

Introducing



RATATUI

A Rust library for cooking up delicious
Terminal User Interfaces

ratatui.rs

Orhun Parmaksız

Who am I?

✨ Open Source Developer

- @orhun on GitHub
- Creator of git-cliff.org, kmon, gpg-tui, systeroid...

🦀 Project Leader @ ratatui.rs

📦 Package Maintainer @ [Arch Linux](https://archlinux.org) & [Alpine Linux](https://alpinelinux.org)

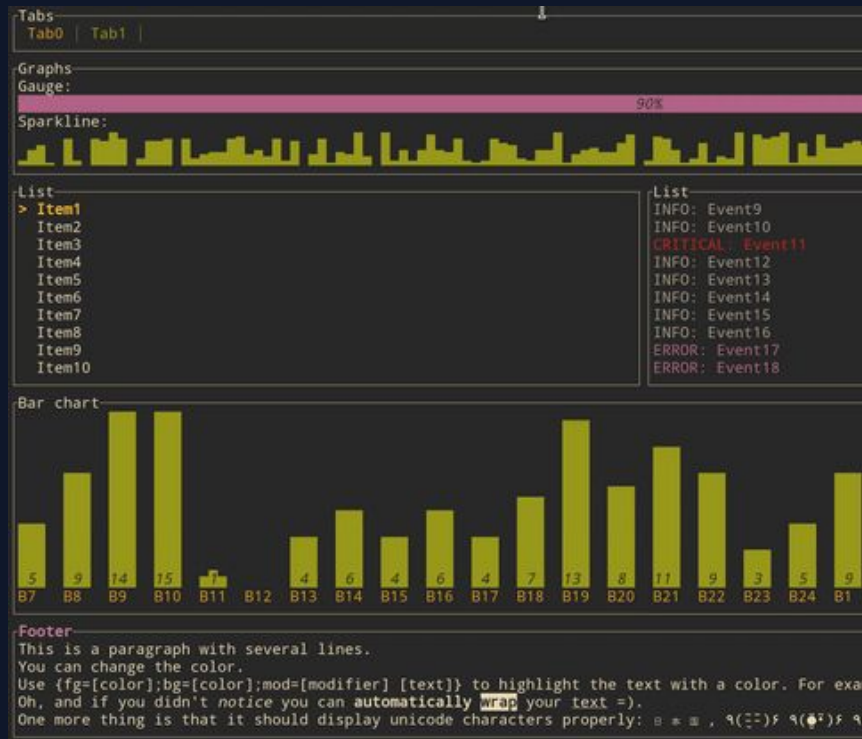


Ratatui



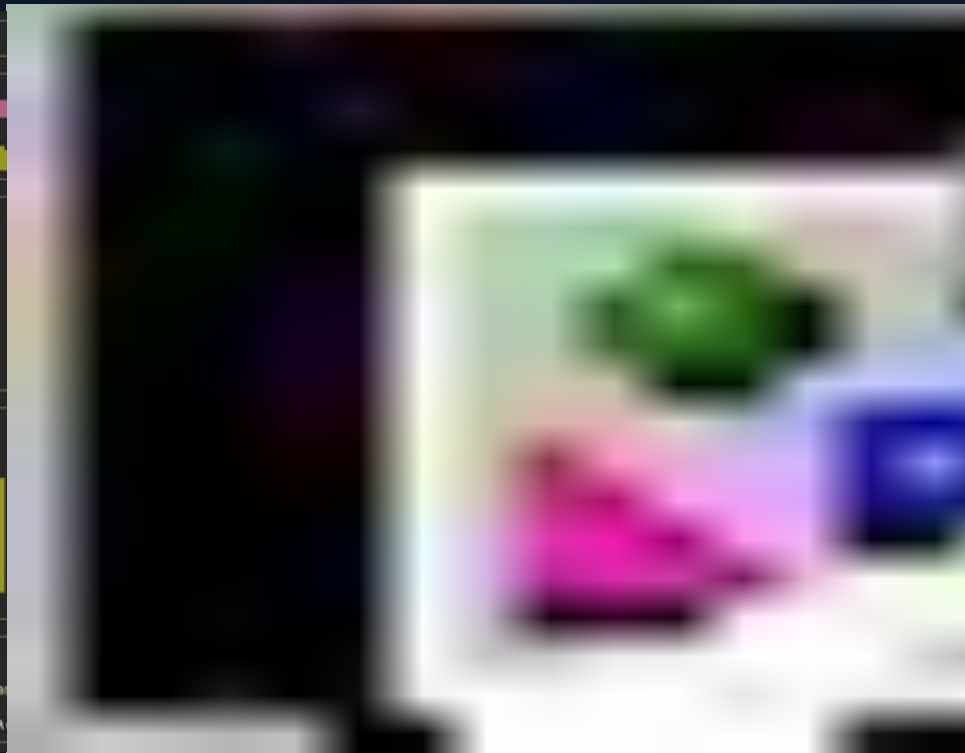
14-08-2022 Future of tui-rs discussion
02-02-2023 Created Discord server
14-02-2023 Forked
18-02-2023 First Ratatui meeting
19-03-2023 0.20.0 (first version!)
29-05-2023 0.21.0
17-07-2023 0.22.0
07-08-2023 Official successor of tui-rs
28-08-2023 0.24.0
18-12-2023 0.25.0
» Today 0.26.0 🎉

tui-rs (Florian Dehau)



2016-2022

Ratatui (community)



2023-present

Ratatui

Recipe

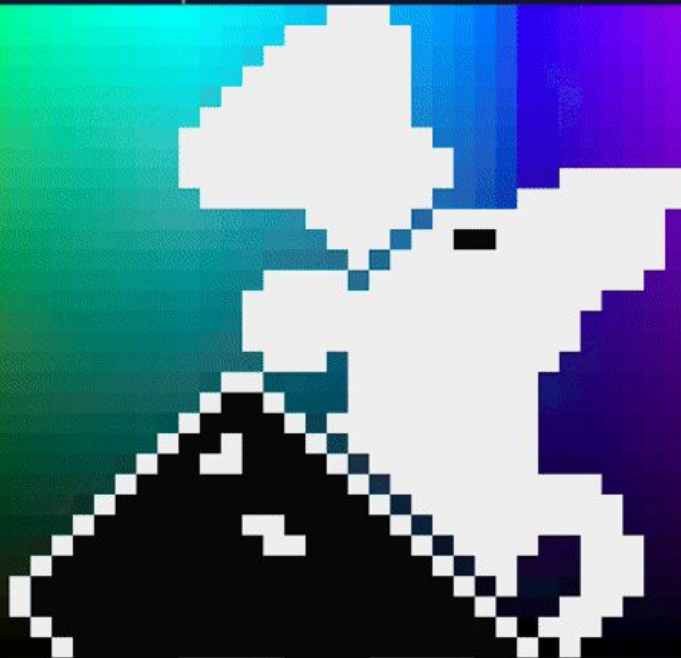
Email

Traceroute

Weather

———— **Ratatui** ————
- cooking up terminal user
interfaces -

Ratatui is a Rust crate
that provides widgets



Q/Esc

Quit

Tab

Next Tab

↑/k

Up

↓/j

Down

<https://ratatui.rs>

lightweight

customizable

flexible

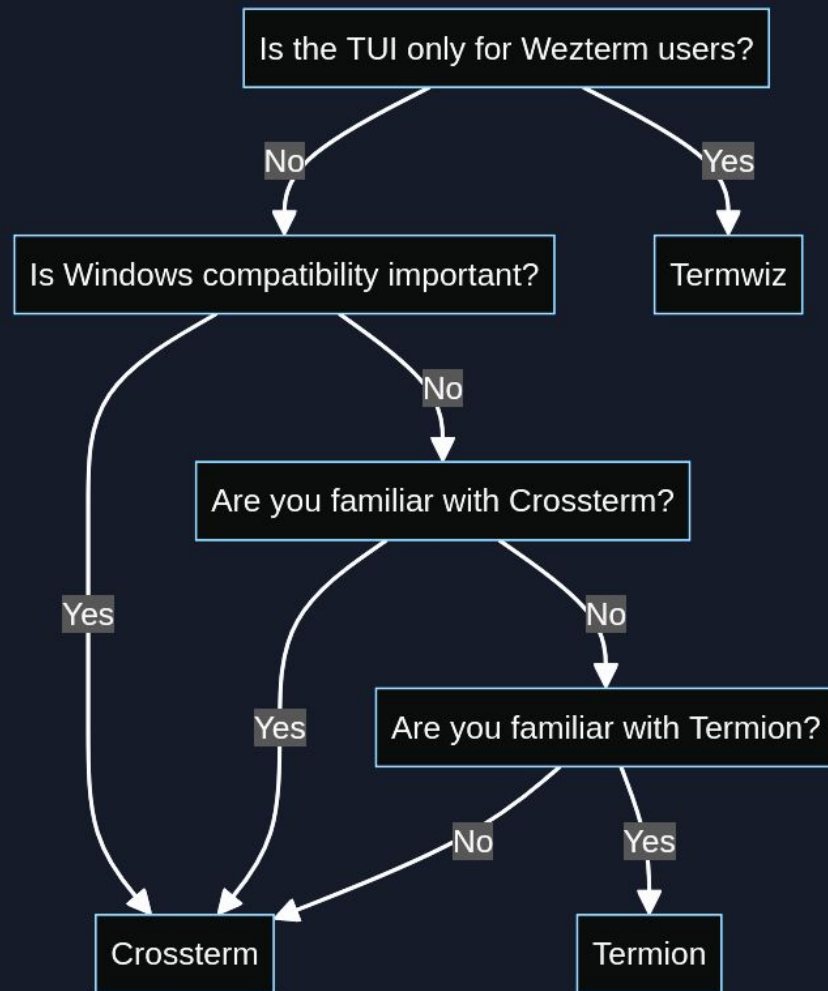
cool name





Terminal Handling	Rendering UI	Supported Widgets
<ul style="list-style-type: none">• Crossterm• Termion• Termwiz	Ratatui	Block, BarChart, Calendar, Canvas, Chart, Gauge, LineGauge, List, Paragraph, Scrollbar, Sparkline, Table, Tabs





Create New Json

Normal Mode | Not Editing Anything

(q) to quit / (e) to make new pair

<https://ratatui.rs/tutorials>

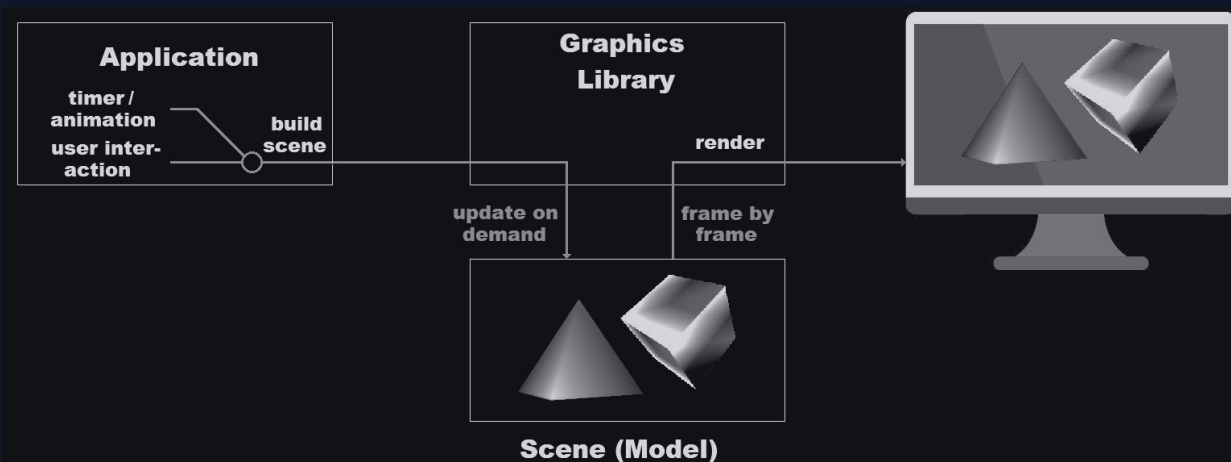
JSON editor application

Concepts



<https://ratatui.rs/concepts>

Rendering



Retained Mode Rendering

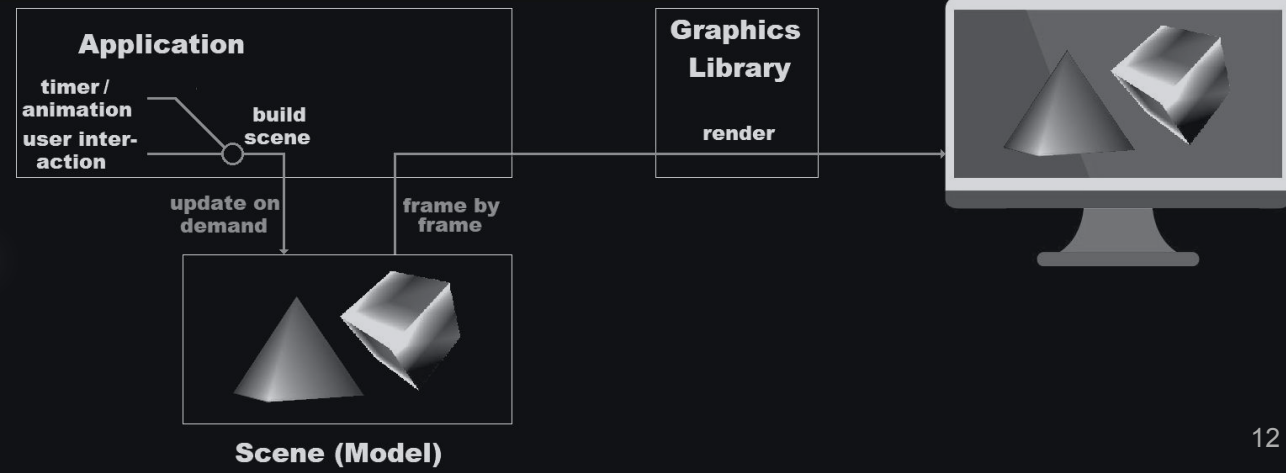
Set up your UI once, create widgets, and later modify their properties or handle their events.



Immediate Mode Rendering

Redraw UI for every frame based on your application state.

There's no permanent widget object in memory.



Immediate Mode Rendering

```
1 loop {  
2     terminal.draw(|f| {  
3         if state.condition {  
4             f.render_widget(SomeWidget::new(), layout);  
5         } else {  
6             f.render_widget(AnotherWidget::new(), layout);  
7         }  
8     })?;  
9 }
```



(0,0) —→ x

↓
y

Area (Rect)

```
1 let area = frame.size();  
2 frame.render_widget(Paragraph::new("Hello Ratatui!"), area);
```

```
1 for i in 0..10 {  
2     let area = Rect::new(0, i, frame.size().width, 1);  
3     frame.render_widget(Paragraph::new("Hello Ratatui!"), area);  
4 }
```

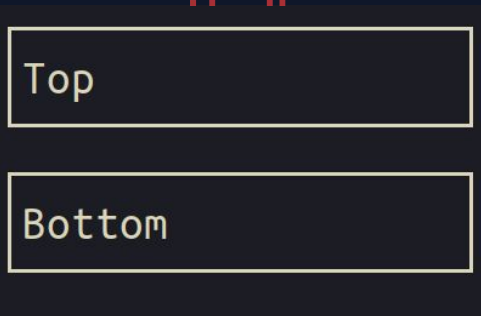
Hello Ratatui!
Hello Ratatui!
Hello Ratatui!
Hello Ratatui!
Hello Ratatui!

Layout

```
1 let layout = Layout::default()
2   .direction(Direction::Vertical)
3   .constraints(vec![Constraint::Percentage(50), Constraint::Percentage(50)])
4   .split(frame.size());
```

```
1 frame.render_widget(
2   Paragraph::new("Top")
3   .block(Block::new().
4     .borders(Borders::ALL)),
5   layout[0],
6 );
```

```
1 frame.render_widget(
2   Paragraph::new("Bottom")
3   .block(Block::new().
4     .borders(Borders::ALL)),
5   layout[1],
6 );
```



Constraint

```
1 let layout = Layout::default()  
2   .direction(Direction::Horizontal)  
3   .constraints([  
4       Constraint::Length(10),  
5       Constraint::Percentage(70),  
6       Constraint::Min(5),  
7   ]  
8   .into_iter())  
9   .split(frame.size());
```



- Constraint::Length(u16)
- Constraint::Percentage(u16)
- Constraint::Ratio(u16, u16)
- Constraint::Min(u16)
- Constraint::Max(u16)

Hello World



```
1 use crossterm::{
2     event::{self, KeyCode, KeyEventKind},
3     terminal::{
4         disable_raw_mode, enable_raw_mode,
5         EnterAlternateScreen, LeaveAlternateScreen,
6     },
7     ExecutableCommand,
8 };
9 use ratatui::{
10     prelude::{CrosstermBackend, Stylize, Terminal},
11     widgets::Paragraph,
12 };
13 use std::io::{stdout, Result};
14
15 fn main() {
16     println!("Hello, world!");
17 }
```

```
1 fn main() -> Result<()> {  
2     stdout().execute(EnterAlternateScreen)?;  
3     enable_raw_mode()?;  
4     let mut terminal =  
5         Terminal::new(CrosstermBackend::new(stdout()))?;  
6     terminal.clear()?;  
7  
8     // TODO: main loop  
9  
10    stdout().execute(LeaveAlternateScreen)?;  
11    disable_raw_mode()?;  
12    Ok(())  
13 }
```

→ enter secondary screen to not disturb normal output

→ turn off I/O for full control over the terminal (*cooked mode*!)

restore



```
1 loop {  
2     // TODO: draw the UI  
3     // TODO: handle events  
4 }
```

```
1 terminal.draw(|frame| {  
2     let area = frame.size();  
3     frame.render_widget(  
4         Paragraph::new(  
5             "Hello Ratatui! (press 'q' to quit)",  
6         )  
7         .white()  
8         .on_blue(),  
9         area,  
10    );  
11 })?;
```

```
1 if event::poll(std::time::Duration::from_millis(16))? {  
2     if let event::Event::Key(key) = event::read()? {  
3         if key.kind == KeyEventKind::Press  
4             && key.code == KeyCode::Char('q')  
5         {  
6             break;  
7         }  
8     }  
9 }
```

```

1 use crossterm::{
2     event::{self, KeyCode, KeyEventKind},
3     terminal::{disable_raw_mode, enable_raw_mode, EnterAlternateScreen, LeaveAlternateScreen},
4     ExecutableCommand,
5 };
6 use ratatui::{
7     prelude::{CrosstermBackend, Stylize, Terminal},
8     widgets::Paragraph,
9 };
10 use std::io::{stdout, Result};
11
12 fn main() -> Result<()> {
13     stdout().execute(EnterAlternateScreen)?;
14     enable_raw_mode()?;
15     let mut terminal = Terminal::new(CrosstermBackend::new(stdout()))?;
16     terminal.clear()?;
17
18     loop {
19         terminal.draw(|frame| {
20             let area = frame.size();
21             frame.render_widget(Paragraph::new("Hello Ratatui! (press 'q' to quit)").white().on_blue(), area);
22         })?;
23         if event::poll(std::time::Duration::from_millis(16))? {
24             if let event::Event::Key(key) = event::read()? {
25                 if key.kind == KeyEventKind::Press && key.code == KeyCode::Char('q') {
26                     break;
27                 }
28             }
29         }
30     }
31
32     stdout().execute(LeaveAlternateScreen)?;
33     disable_raw_mode()?;
34     Ok(())
35 }

```

```
> c
```



Showcase

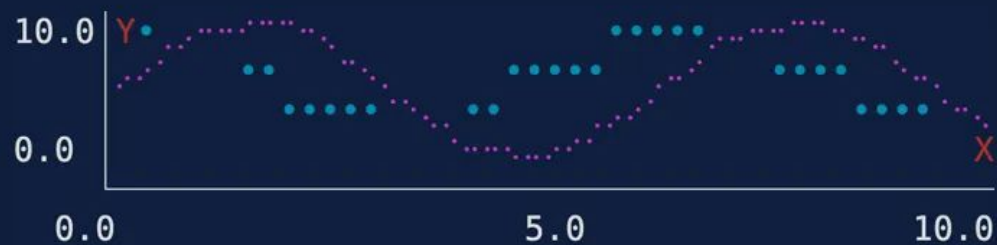


Hello, Ratatui
This is a colorful line
Be bold with your paragraphs

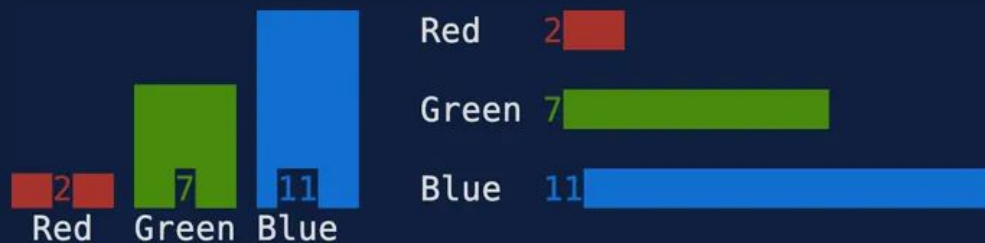
Left Title — Center title — Right Title
A Block widget that wraps other widgets.
Bottom Center title

January 2023						
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

Su	Mo	Tu	We	Th	Fr	Sa
29	30	31	1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	1	2	3	4



User	Email	TZ
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>orhun	Orhun Parmaksız <orhun@archli	UTC+3
Valentin271	Valentin271 <36198422+Valenti	UTC+1



```
D:\Programmation\rust\tui-quest>
```

ATAC

<https://github.com/Julien-cpsn/ATAC>

bpftop							
eBPF programs							
ID	Type	Name	Period	Avg Runtime (ns)	Total Avg Runtime (ns)	Events per second	Total CPU %
2	Tracing	dump_bpf_map	0		0	0	0%
3	Tracing	dump_bpf_prog	0		0	0	0%
60	RawTracepoint	inet_sock_set_s	1188		768	15	0.002%
61	RawTracepoint	tcp_destroy_soc	3335		4597	6	0.002%
62	RawTracepoint	tcp_send_reset	235		344	1	0.00002%
63	RawTracepoint	tcp_receive_res	588		514	3	0.0002%
64	RawTracepoint	tcp_retransmit_	0		1173	0	0%
65	RawTracepoint	tcp_retransmit_	0		0	0	0%
67	SchedCls	classifier_egre	517		520	4	0.0002%
70	SchedCls	classifier_ingr	512		398	4	0.0002%
202746	Kprobe	trace_ovl_read_	0		280	0	0%
202747	Kprobe	trace_ovl_read_	0		423	0	0%
202748	Kprobe	trace_ovl_write	0		0	0	0%
202749	Kprobe	trace_ovl_write	0		0	0	0%
202751	Tracing	tp_sched_wakeup	0		860	0	0%
202756	Tracing	tp_sched_switch	123		155	1971	0.02%
202757	Tracing	tp_sched_wakeup	501		429	1000	0.05%

(q) quit | (↑) move up | (↓) move down | (g) show graphs

bpftop

<https://github.com/Netflix/bpftop>

(orhun ζ ~) █



poketex

<https://github.com/ckaznable/poketex>



flawz

<https://github.com/orhun/flawz>

File Headers

Class: ELF64
 Endianness: Little
 Version: 1 (current)
 OS/ABI: SYSV
 ABI Version: 0
 Type: Shared object file
 Arch: AMD x86-64 architecture
 Entry point address: 0x4f80
 Start of program headers: 64 (bytes into file)
 Start of section headers: 127936 (bytes into file)

Notes

Notes in *.note.gnu.property*

Type Name Description

5 GNU [02, 00, 00, C0, 04, 00, 00, 00, 03, 00, 00,
 00, 00, 00, 00, 00, 02, 80, 00, C0, 04, 00, 00,
 00, 01, 00, 00, 00, 00, 00, 00, 00, 01, 00, 01,
 C0, 04, 00, 00, 00, 0B, 00, 00, 00, 00, 00, 00,
 00, 02, 00, 01, C0, 04, 00, 00, 00, 01, 00, 00,
 00, 00, 00, 00, 00]

Notes in *.note.gnu.build-id*

Build ID


Program Headers / Segments		Section Headers		Symbols	Dynamic Symbols	Dynamic	Relocations
Type	Offset	VirtAddr	PhysAddr	FileSiz	MemSiz	Flags	Align
PHDR	0x40	0x40	0x40	0x2d8	0x2d8	R	0x8
INTERP	0x318	0x318	0x318	0x1c	0x1c	R	0x1
LOAD	0x0	0x0	0x0	0x20a0	0x20a0	R	0x1000
LOAD	0x3000	0x3000	0x3000	0x12de1	0x12de1	R E	0x1000
LOAD	0x16000	0x16000	0x16000	0x7830	0x7830	R	0x1000
LOAD	0x1df70	0x1ef70	0x1ef70	0x1308	0x25d0	RW	0x1000
DYNAMIC	0x1ea78	0x1fa78	0x1fa78	0x1f0	0x1f0	RW	0x8
NOTE	0x338	0x338	0x338	0x50	0x50	R	0x8
NOTE	0x388	0x388	0x388	0x44	0x44	R	0x4



<https://github.com/ratatui-org/awesome-ratatui>



```
1 $ cargo install cargo-generate  
2  
3 $ cargo generate 
```

 Simple

 Simple Async

 Component

Ratatui

Recipe

Email

Traceroute

Weather



<https://github.com/ratatui-org/ratatui>

💖 <https://github.com/sponsors/ratatui-org>

Join our Discord!



Or Matrix!



Links



<https://github.com/orhun>

<https://github.com/ratatui-org>



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<https://github.com/sponsors/orhun>



<https://www.youtube.com/watch?v=NU0q6NOLJ20>



Thank you!

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[@orhundev](https://twitter.com/orhundev)