FTK Introduction

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What is FTK

- 1. FTK = Funny toolkit, write it just for fun.
- 2. FTK << GTK+ (libftk.so less than 200K)
- 3. FTK is a GUI library for embedded devices.
- 4. http://code.google.com/p/ftk/

General Features

- 1. Lightweght.
- 2. Beautiful look and feel.
- 3. High code quality: design pattern, good code style.
- 4. Stable: code review, unit test, stress test, valgrind checked.
- 5. Full gui features: window, dialog, panel, button, menu...
- 6. Good portability: Unix, Windows, RTOS...
- 7. Release under LGPL license

Modern features

- 1. Window animation.
- 2. Alpha channel to implement transparent/translucent window.
- 3. Guesture recognition.
- 4. XML UI description language.
- 5. Script binding.
- 6. InputMethod with Handwrite
- 7. Screen rotation.
- 8. Theme.

Architecture

Applications
Desktop,FileManager,Shell,...

J2ME

WebKit

XUL

XML UI Language + Script Language

Widget

Button, Label, Menu, List View, Image...

Window

Window Manager

Inteface for Display/Input/Font/ImageDecoder...

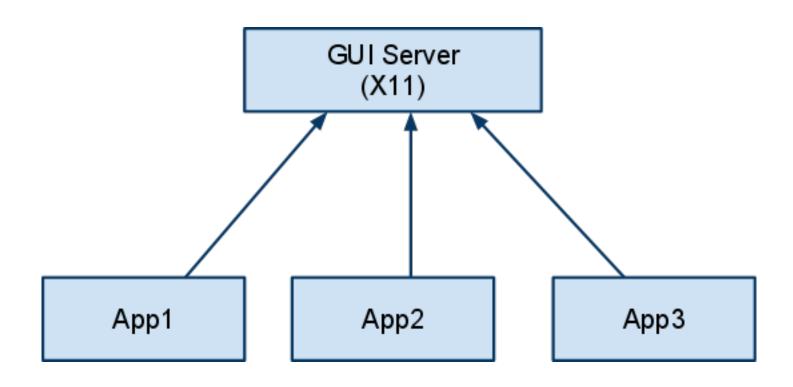
Backend (DirectFB|fb|X11|Windows|...)

OS (Linux|Windows|RTOS)

Two GUI Application models

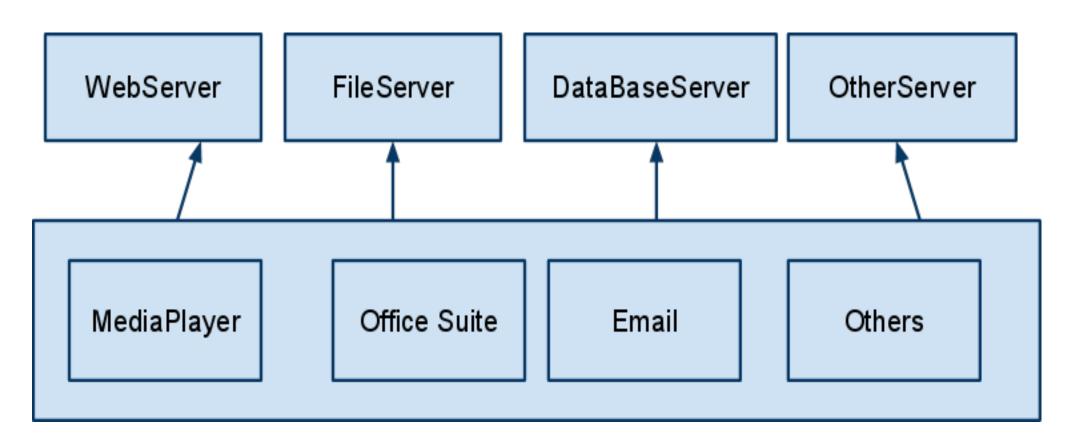
- 1. Tranditional
- 2. Browser based

Tranditional GUI Application model



- 1. Each application run in its own process.
- 2. All the applications share the single GUI Server.

Browser based application model



- 1. All applications run in a single process.
- 2. Use script + XML to develop applications.
- 3. FTK use the model.

Download and Build

o download:

svn checkout http://ftk.googlecode.com/svn/trunk/ ftk-read-only

o configure:

```
cd ftk-read-only
./autogen.sh
./configure --with-backend=linux-x11:320x480
(run ./configure --help for more options)
```

o build:

make

o run:

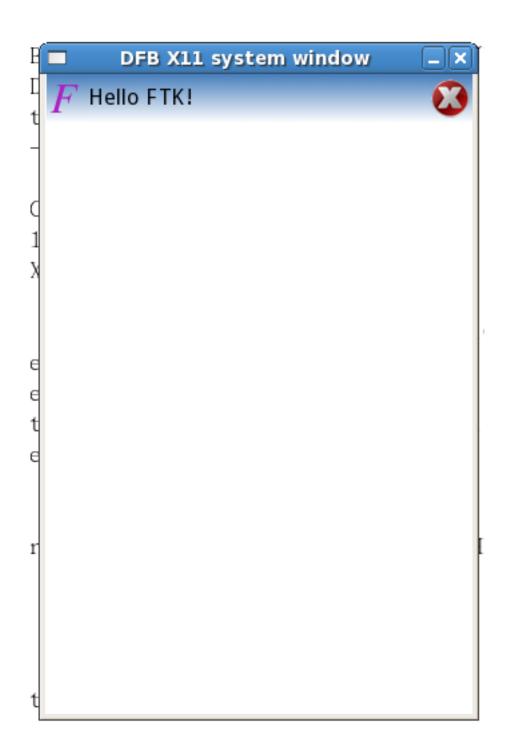
```
cd src/demos
./demo button
```

Cross compile

see tools/cross-build/README

Hello World

```
#include "ftk.h"
int main(int argc, char* argv[])
  FtkWidget* win = NULL;
  ftk init(argc, argv);
  win = ftk app window create();
  ftk widget set text(win, "Hello FTK!");
  ftk widget show(win, 1);
  ftk run();
  return 0;
```



XUL = XML UI Language

```
<?xml version="1.0" encoding="utf-8"?>
<window value="Entry Label" animator="$FTK ANI TO UP" visible="1">
  <label id="1" x="5" y="5" w="$ww/4" h="30" value="Name" />
  <entry id="2" x="$ww/4+5" y="5" w="3*$ww/4-15" h="30" value="Li</pre>
XianJing" />
  <label id="3" x="5" y="40" w="$ww/4" h="30" value="EMail" />
  <entry id="4" x="$ww/4+5" y="40" w="3*$ww/4-15" h="30" value="</pre>
xianjimli@hotmail.com" />
  <label id="5" x="5" y="75" w="$ww/4" h="30" value="Mobile" />
  <entry id="6" x="$ww/4+5" y="75" w="3*$ww/4-15" h="30" value="</pre>
+8613911112222" />
  <button id="99" x="5" y="3*$wh/4" w="$ww/2-5" h="50"
attr="$FTK ATTR INSENSITIVE" value="Save" />
  <button id="100" x="$ww/2" y="3*$wh/4" w="$ww/2-5" h="50"
attr="$FTK ATTR FOCUSED" value="Quit" />
</window>
```

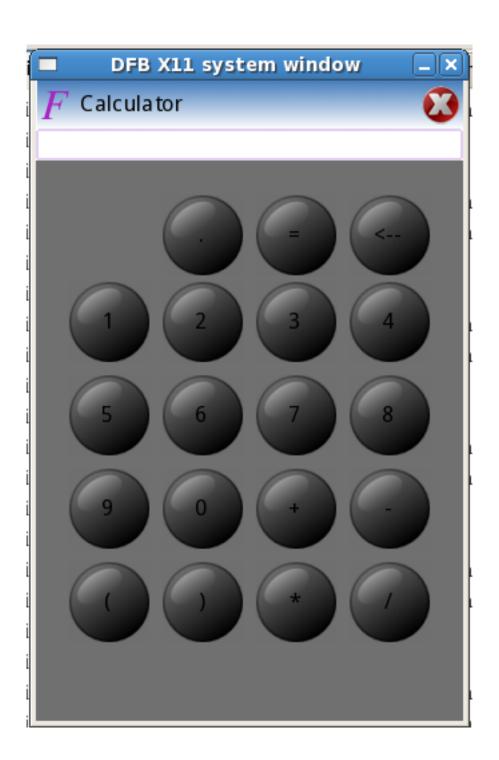
lua binding

```
function button_quit_on_clicked(button)
  ftk quit()
  print("button quit on clicked")
  return 0
end
function button save on clicked(button)
  print("button_save_on_clicked")
  return 0
end
ftk init()
win=ftk xul load(xml)
ftk widget show all(win, 1)
quit=ftk widget lookup(win, 99)
ftk_button_set_clicked_listener(quit, "button_save_on_clicked")
quit=ftk widget lookup(win, 100)
ftk button set clicked listener(quit, "button quit on clicked")
ftk run()
```

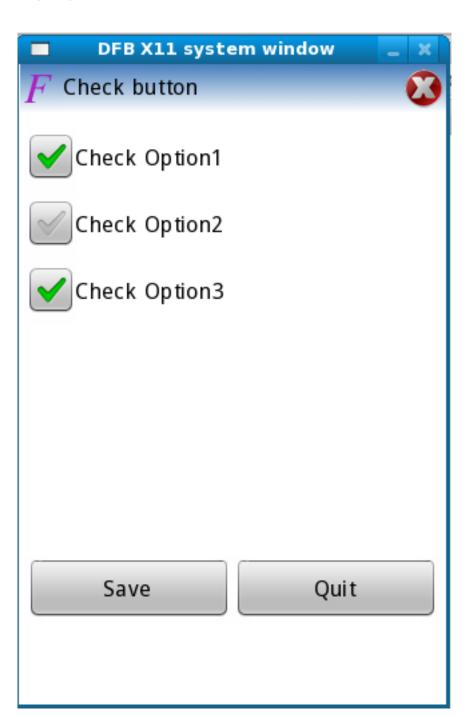


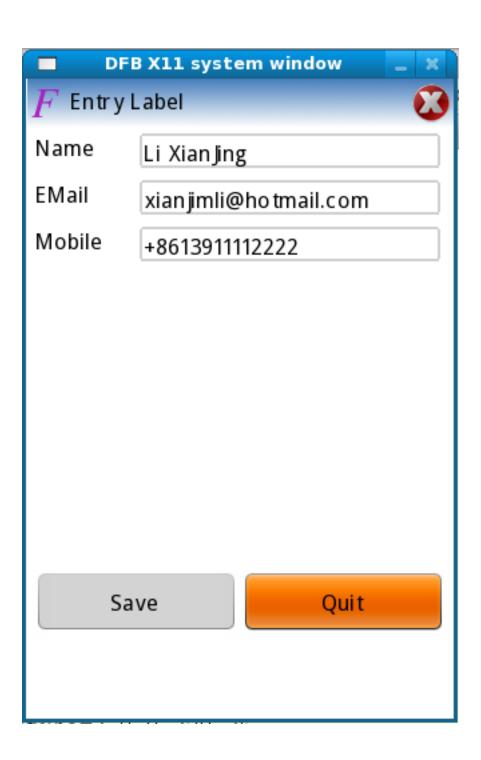
Calculator

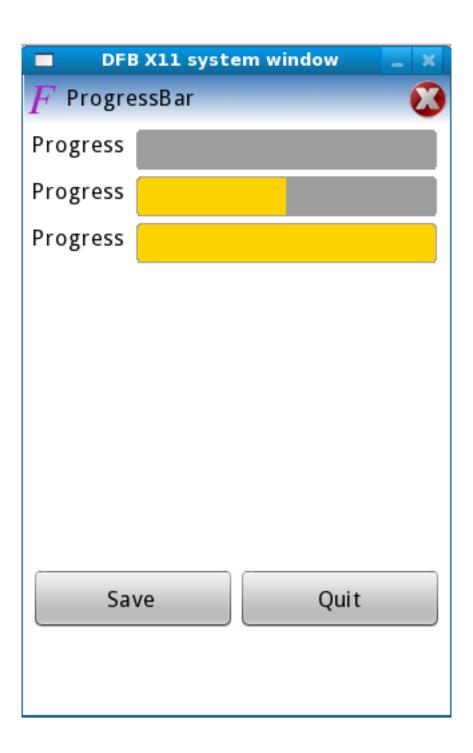
A sample application



Run on DirectFB



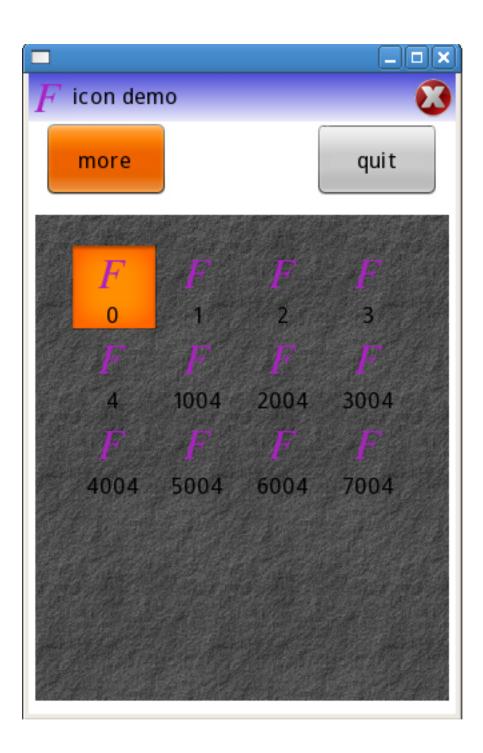




Running on X11 emulator







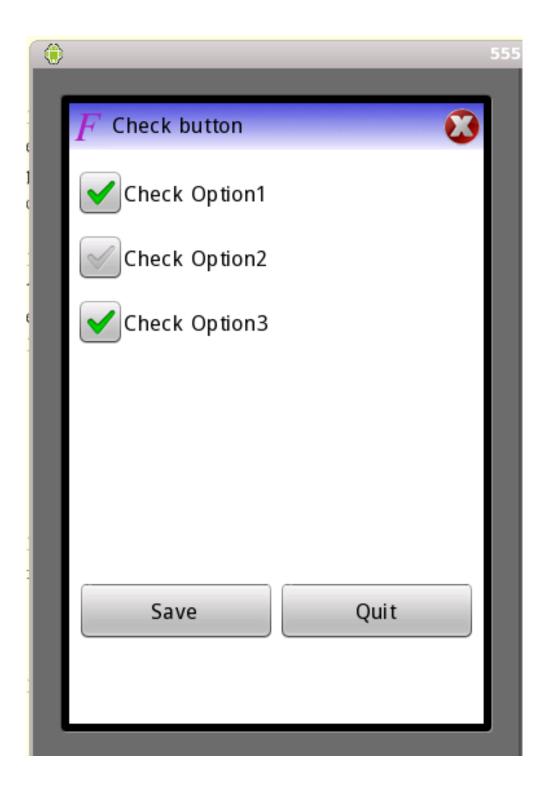




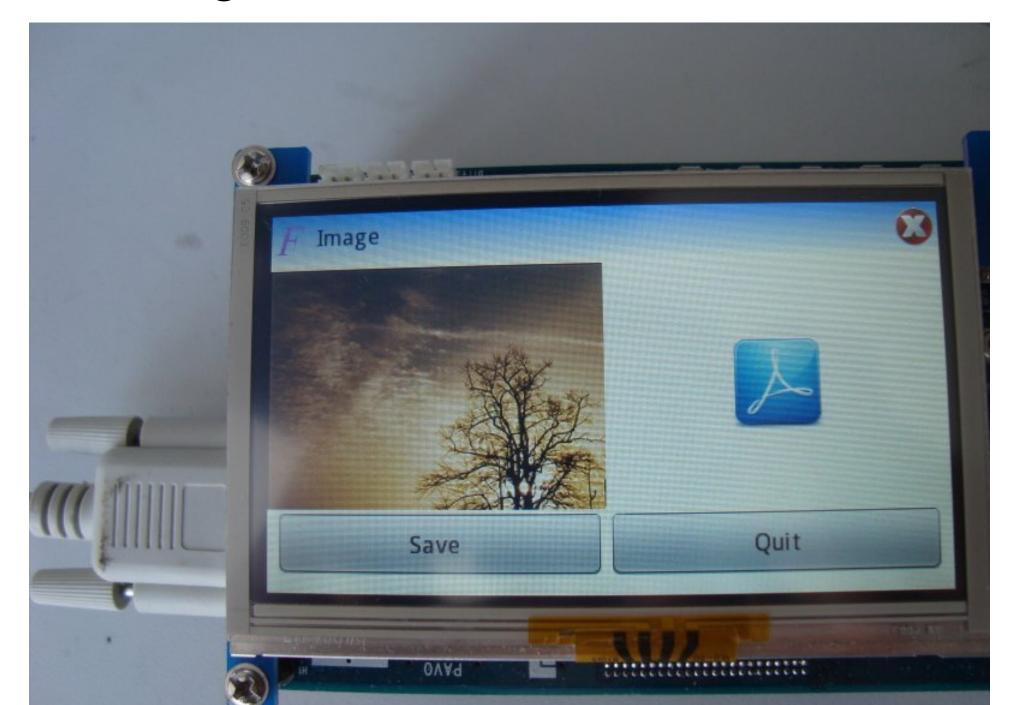
Running on android emulator







Running on JZ4740







Roadmap

- 1. port cairo to FTK
- 2. port phoneme(J2ME) to FTK
- 3. port webkit to FTK
- 4. Desktop Environment