

fyne  
conf  
2022

# The Road Ahead

A look at the roadmap beyond v2.3.0



Andy Williams

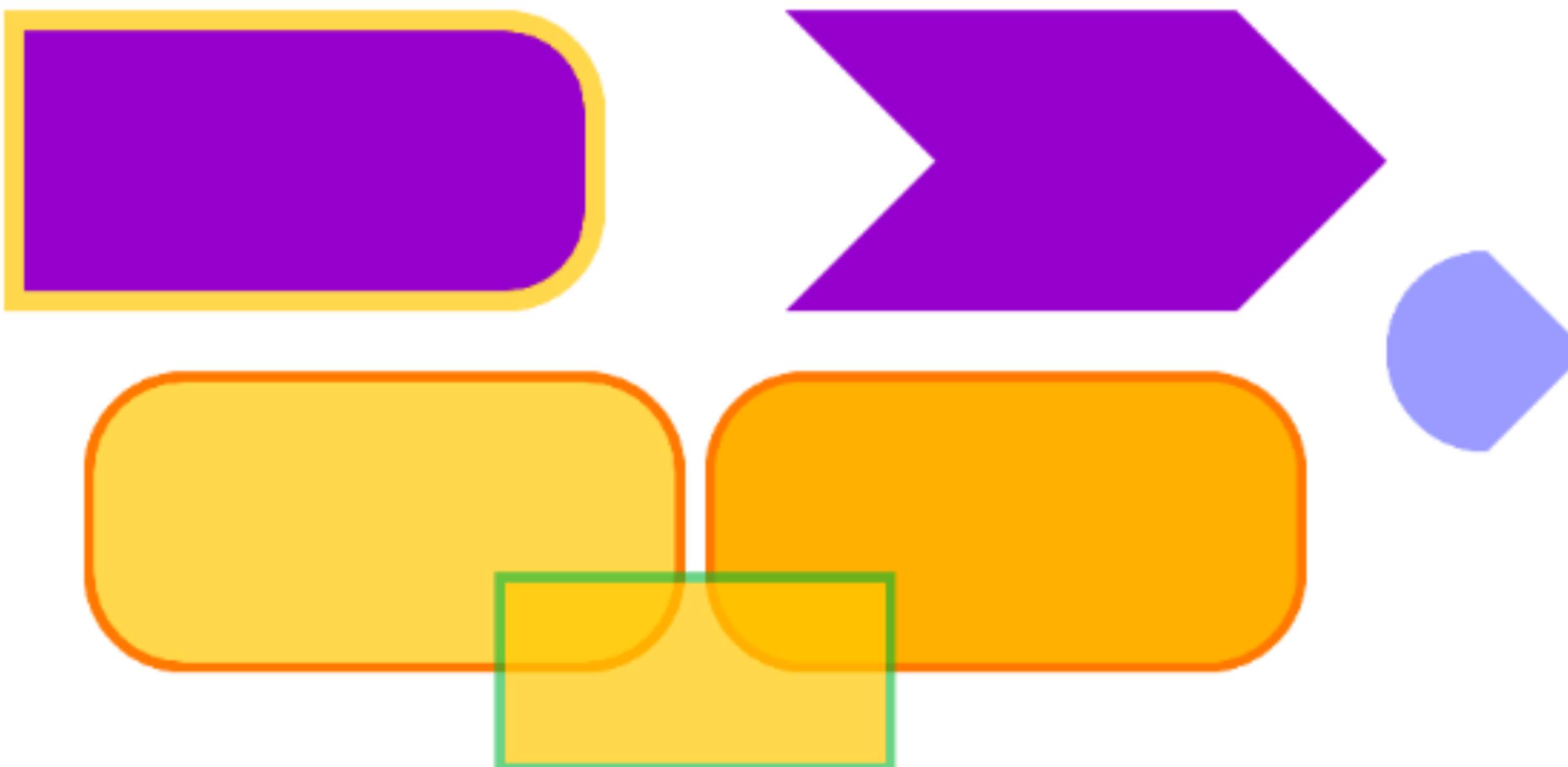
# The plan forward

- Feature releases every 4-6 months
- Bug fixes released monthly, if required
- Beginning planning for 2.4 releases
  - RichTextEntry
  - Drag and Drop
  - Translation support
  - Layout debugging
  - Render optimisations



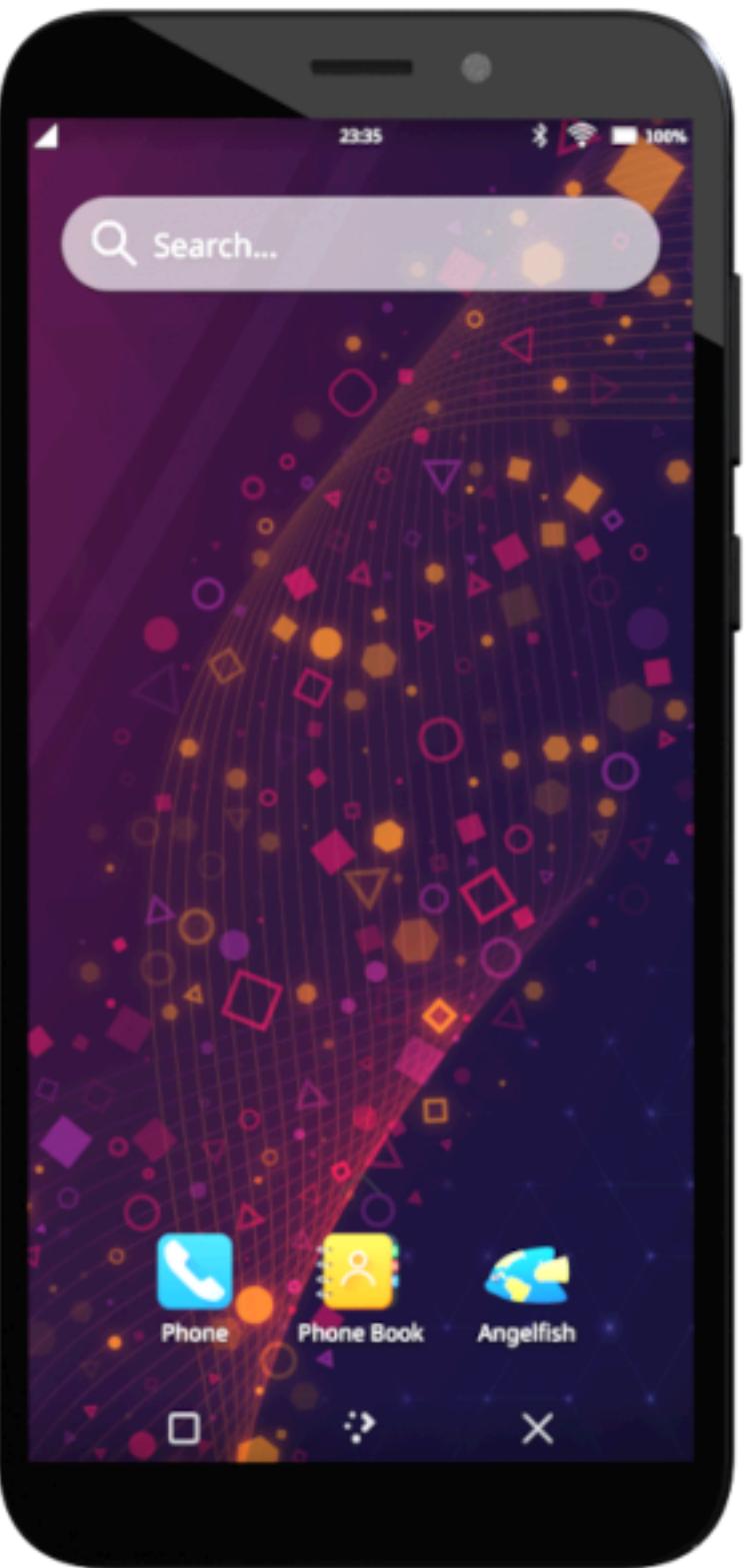
# Render optimisations

- Moving more objects to hardware acceleration
- Improved text render caching
- plus new types like rounded rectangle



# Support new devices

- Linux mobile devices
  - PinePhone
  - Librem
- Linux wayland desktop
- Extending support for embedded
- Completion of web driver



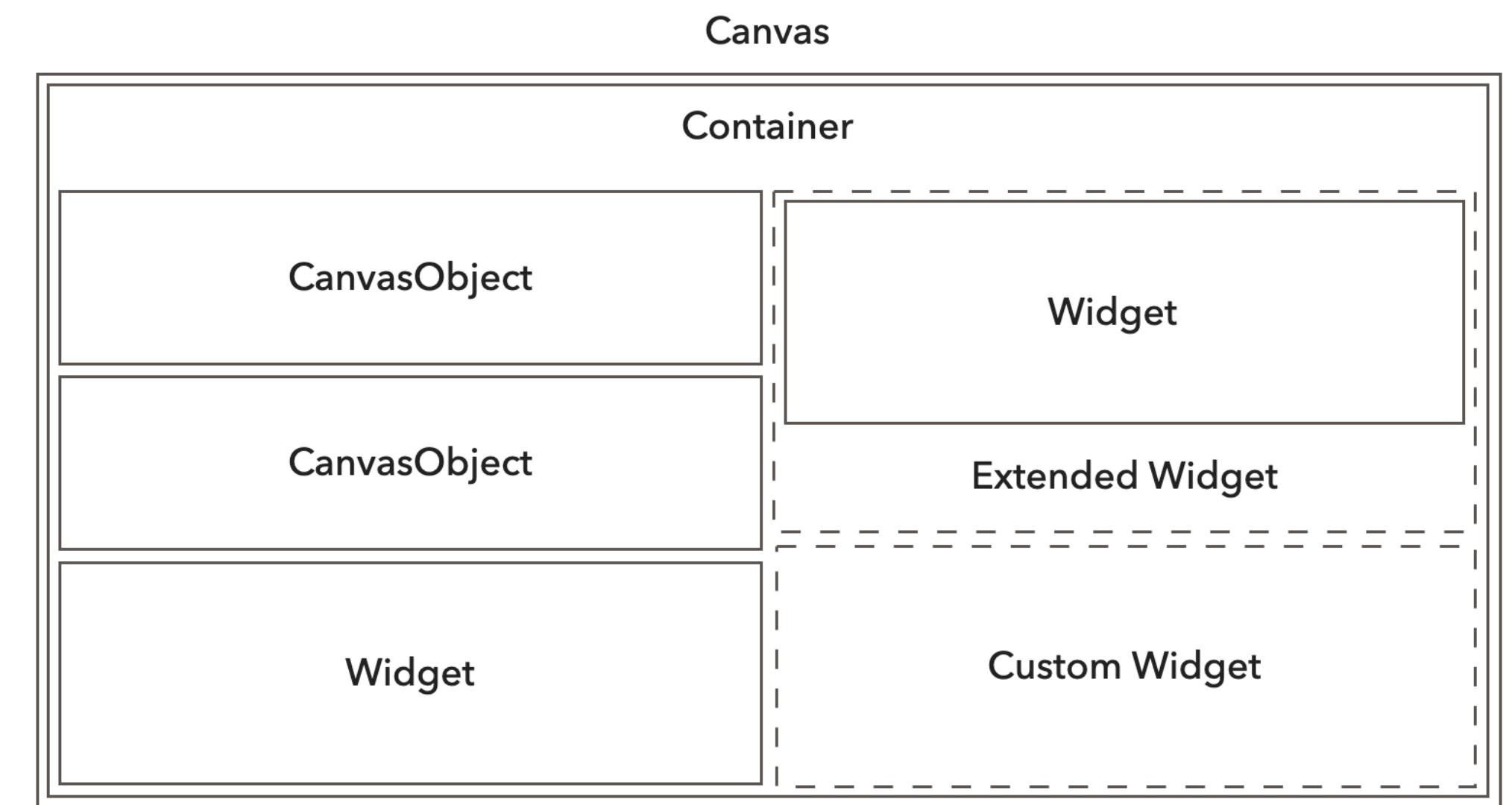
# Internationalisation

- Support more languages by default
  - Chinese, Japanese and many more
  - Font lookup, locale matching
- API for locale query and helpers
- Built-in translation handling

日本

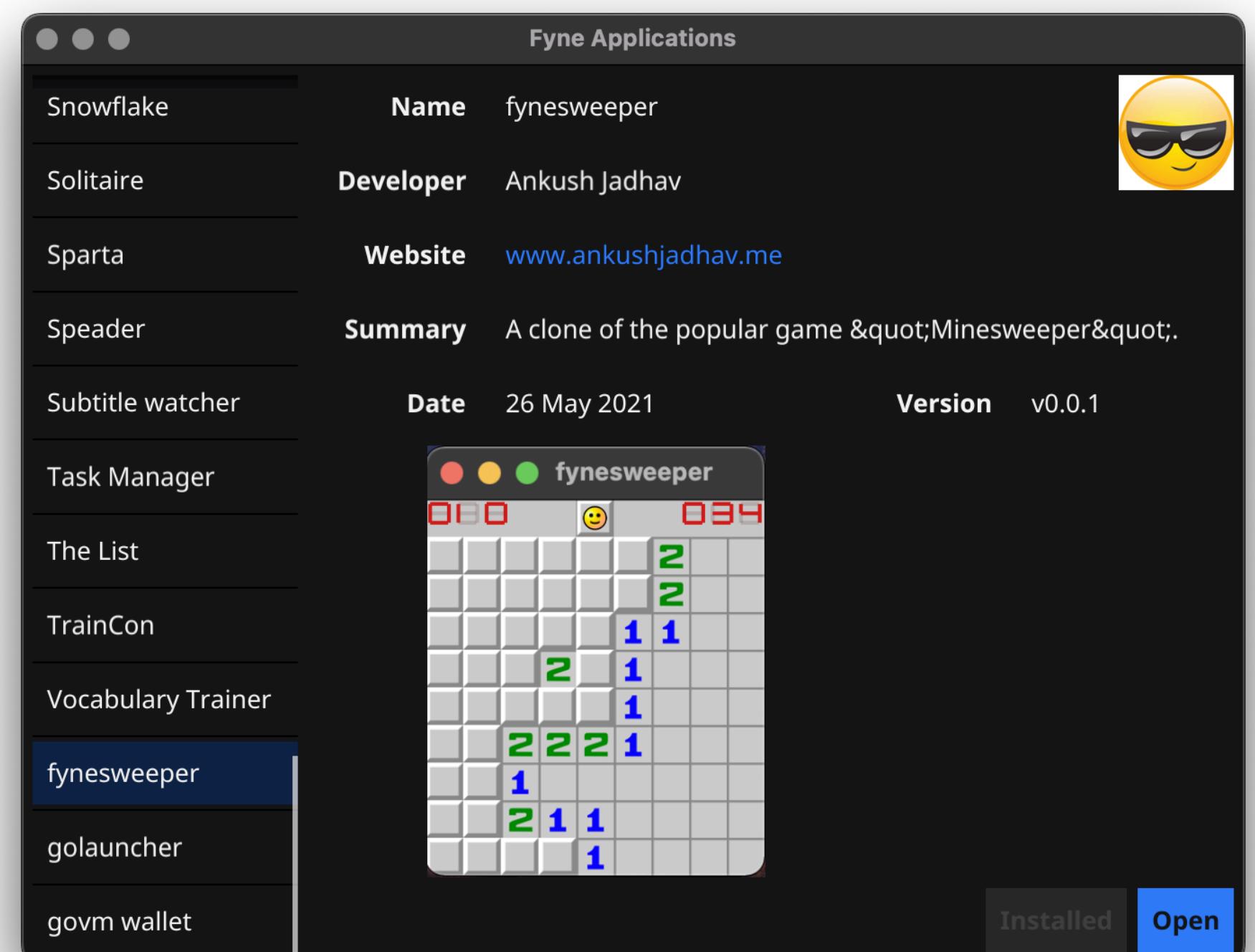
# Widget Tree Extensions

- New ways to understand your app UI
- Inspect widget state and geometry
- Layout debugging
- Save user interface definition to file
- Load definition at runtime



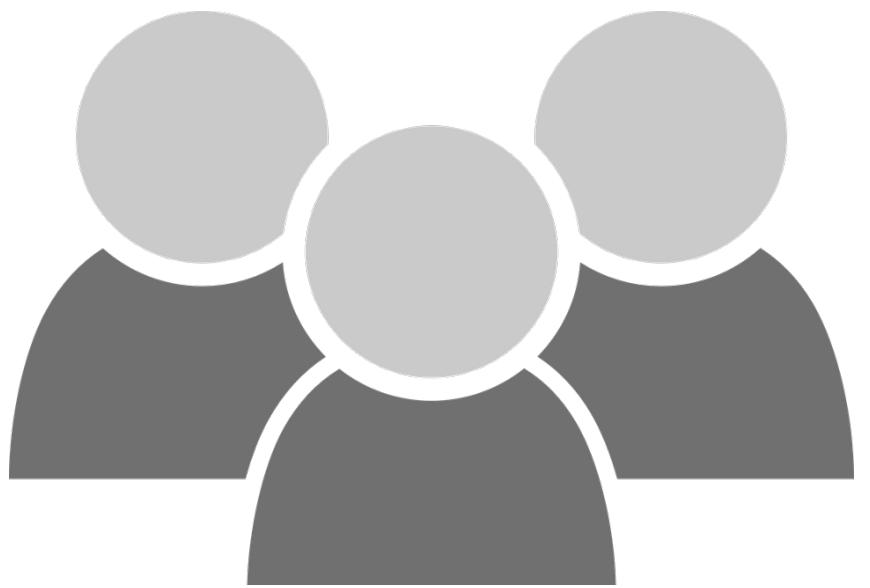
# Apps and Addons Store

- Cleanup and fresh design of the sites
  - <https://apps.fyne.io>
  - <https://addons.fyne.io>
- Binary distribution of applications
- Improve “app discovery” app
  - Function without developer tools
  - Improved management of installed apps



# Welcoming New Contributors

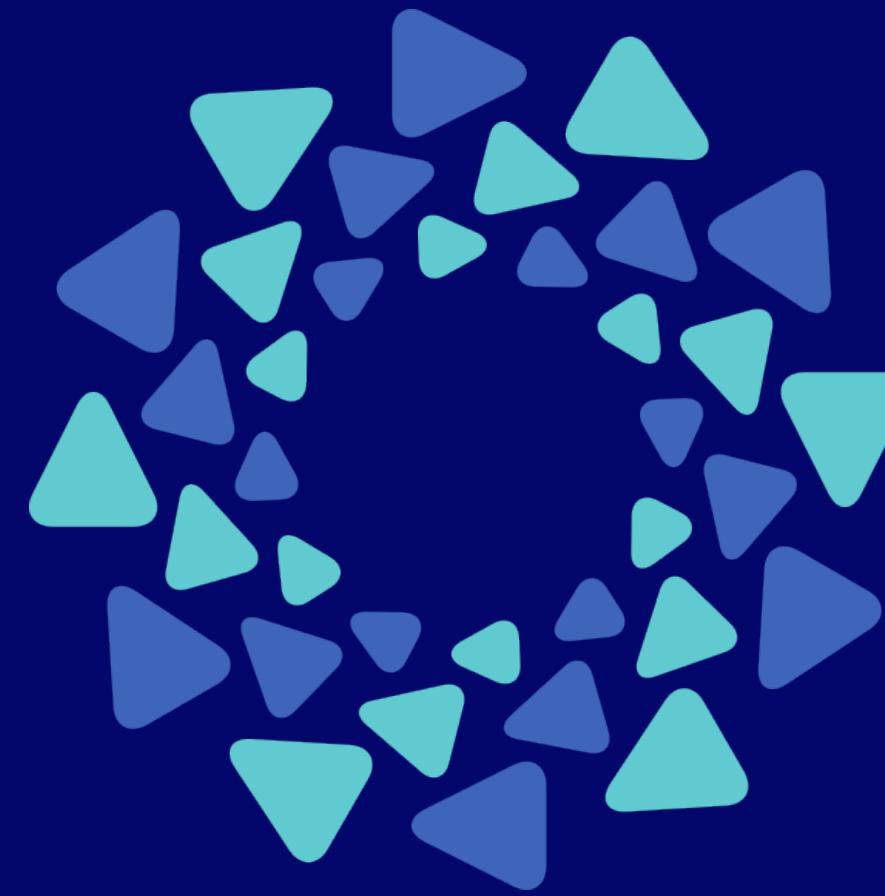
- Great response to OctoberFest '22
- Design enhancements
- Stability focus
- Documentation
- Welcoming community for first timers





# Get Involved!

- Learn more about using Fyne  
<https://developer.fyne.io> - <https://www.youtube.com/c/fyne-io>
- Contribute to the project – Code, Test, Document, Design  
<https://github.com/fyne-io/fyne/>
- Sponsor us!  
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Thanks!

See you next year