

# **Create Applications with WinUI – Everywhere!**

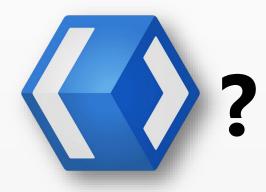


@BiloganSteve | @UnoPlatform

() kazo0



### What is WinUI?





## Windows Desktop (Win32) Apps

## Windows UWP Apps





#### **Challenges with UWP XAML:**

- 1. Can't be used by all types of apps (UWP only)
- 2. Difficult to deliver new features into mass market
- 3. Inconsistent behavior across OS versions



Native C++

.NET

C++&.NET



## Windows Desktop (Win32) Apps



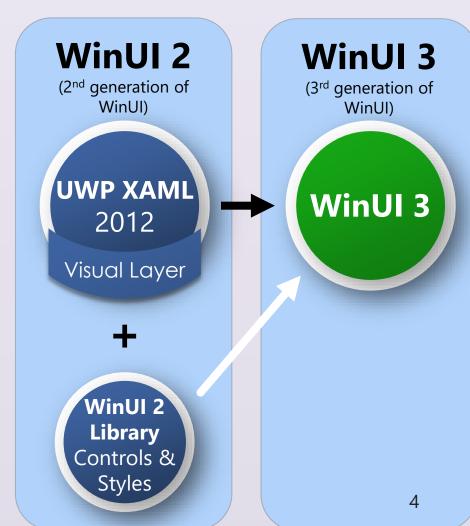


**WPF** 2006

#### **Benefits of decoupled library:**

- Can backport new features on day 1
- Consistent behavior across OS versions
- Faster updates for controls (~3x yearly)
- Faster updates for <u>all</u> UX features (~3x yearly)

## Windows UWP Apps



## Windows Desktop (Win32) Apps

## Windows UWP Apps





**WPF** 2006





#### **Benefits of decoupled library:**

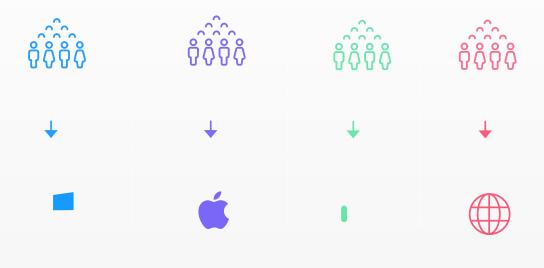
- Can backport new features on day 1
- Consistent behavior across OS versions
- Faster updates for controls (~3x yearly)
- Faster updates for <u>all</u> UX features (~3x yearly)
- Can be used by UWP and/or Win32 apps

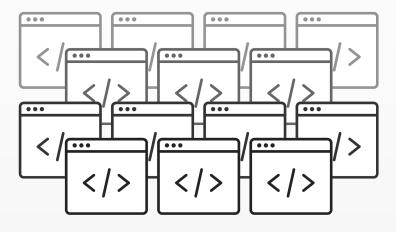


### What is Uno Platform?



### **The Problem**







- 1.
- Cross-platform development
- Effort duplication

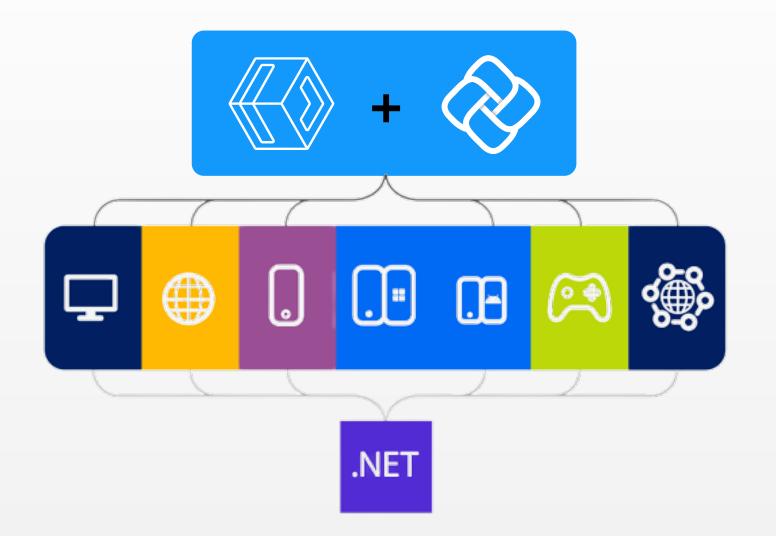
- 2.
- Legacy business applications migration to web
- High rewrite cost

- 3.
- Skill
- Training
- Dev Availability

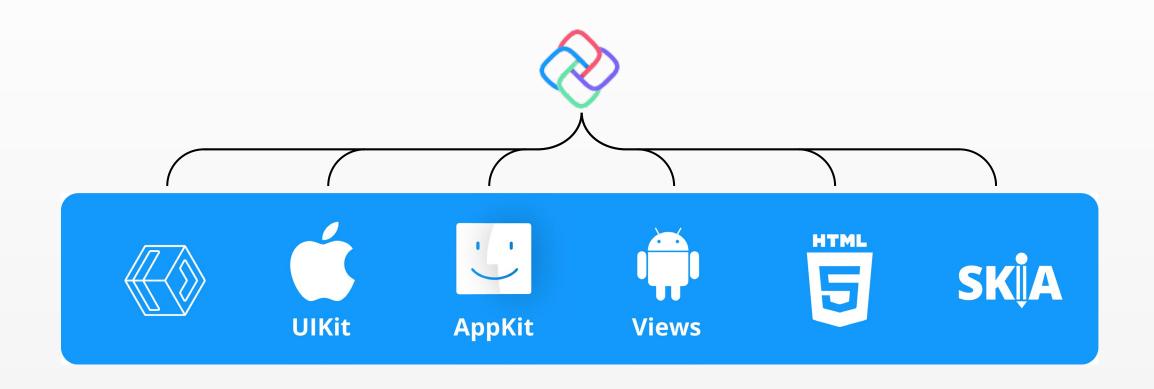


## **The Solution**

Truly universal, pixel-perfect, open standards platform built on decades of investment in Windows ecosystem enabled by recent, not yet fully utilized, technology advancements



## **Truly Native**





### **Truly Native**



UI

**TextBlock** 

**Platform API** 

**Settings Storage** 



UI

**UILabel** 

Platform API

**NSUserDefaults** 



UI

**TextView** 

**Platform API** 

**Shared** 

**Preferences** 



UI

HtmlParagraph

**Platform API** 

**IndexDB** 



UI

**Canvas** 

**Platform API** 

**.NET 5** 

## **Every Pixel**

Canvas Rendering Native Rendering **Pixel-Perfect Native Behaviors** Accessibility Support GPU Acceleration

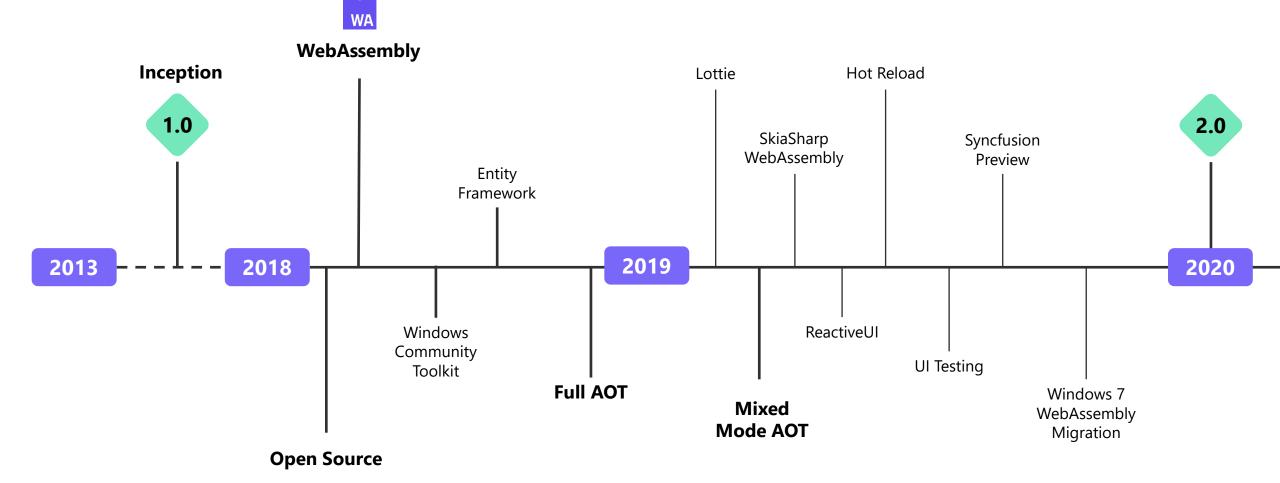
> Lookless / Control Templating





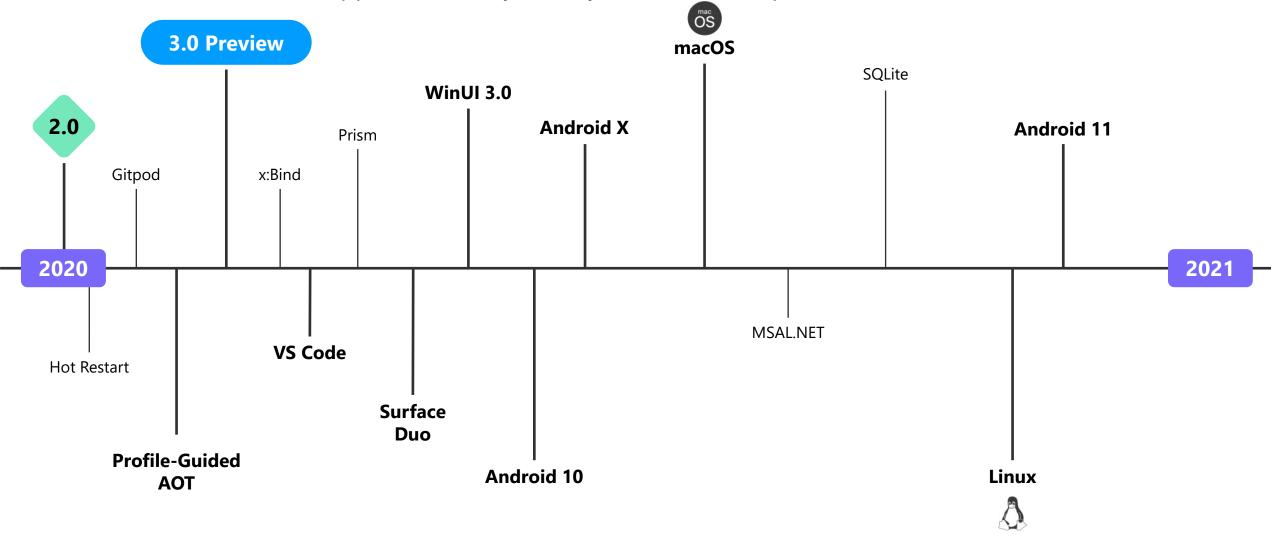
### **Uno Platform**

Mission: Make WinUI-built apps run *natively* on any mobile, desktop or web where WinUI doesn't run on

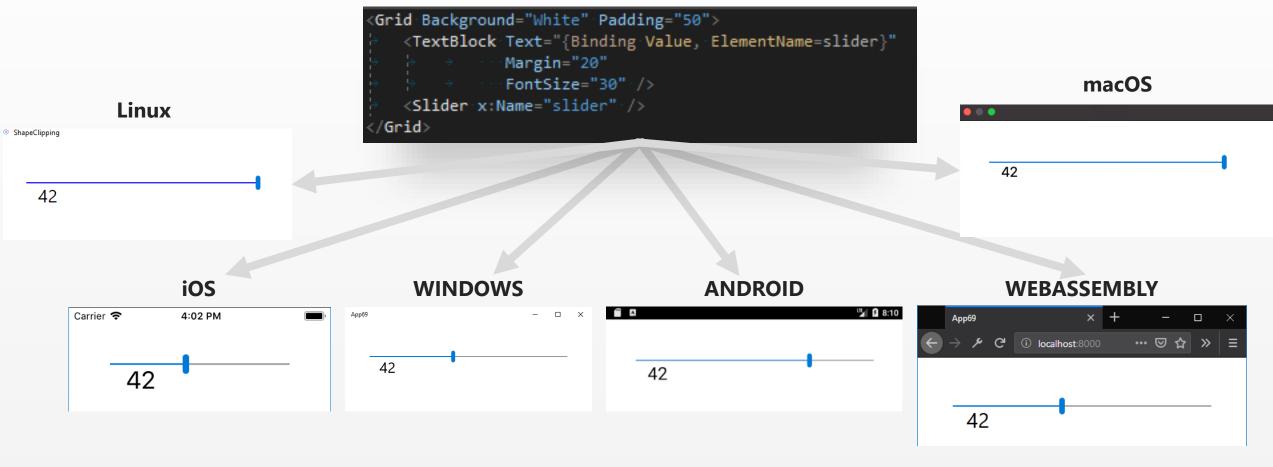


### **Uno Platform**

Mission: Make WinUI-built apps run *natively* on any mobile, desktop or web where WinUI doesn't run on



#### **XAML**



## **XAML Support**

- Control Templating / Data Templating
- Styling / Theming
- Conditional XAML
- Native Controls integration
- Animations (VisualStates, StateTriggers)
- DataBinding / Property Inheritance / x:Bind functions
- Complex TextBlocks
- Shapes and Brushes

## **Localization and Images**

- Assets added only once
  - Add assets as in UWP (with .scale- suffix)
    - ▶ Don't bother with iOS @2x, @3x or android densities (mdpi, hdpi, xhdpi).
  - Supports for localized assets (.lang- suffix)

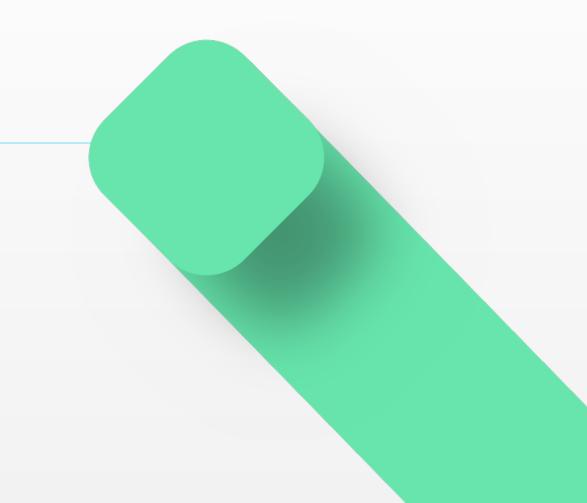
- Localize strings only once
  - Use the UWP's .resw files.
    - ► Don't bother with iOS plist files or Android strings.xml

#### **XAML HotReload**

- Modify the XAML of a live application
- Supports iOS, Android and WebAssembly
- Supports partial reload
- Supported in online environments like GitPod

## Hot Reload

**DEMO** 



### Ecosystem



















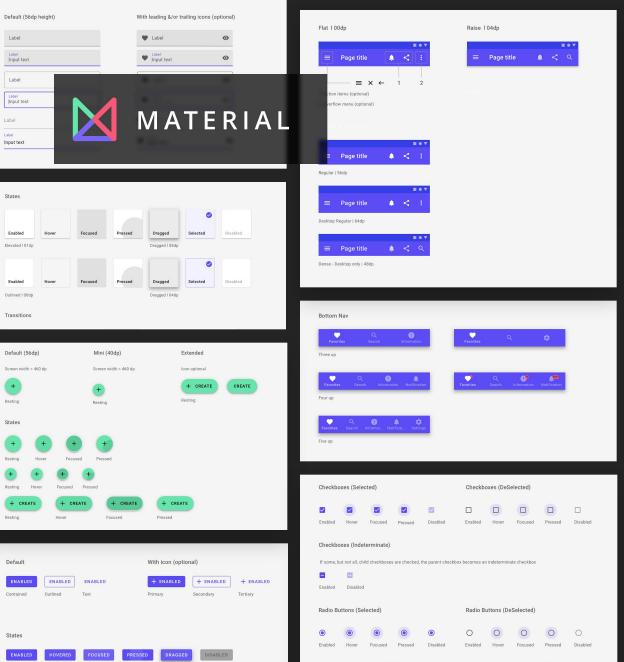






#### uno-fluentUI-assets





Toggle switch (Selected)

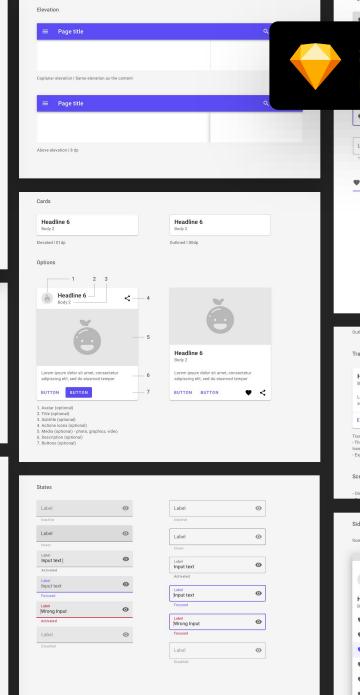
HOVERED FOCUSED

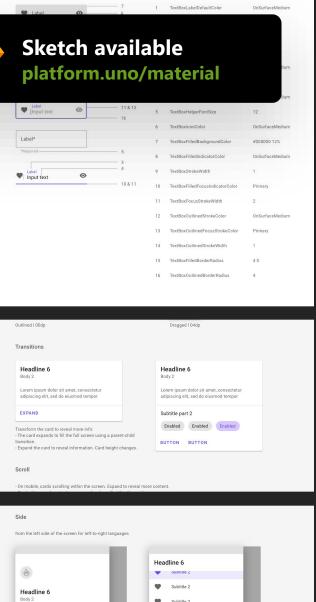
ENABLED HOVERED FOCUSED PRESSED DRAGGED DISABLED

ENABLED

PRESSED DRAGGED DISABLED

Toggle switch (DeSelected) Natif





Subtitle 2

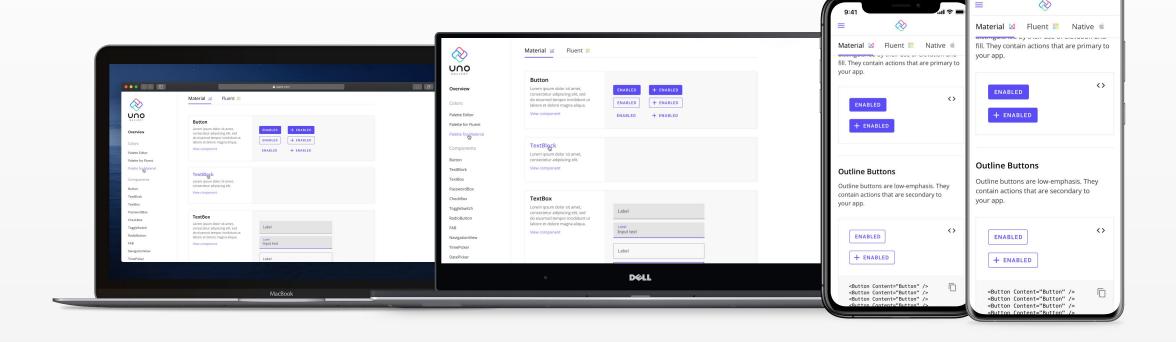
Subtitle 2

Ref Variable name

Default value

## **Uno Gallery**



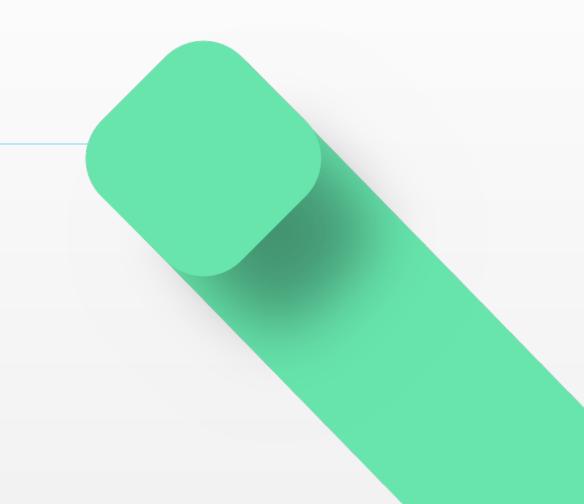




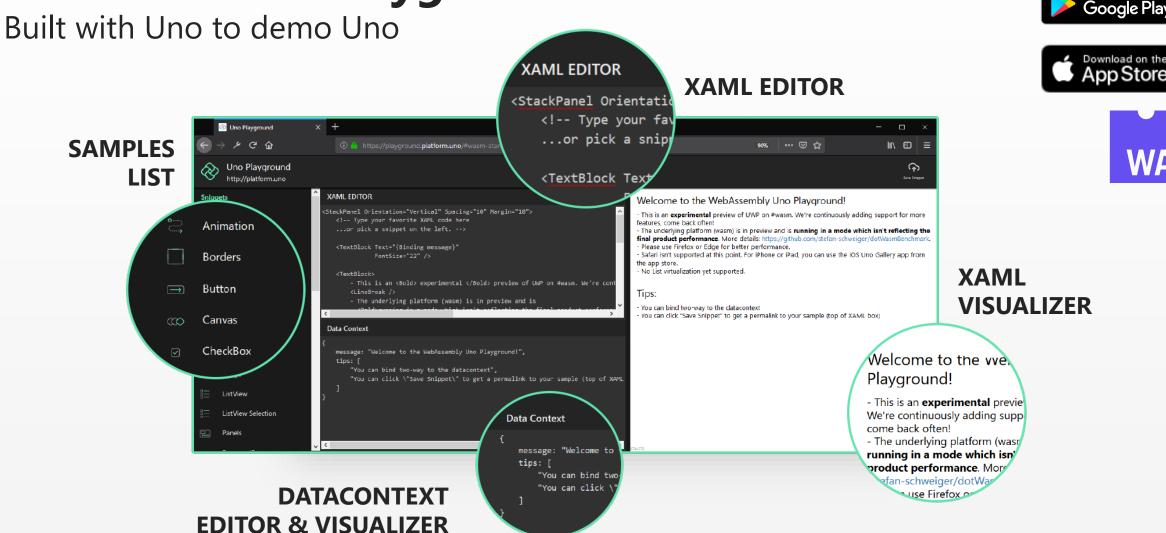


## Uno Gallery

**DEMO** 

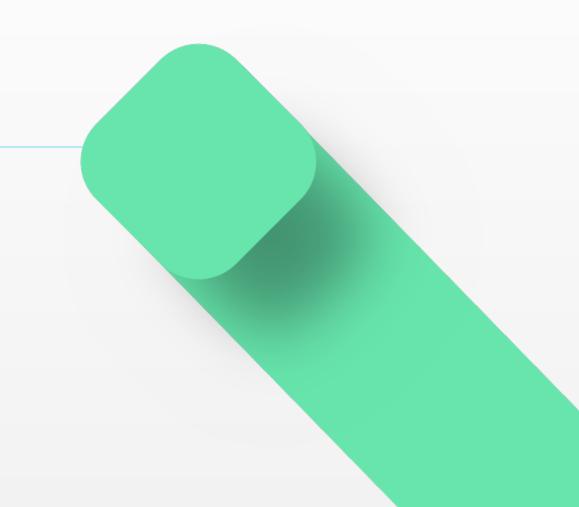


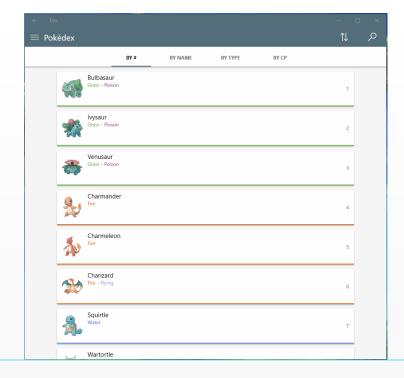
**Uno Platform Playground** 



## Uno Playground

**DEMO** 



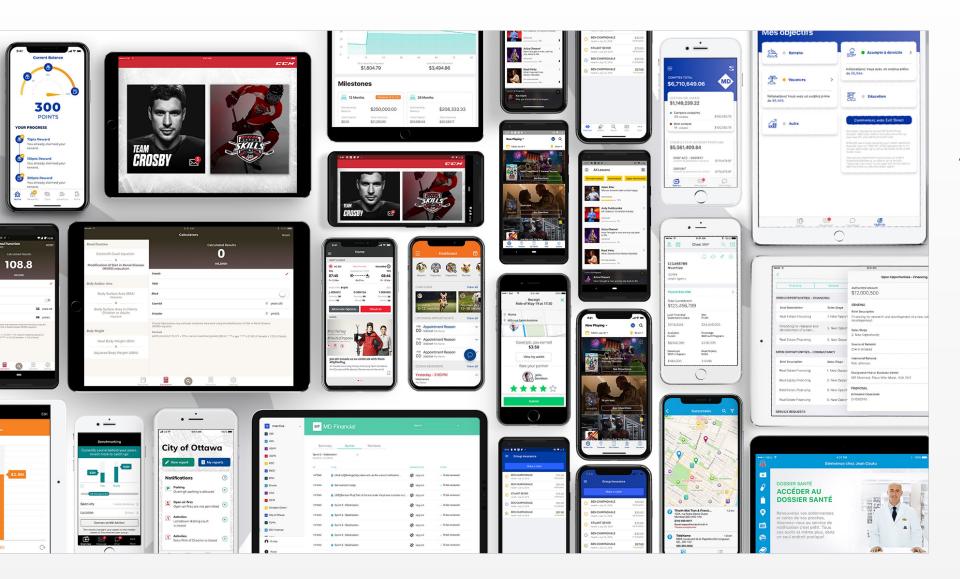


## DexUno

#### **DEMO**

https://github.com/kazo0/DexUno

Originally sourced from <a href="https://github.com/disklosr/Dexr">https://github.com/disklosr/Dexr</a>



































### **Draw**

Fill out presentation feedback form for a chance to win

3X



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\$29.99 USD

## Thank You!





## **Appendix (All Hidden Slides)**