Advanced Rendering

Exploiting Eclipse 4 advanced rendering

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- Committer
 - o Eclipse e4
 - Vaaclipse
- Contributor
 - Platform UI



Agenda

- Customize default SWT renderer
 - Minor customization
 - Major customization

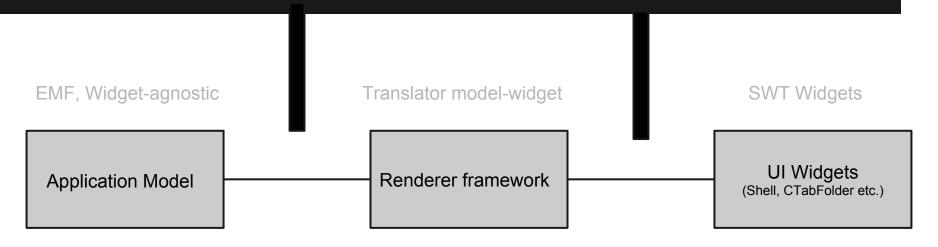
Agenda

- Major overhaul of the renderers
 - Vaaclipse renderer
 - E(fx)clipse renderer

Agenda

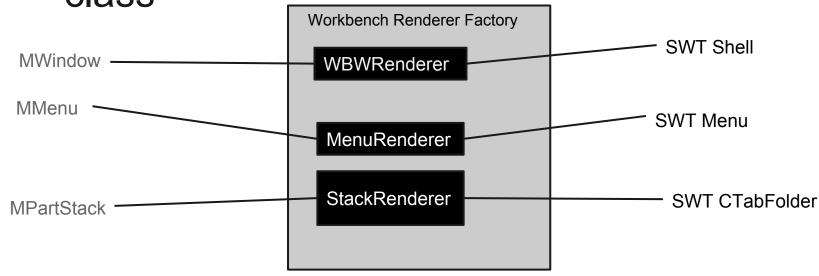
- Uber overhaul of the renderers
 - Bling and GPU-powered renderers (demo)

Renderer framework



Renderer Framework

Every UI model element has a renderer class



The "Dispatcher"

```
public AbstractPartRenderer getRenderer(MUIElement uiElement, Object parent) {
if (uiElement instanceof MArea) {
    if (areaRenderer == null) {
        areaRenderer = new AreaRenderer();
        initRenderer(areaRenderer);
    return areaRenderer:
} else if (uiElement instanceof MPart) {
    if (contributedPartRenderer == null) {
        contributedPartRenderer = new ContributedPartRenderer();
        initRenderer(contributedPartRenderer);
    return contributedPartRenderer;
} else if (uiElement instanceof MMenu) {
    if (menuRenderer == null) {
        menuRenderer = new MenuManagerRenderer();
        initRenderer(menuRenderer);
    return menuRenderer;
} else if (uiElement instanceof MToolBar) {
    if (toolbarRenderer == null) {
        toolbarRenderer = new ToolBarManagerRenderer();
        initRenderer(toolbarRenderer);
    return toolbarRenderer;
} else if (uiElement instanceof MMenuSeparator
        || uiElement instanceof MToolBarSeparator) {
    if (separatorRenderer == null) {
        separatorRenderer = new SeparatorRenderer();
        initRenderer(separatorRenderer);
    return separatorRenderer;
} else if (uiElement instanceof MPlaceholder) {
```

Customized SWT Renderer

 Let's change what is commonly defined as a 'dirty' editor

```
*SamplePart.java \( \text{2010 - 2013 IBM Corporation and others.} \)
*Copyright (c) 2010 - 2013 IBM Corporation and others. \( \text{12 package test.parts;} \)
*package test.parts;

**Independent of the package test.parts;

*
```

Hands On

Exploiting Eclipse 4 advanced rendering

Hands On, Demo

Vaaclipse, e(fx)clipse, Bling Engine