

fyne
conf
2025

Where do we go from here?

Building the future!



Andy Williams



Photo by [Dan Meyers](#) on [Unsplash](#)

Accessibility

- Connect with the system accessibility
 - Mobile and macOS/Windows to start
- Provide basic screen reader support
- High contrast / accessible theme
- Work with experts for great user experience



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Signing and platform package enhancements

- Windows signing
- macOS notarisation
- Linux distribution support
- iOS improvements for development flow



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Workflow enhancements

- Form “Required” validation
- Enhanced controls for keyboard navigation
- Desktop touchscreen & extended mouse
- URL handlers and Android “Intents”
- Notification actions & callbacks
- ... RichTextEntry?



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Teasers of work begun

- Canvas Blur
- Camera and sensor integration
- Simpler cross-compilation
- Mobile web
- Desktop touchscreen



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The plan forward

- Feature releases every 4-6 months
- Monthly bug fix releases
- 2.7 release October
 - Arc, Polygon, DateEntry, Navigation
 - Embedded driver
- “H” (2.8) release early-2026
 - Accessibility, Validation and more
- Planning release “I” beginning soon



Get Involved!

- Join the community on Slack, Discord, Matrix, Twitter/X and Mastodon
- Learn more about using Fyne

<https://docs.fyne.io> - <https://www.youtube.com/@fyneio>

- Contribute to the project – Code, Test, Document, Design

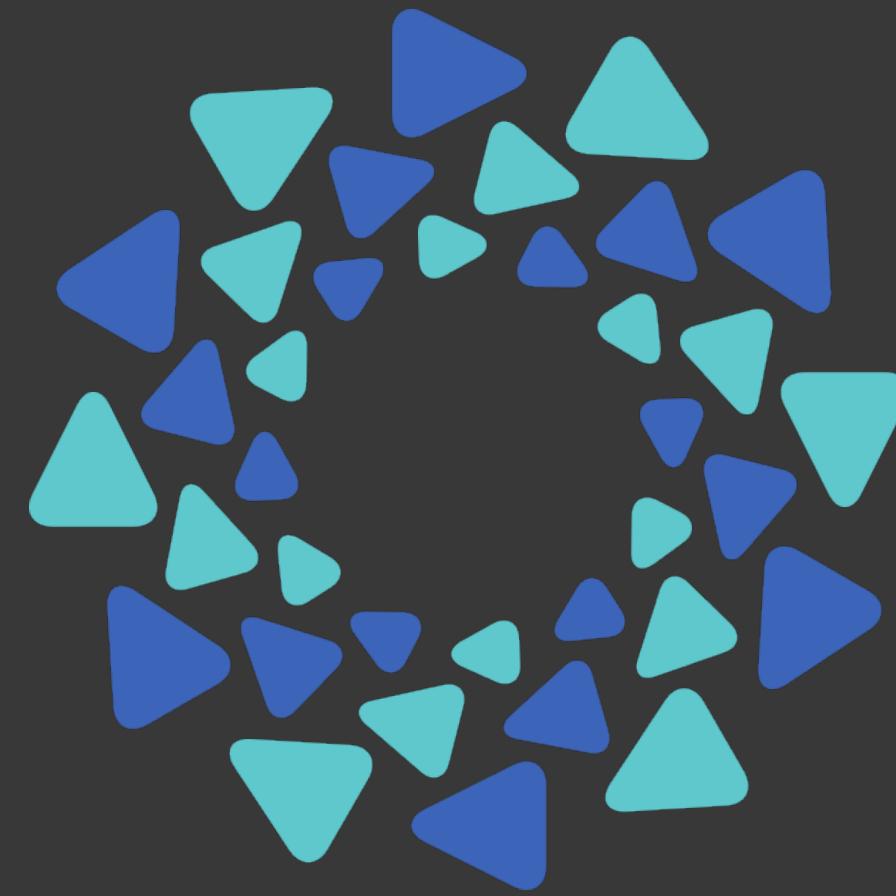
<https://github.com/fyne-io/fyne/>

- Spread the word, share your apps :)

<https://apps.fyne.io>

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Thanks!

See you online

