

# TEXTURE

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moka

in let us: Go 2019 spring

# GOAL

오늘의 목표

# GOAL

오늘의 목표

Texture 쓰세요

# TEXTURE ??

AsyncDisplayKit

**Texture is an iOS framework built on top of UIKit that keeps even the most complex user interfaces smooth and responsive.**

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AsyncDisplayKit

**Texture is an iOS framework built on top of UIKit that keeps even the most complex user interfaces smooth and responsive.**

Texture는 복잡한 사용자 인터페이스를 부드럽고 반응성 좋은 UIKit 위에 구축된 iOS 프레임 워크입니다.



쉽게 말하면,

“story board 또는 xib(nib) 등 없이  
코드로 UI 를 그리는 프레임워크” 입니다.

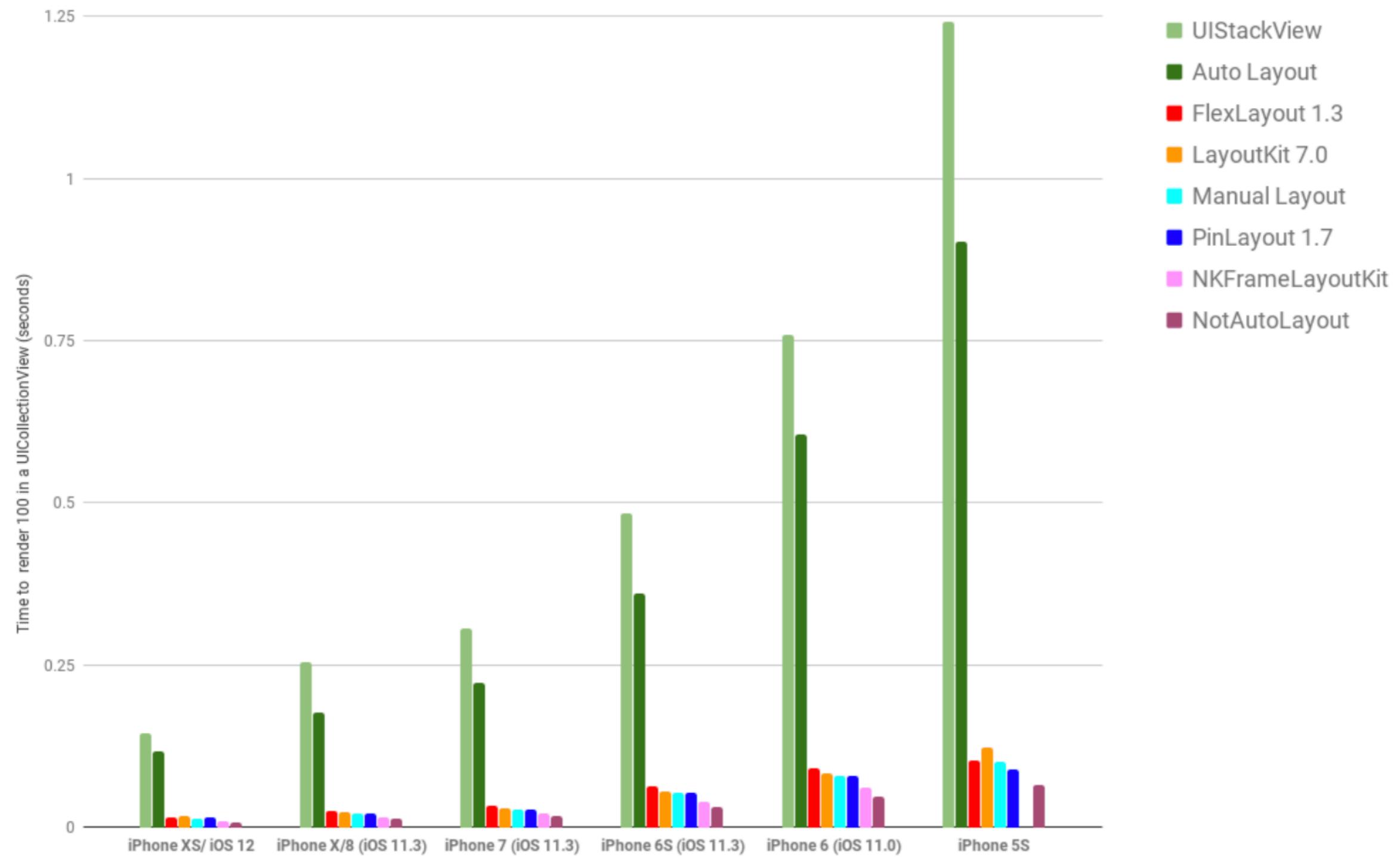
쉽게 말하면,

“빠르고 좋은”

# Why Texture ?

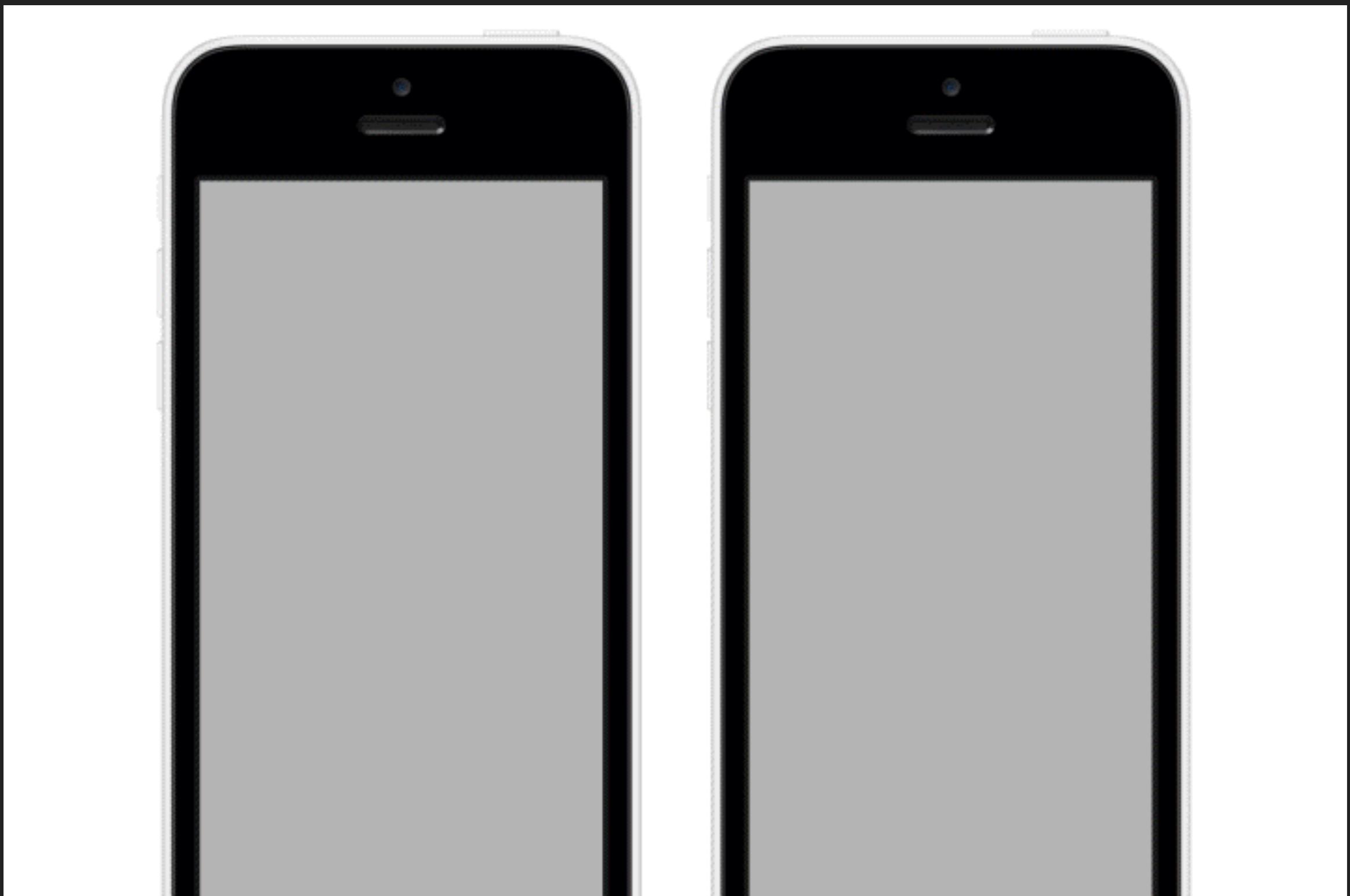
# AutoLayout ...

# iPhone Comparison



Pinterest Slack(?)

빙글



[https://medium.com/@Pinterest\\_Engineering/re-architecting-pinterest-039-s-ios-app-e0a2d34a6ac2](https://medium.com/@Pinterest_Engineering/re-architecting-pinterest-039-s-ios-app-e0a2d34a6ac2)

# 장점 Texture ❤

코드이다

재사용이 용이하다 (모듈화)

반응, 랜더링이 빠르다 (내부적으로 설계가 잘되어있다 / Thread 안전성)

협업에 용이하다

가독성이 좋다 (FlexBox) / 다른 코드로 그리는 도구들에 비해

AppCode & Xcode 동시에 사용 가능하다

Node

.node  
.....  
.view

View

.delegate  
.....  
.layer

Layer

Asynchronous

Main Thread Only

# 단점 Texture 00

러닝커브 ..?

자료가 적다

문서나 예제에 objective C 가 많다

# HOW TEXTURE ??

Show sample

# Node

- **ASDisplayNode**

- **init** ( background thread )
- **didLoad** ( main thread )
- **layoutSpecThatFits** ( background thread )
- **layout**

\* background thread에서 view & layer 접근에 주의

# LayoutSpec

**pod 'Texture' (in Podfile)**

**pod install**

```
class JoinDefaultFormView: ASDisplayNode {
```

```
override init() {  
    super.init()  
    self.automaticallyManagesSubnodes = true  
  
    bindEvent()  
}
```

```
lazy var text_title = { () -> ASButtonNode in
    let node = ASButtonNode()
    node.setText("기본정보", 16, weight: .semibold)
    node.contentVerticalAlignment = .center
    node.style.flexShrink = 1

    node.height(42)
    node.contentHorizontalAlignment = .left
    node.contentVerticalAlignment = .bottom
    return node
}()
```

```
override func layoutSpecThatFits(_ constrainedSize: ASSizeRange) -> ASLayoutSpec {
    return stackV{
        align: .start,
        stackH(width: -1, justifyContent: .spaceBetween,
            text_title.m(0, 0, 0, 24).grow(), text_editButton.m(0, 24, 0, 0)
        ),
        back(
            /**
            stackV(width: -1, spacing: 12,
                /**
                stackH(text_nameLabel.ml(16), text_name),
                /**
                stackH(text_phoneLabel.ml(16), text_phone),
                /**
                stackH(text_addressLabel.ml(16), text_address)
            ).m(18, 0, 18, 0),
            /**
            view_container
        ).m(16, 24, 16, 24)
    }
}
```

```
| class JoinLayout: ASViewController<ASDisplayNode>, UIScrollViewDelegate {
```

```
override init() {
    super.init(node: ASDisplayNode())
    node.automaticallyManagesSubnodes = true
    node.layoutSpecBlock = { (_, _) -> ASLayoutSpec in
        return абсол(
            /**
             self.tableView.m(46 + UIApplication.shared.statusBarFrame.height, 0, 0, 0), self.view_toolbar,
             */
            corner(
                self.button_noti, self.text_countOfUnread, .topRight, -22, 18
            ).m(UIApplication.shared.statusBarFrame.height, 0, 0, 0),
            /**
             self.button_filter,
             */
            self.view_backgroundDim,
            /**
             self.getEmptyView().center(),
             */
            self.getConnectErrorView().center()
        )
    }
}
```

# LayoutSpec

- **ASWrapperLayoutSpec**
- **ASStackLayoutSpec**
- **ASInsetLayoutSpec**
- **ASOverlayLayoutSpec**
- **ASBackgroundLayoutSpec**
- **ASCenterLayoutSpec**
- **ASRatioLayoutSpec**
- **ASRelativeLayoutSpec**
- **ASAbsoluteLayoutSpec**
- **ASCornerLayoutSpec**

# 가독성

코드는 읽기 쉬워야 한다

# Anko / DSL

```
val act = this
val layout = LinearLayout(act)
layout.orientation = LinearLayout.VERTICAL
val name = EditText(act)
val button = Button(act)
button.text = "Say Hello"
button.setOnClickListener {
    Toast.makeText(act, "Hello, ${name.text}!", Toast.LENGTH_SHORT).show()
}
layout.addView(name)
layout.addView(button)
```

A DSL makes the same logic easy to read, easy to write and there is no runtime overhead. Here it is again:

```
verticalLayout {
    val name = editText()
    button("Say Hello") {
        onClick { toast("Hello, ${name.text}!") }
    }
}
```

```
public func stack(apply closure: (UIStackView) -> Void) -> UIStackView {  
    let stack = UIStackView()  
    closure(stack)  
    return stack  
}  
  
extension UIStackView {  
    @discardableResult  
    public func label(apply closure: (UILabel) -> Void) -> UILabel {  
        let label = UILabel()  
        addArrangedSubview(label)  
        closure(label)  
        return label  
    }  
}
```

```
stack {  
    $0.axis = .vertical  
    $0.label {  
        $0.adjustsFontForContentSizeCategory = true  
    }  
}
```

# Swift / DSL

## UIKit

```
let rootView = stack {
    $0.spacing = 16
    $0.axis = .vertical
    $0.isLayoutMarginsRelativeArrangement = true

    $0.stack {
        $0.distribution = .fillEqually
        $0.axis = .horizontal

        $0.label {
            $0.textAlignment = .center
            $0.textColor = .white
            $0.text = "Hello"
        }

        $0.label {
            $0.textAlignment = .center
            $0.textColor = .white
            $0.text = "World"
        }

        $0.customLabel {
            $0.textAlignment = .center
            $0.textColor = .white
            $0.text = "!!!!"
        }
    }

    let messageButton = $0.button {
        $0.tintColor = .white
        $0.setTitle("Say Hi!", for: .normal)
    }

    $0.view {
        $0.backgroundColor = .clear
    }
}
```

# **Swift**

```
func absol(_ views: ASLayoutElement?...) -> ASAbsoluteLayoutSpec {
    let children = views.filter { value -> Bool in value != nil } as! [ASLayoutElement]
    return ASAbsoluteLayoutSpec(children: children)
}

func corner(_ child: ASLayoutElement, _ corner: ASLayoutElement, _ location: ASCornerLayoutLocation, _ offsetX: Int, _ offsetY: Int) -> ASLayoutElement {
    let cornerSpec = ASCornerLayoutSpec(child: child, corner: corner, location: location)
    cornerSpec.offset = CGPoint(x: offsetX, y: offsetY)
    return cornerSpec
}

func back(_ child: ASLayoutElement, _ back: ASLayoutElement) -> ASLayoutSpec {
    return ASBackgroundLayoutSpec(child: child, background: back)
}

func over(_ background: ASLayoutElement, _ foreground: ASLayoutElement) -> ASLayoutSpec {
    return ASOverlayLayoutSpec(child: background, overlay: foreground)
}

func stackH(align: ASStackLayoutAlignItems? = nil, width: CGFloat? = nil, alignContent: ASStackL
let stackLayout = ASStackLayoutSpec.horizontal()
stackLayout.spacing = CGFloat(spacing)

if nil != align {
    stackLayout.alignItems = align!
}

if nil != alignContent {
    stackLayout.alignContent = alignContent!
}

if justifyContent != nil {
    stackLayout.justifyContent = justifyContent!
}

if width != nil {
    if width == -1 {
        stackLayout.style.width = ASDimensionMake("100%")
    }
    else {
        stackLayout.style.width = ASDimensionMake(width!)
    }
}

let children = views.filter { value -> Bool in value != nil } as! [ASLayoutElement]
stackLayout.children?.append(contentsOf: children)
return stackLayout
}
```

```
override func layoutSpecThatFits(_ constrainedSize: ASSizeRange) -> ASLayoutSpec {
    let titleStackLayoutSpec = ASStackLayoutSpec.horizontal()
    titleStackLayoutSpec.style.minWidth = ASDimensionMakeUIScreen.main.bounds.width)
    titleStackLayoutSpec.justifyContent = .spaceBetween
    titleStackLayoutSpec.alignItems = .center
    titleStackLayoutSpec.children = [titleNode, copyButtonNode]

    let titleLayoutSpec = ASInsetLayoutSpec(insets: UIEdgeInsets(top: 0.0, left: 24.0, bottom: 0.0, right: 24.0),
                                            child: titleStackLayoutSpec)

    let tagStackLayoutSpec = ASStackLayoutSpec.vertical()
    tagStackLayoutSpec.style.minWidth = ASDimensionMakeUIScreen.main.bounds.width)
    tagStackLayoutSpec.children = [
        ASInsetLayoutSpec(insets: UIEdgeInsets(top: 20.0, left: 16.0, bottom: 0.0, right: 16.0), child: brandTagTitleNode),
        ASInsetLayoutSpec(insets: UIEdgeInsets(top: 6.0, left: 16.0, bottom: 0.0, right: 16.0), child: brandTagName),
        ASInsetLayoutSpec(insets: UIEdgeInsets(top: 20.0, left: 16.0, bottom: 0.0, right: 16.0), child: hashTagTitleNode),
        ASInsetLayoutSpec(insets: UIEdgeInsets(top: 6.0, left: 16.0, bottom: 0.0, right: 16.0), child: hashTagName),
        ASInsetLayoutSpec(insets: UIEdgeInsets(top: 20.0, left: 16.0, bottom: 0.0, right: 16.0), child: subTagTitleNode),
        ASInsetLayoutSpec(insets: UIEdgeInsets(top: 6.0, left: 16.0, bottom: 20.0, right: 16.0), child: subTagName)
    ]

    let tagStackInsetLayout = ASInsetLayoutSpec(insets: UIEdgeInsets(top: 36.0, left: 24.0, bottom: 0.0, right: 24.0),
                                                child: tagStackLayoutSpec)

    let tagContainerInsetLayout = ASInsetLayoutSpec(insets: UIEdgeInsets(top: 36.0, left: 24.0, bottom: 0.0, right: 24.0),
                                                child: tagContainerNode)

    let tagContainerLayoutSpec = ASBackgroundLayoutSpec(child: tagStackInsetLayout, background: tagContainerInsetLayout)

    let dividerLayoutSpec = ASInsetLayoutSpec(insets: UIEdgeInsets(top: 40.0, left: 24.0, bottom: 0.0, right: 24.0),
                                              child: dividerNode)

    return ASInsetLayoutSpec(insets: UIEdgeInsets(top: 20.0, left: 0.0, bottom: 10.0, right: 0.0),
                            child: ASStackLayoutSpec(
                                direction: .vertical,
                                spacing: 4.0,
                                justifyContent: .start,
                                alignItems: .start,
                                children: [
                                    titleLayoutSpec,
                                    tagContainerLayoutSpec,
                                    dividerLayoutSpec
                                ]))
}
```

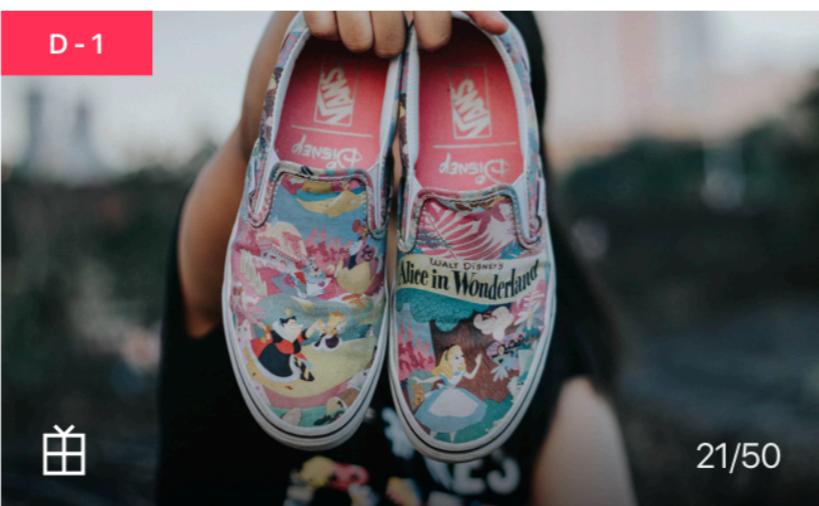
```
override func layoutSpecThatFits(_ constrainedSize: ASSizeRange) -> ASLayoutSpec {
    return stackV(
        align: .start, spacing: 4,
        /**
         stackH(width: UIScreen.main.bounds.width, justifyContent: .spaceBetween,
                 text_title, getTempMax(), text_copy
        ).m(0, 24, 0, 24),
        /**
         back(
            stackV(align: .start, width: UIScreen.main.bounds.width,
                   text_brandTagLabel.m(20, 16, 0, 16),
                   text_brandTag.m(6, 16, 0, 16),
                   orNil(text_locationTagLabel.m(20, 16, 0, 16), !self.viewModel.locationTag.isEmpty),
                   orNil(text_locationTag.m(6, 16, 0, 16), !self.viewModel.locationTag.isEmpty),
                   orNil(text_requireTagLabel.m(20, 16, 0, 16), !self.viewModel.requireTags.isEmpty),
                   orNil(text_requireTag.m(6, 16, 0, 16), !self.viewModel.requireTags.isEmpty),
                   orNil(
                       stackH(spacing: 8,
                               text_subTagLabel,
                               orNil(
                                   text_subTagMinCount, !self.viewModel.subTagMinCount.isZero)
                               ).m(20, 0, 0, 16), !self.viewModel.subTags.isEmpty
                   ),
                   orNil(text_subTag.m(6, 16, 20, 16), !self.viewModel.subTags.isEmpty)
            ).m(28, 24, 0, 24),
            view_container.m(28, 24, 0, 24)
        ),
        /**
         view_divider.m(40, 24, 0, 24)
        ).m(20, 0, 10, 0)
    }
}
```

# Example



## @hashup 님이 참여 가능한 캠페인

### 일반캠페인



반스X디즈니 콜라보레이션 한정슈즈

150 K ↑

#VANS #패션슈즈



LUPO 평일 디너 2인 식사권

150 K ↑

#LUPO #와인이있는레스토랑 #광화문

9:41



## @hashup 님이 참여 가능한 캠페인

### 일반캠페인



# ASViewController

```
func layout() {
    node.automaticallyManagesSubnodes = true
    node.layoutSpecBlock = { (_, _) -> ASLayoutSpec in
        return absoluteLayout()
    }
    self.tableView.m(46 + UIApplication.shared.statusBarFrame.height, 0, 0, 0), self.view_toolbar,
    corner(
        self.button_noti, self.text_countOfUnread, .topRight, -22, 18
    ).mt(UIApplication.shared.statusBarFrame.height),
    self.button_filter.mt(UIApplication.shared.statusBarFrame.height).relative(.end, .start)
}
```



## @hashup 님이 참여 가능한 캠페인

### 일반캠페인

D - 1

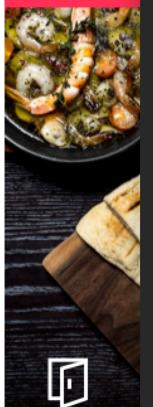


21/50

반스X디

```
func layout() {
    node.automaticallyManagesSubnodes = true
    node.layoutSpecBlock = { (_, _) -> ASLayoutSpec in
        return absoluteLayout()
            .padding(10)
            .position(ASPoint(x: 0, y: 0))
            .size(ASSize(width: 300, height: 150))
            .corner(
                self.button_noti, self.text_countOfUnread, .topRight, -22, 18
            ).mt(UIApplication.shared.statusBarFrame.height),
            .size(ASSize(width: 300, height: 150))
    }
}
```

D - 1



LUPO 풍

#LUPO #



## @hashup 님이 참여 가능한 캠페인

## 일반캠페인



```
func layout() {
    node.automaticallyManagesSubnodes = true
    node.layoutSpecBlock = { (_, _) -> ASLayoutSpec in
        return абсол(
            /**
             * self.tableView.m(46 + UIApplication.shared.statusBarFrame.height, 0, 0, 0), self.view_toolbar,
             */
            corner(
                self.button_noti, self.text_countOfUnread, .topRight, -22, 18
            ).mt(UIApplication.shared.statusBarFrame.height),
            /**
             * self.button_filter.mt(UIApplication.shared.statusBarFrame.height).relative(.end, .start)
            )
    }
}
```

## 필수태그

태그 복사

브랜드 태그

@vans

필수 해시태그

#vans #disney #vansdisney #shoes  
#collaboration #limited #limitededition #hotitem

서브 해시태그 3개 이상

#vans #disney #vansdisney #shoes  
#collaboration #limited #limitededition #hotitem

# 필수태그

## 태그 복사

### 브랜드 태그

@vans

### 필수 해시태그

#vans #disney #vansdisney #shoes

#collaboration #limited #limitededitio

### 서브 해시태그 3개 이상

#vans #disney #vansdisney #shoes

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```
override func layoutSpecThatFits(_ constrainedSize: ASizeRange) -> ASLayoutSpec {
    return stackV(
        align: .start, spacing: 4,
        /**
         stackH(width: UIScreen.main.bounds.width, justifyContent: .spaceBetween,
                 text_title, getTempMax(), text_copy
             ).m(0, 24, 0, 24),
         /**
         back(
             stackV(align: .start, width: UIScreen.main.bounds.width,
                     text_brandTagLabel.m(20, 16, 0, 16),
                     text_brandTag.m(6, 16, 0, 16),
                     orNil(text_locationTagLabel.m(20, 16, 0, 16), !self.viewModel.locationTag.isEmpty),
                     orNil(text_locationTag.m(6, 16, 0, 16), !self.viewModel.locationTag.isEmpty),
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                     orNil(
                         stackH(spacing: 8,
                                 text_subTagLabel,
                                 orNil(
                                     text_subTagMinCount, !self.viewModel.subTagMinCount.isZero)
                                         .m(20, 0, 0, 16), !self.viewModel.subTags.isEmpty
                                 ),
                     orNil(text_subTag.m(6, 16, 20, 16), !self.viewModel.subTags.isEmpty)
                 ).m(28, 24, 0, 24),
                 view_container.m(28, 24, 0, 24)
             ),
             /**
             view_divider.m(40, 24, 0, 24)
         ).m(20, 0, 10, 0)
}
```

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                             text_subTagLabel,
                             orNil(
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                             ).m(20, 0, 0, 16), !self.viewModel.subTags.isEmpty
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             ).m(0, 24, 0, 24),
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                   text_brandTag.m(6, 16, 0, 16),
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                               orNil(
                                   text_subTagMinCount, !self.viewModel.subTagMinCount.isZero
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                           ),
                       orNil(text_subTag.m(6, 16, 20, 16), !self.viewModel.subTags.isEmpty)
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        /**
         view_divider.m(40, 24, 0, 24)
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```



**Thank you**