Fun Fyne Features



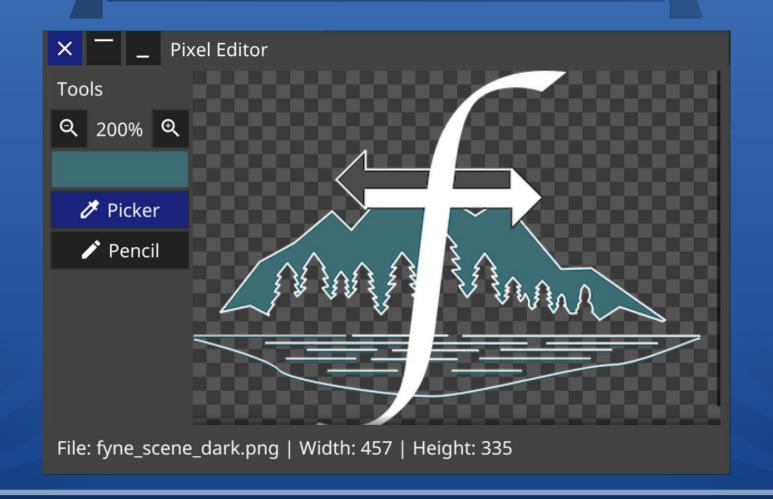
Andy Williams

FOSDEM 02/02/2020

Lots built in

- Widget Library
 - Button, Hyperlink, Icon, Label, Menu, PopUp, ProgressBar, ProgressBarInfinite, Toolbar
 - Check, Entry, Radio, Select, Slider
 - Box, Form, Group, Scroller, TabContainer
- Unit test all the things
 - test.Tap(myButton)
 - test.Type("this string", myInput)
 - img := playground.Render(myWidget)

Pixel Edit



Playing with Pixels

Image handling is great in Go!
 myImage := Canvas.NewImageFromImage(myGoImage)
 // edit bits
 myImage.Refresh()

Timers

```
c := time.Tick(time.Second / 60)
for range c {
    // do image update, then...
    myImage.Refresh()
}
```

GameBoy (thanks HF04)



Device API

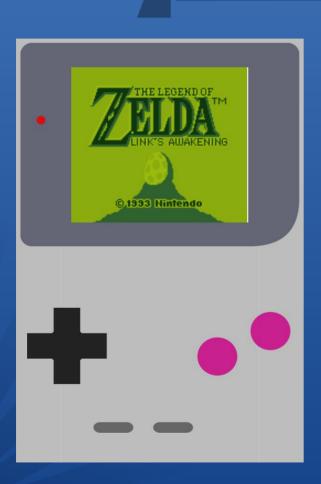
Device capabilities

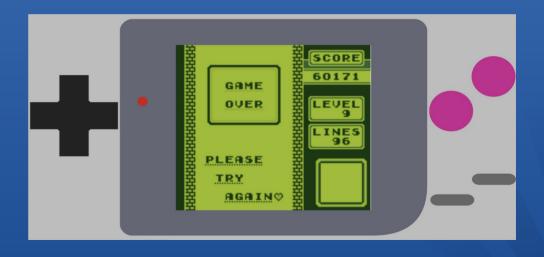
```
myDevice := fyne.CurrentDevice()
if myDevice.HasKeyboard() {
    // just show UI
} else {
    // add some touch controls
}
```

Orientation etc

```
if myDevice.IsVertical() { ... }
```

GameBoy on Mobile





Themes

 Applications can override standard theme import fyne.io/fyne/theme myApp.SetTheme(theme.LightTheme())

- Implement fyne.Theme
 - Custom colours, icons, fonts
 - myApp.SetTheme(&myTheme{})

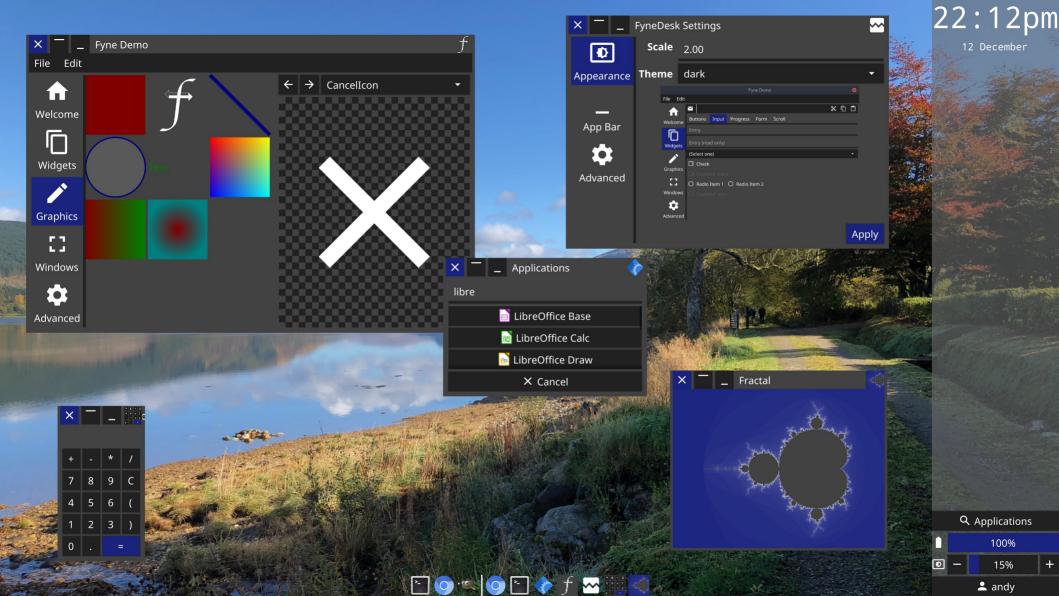
BBC Micro (thanks skx)



All the Go Libraries!

- So many great open source libraries
 - Cross platform by default
- But also solid tools for platform specifics
 - Like...
 - System control?
 - Hardware access?
 - Window manager protocols?

FyneDesk!



Compiling for ...

- Running
 - go run .
- Install on my desktop
 - go get fyne.io/fyne/cmd/fyne
 - fyne install
- Distribute for desktop
 - fyne package
- For Mobile ...
 - fyne package -os ios -appID com.example.myapp

Cross Compiling for ...

macOS / Linux / Windows / BSD / RaspberryPi
 Install all the toolchains!

0r

- Fyne Cross
 - https://github.com/lucor/fyne-cross

Thanks!

- Andy Williams
- https://andy.xyz
- @andydotxyz

https://fyne.io

https://tour.fyne.io

https://fyne.io/develop/

#fyne on gophers Slack