

Using the Qt Scene Graph from C++ with QSkinny

Who am I?

- » working on Qt since 2008
- » former QtNetwork maintainer
- » @peha23 on Twitter

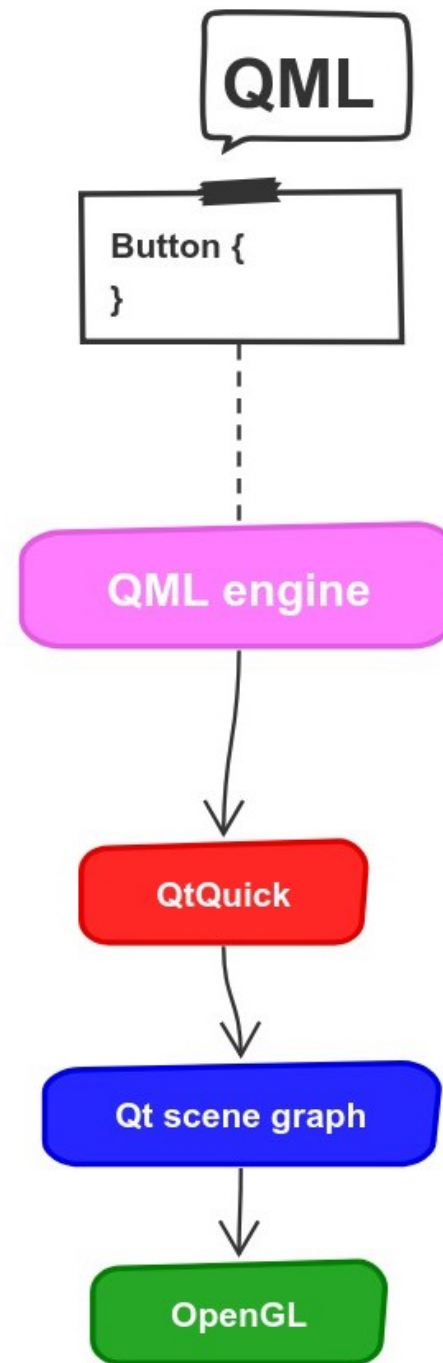
What is this talk about?

Using the Qt graphic stack from C++

Agenda

1. QML under the hood
2. The QML / C++ boundary
3. QSkinny
4. Outlook

QML under the hood



What happens
when
instantiating a
"Rectangle {}"

The QML / C++ boundary

QtQuickControls 1

Write everything in QML

QtQuickControls 2

Write most things in C++ and some in QML

User code still only QML

QSkinny

QSkinny design goals

1. lightweight
2. flexible theming
3. dynamic sizing

QSkinny API

```
QskWindow window;  
auto box = new QskLinearBox(Qt::Vertical);  
auto button = new QskPushButton("push me", box);  
auto label = new QskTextLabel("label", box);  
window.addItem(box);  
window.show();
```

Outlook

What about Qt 6?

Discussion

@peha23 on Twitter