 September 2021



## Overlays on main canvas

#### Migration from older SVG based overlays

- New code in Typescript.
- No intermediate Latitude-Longitude coodindates. All in core-pixels.
- Typescript Mocha tests for internal data structures.

#### **Painting**

- Paints on main canvas document area after drawing grids and tiles.
- This painting order is configured in the canvas-section-container.

#### **Styling**

- CSS variables
- Fill/Stroke Color, Opacity, Border thickness, Contrast border.

#### **Cypress Test**

- Tests use the overlay state exposed as JSON text in helper <div> elements (Only in Cypress mode).
- No absolute coordinates based assertion.



30 September 2021 ...4



# Client side grids (Calc)

#### Core side tile painting

- No grids drawn.
- No background color painted.
- Draws borders for cells in merged area using background color. (Client has no info on merged cells)

#### **Client side**

- Document area painted with document background color info from core(callback).
- Grids drawn using sheet-geometry data before tiles are drawn.

#### **Performance win**

- Tiles for empty areas are ~empty.
- Can render empty areas without waiting for tiles. This improves UX esp. when quickly scrolling down/right.





## **Code relevant to Overlays**

- loleaflet/src/layer/vector/
  - CanvasOverlay.ts (generic overlay painting)
  - CPath.ts (Base class for all overlay objects)
  - CPolyline.ts, CPolygon.ts (Line and polygon abstraction)
  - CRectangle.ts (Text/Cell selection, Cell cursor)
  - CSplitterLine.ts (For freeze/split pane lines)
  - CPointSet.ts (Point set data structure needed to represent Polygons/Polylines)
- loleaflet/mocha\_tests/ (Mocha Unit tests)
  - CPointSet.test.ts



30 September 2021 ... 6



# Thanks!



By Dennis Francis

dennis.francis@collabora.com hello@collaboraoffice.com Collaboraoffice.com