Using the Qt Scene Graph from C++ with QSkinny

Mho am 15

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

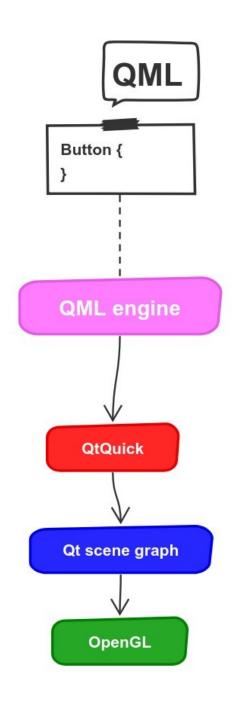
What is this talk about?

Using the Qt graphic stack from C++

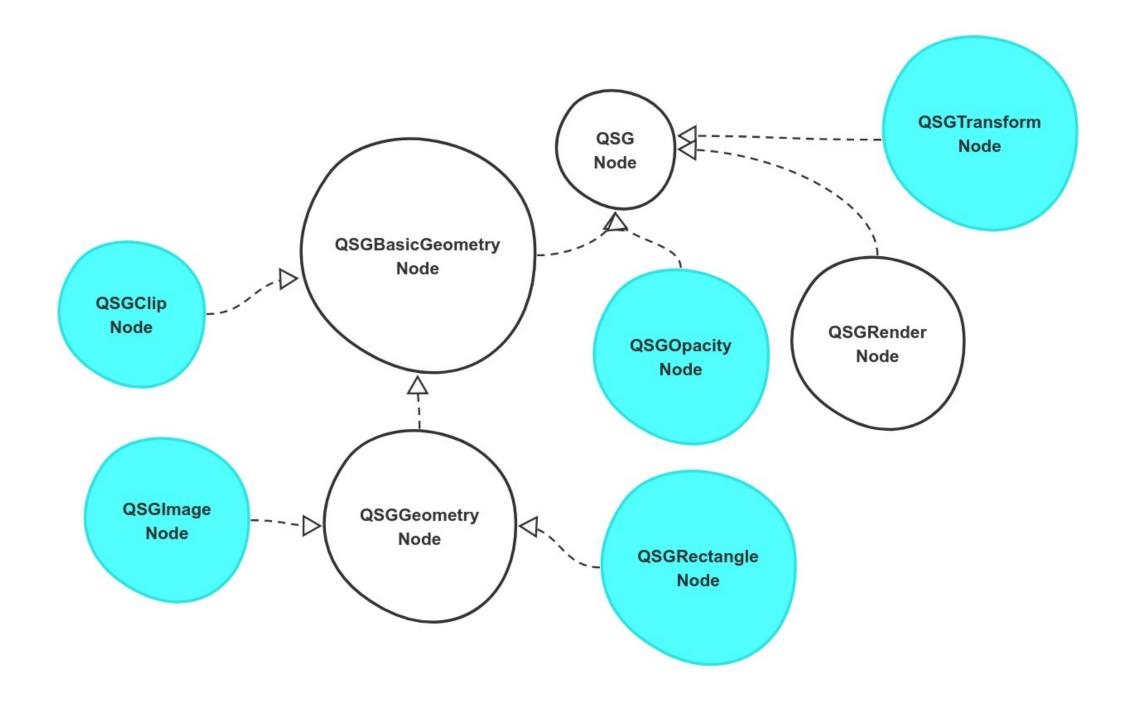
- 1. QML under the hood
- 2. The QML / C++ boundary
- 3. QSkinny
- 4. Outlook

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QML under the hood



Types of scene graph nodes



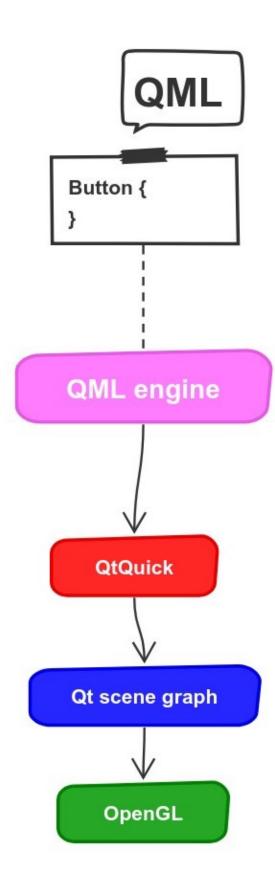
www.sketchboard.io

QML example

```
Rectangle {
    id: outterRectangle
    width: 200
    height: 200
    color: "red"
    opacity: 0.5
    Rectangle {
        id: innerRectangle
        width: 50
        height: 50
        clip: true
        anchors.bottom: parent.bottom
        anchors.right: parent.right
        color: "green"
```



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QtQuickControls 1

Write everything in QML

```
Control {
    id: slider
    (\ldots)
    style: Settings.styleComponent(Settings.style, "SliderStyle.qml", slider)
    property Component tickmarks: Repeater {
    Rectangle {
        color: "#777"
        width: 1
        height: 3
        y: (...)
        x: (...)
```

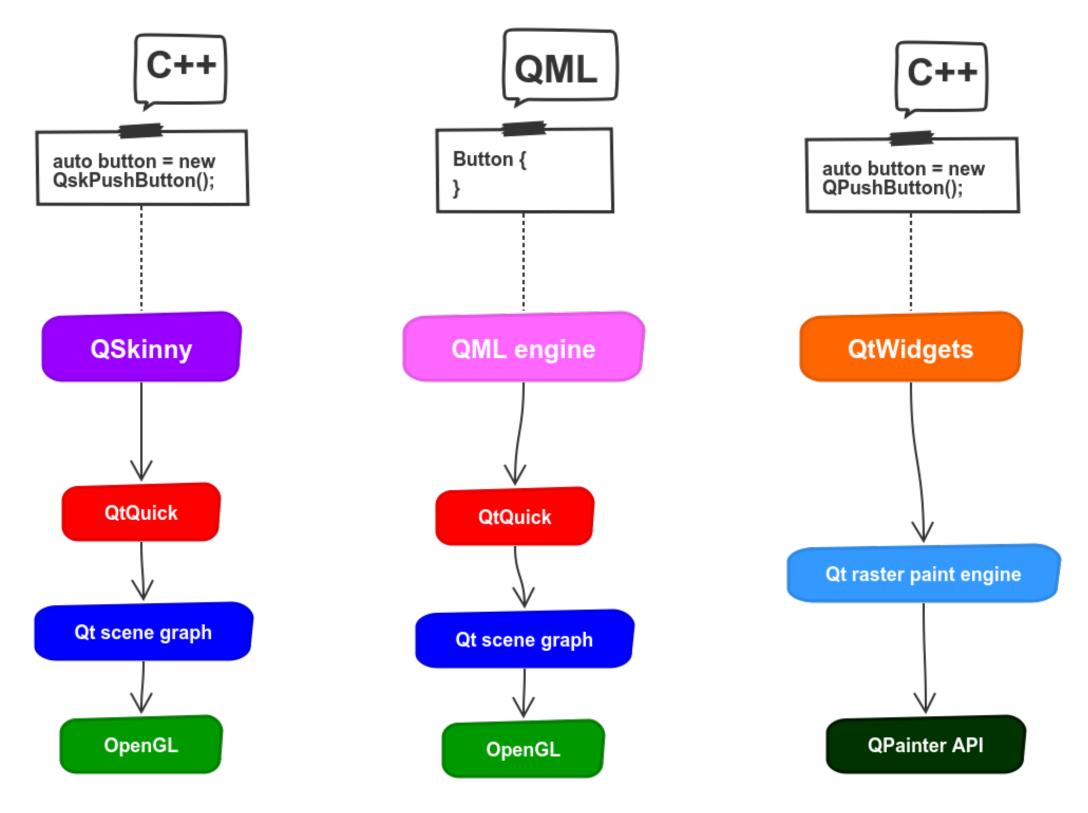
QtQuickControls 2

some parts QML, some C++

```
qquickslider_p.h:
class Q_QUICKTEMPLATES2_PRIVATE_EXPORT QQuickSlider : public QQuickControl
    Q_OBJECT
    Q_PROPERTY(qreal from READ from WRITE setFrom NOTIFY fromChanged FINAL)
    Q_PROPERTY(qreal to READ to WRITE setTo NOTIFY toChanged FINAL)
    (\ldots)
};
Slider.qml:
T.Slider {
    id: control
```

https://github.com/uwerat/qskinny

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QSkinny design goals

- » lightweight
- » flexible theming
- » dynamic sizing

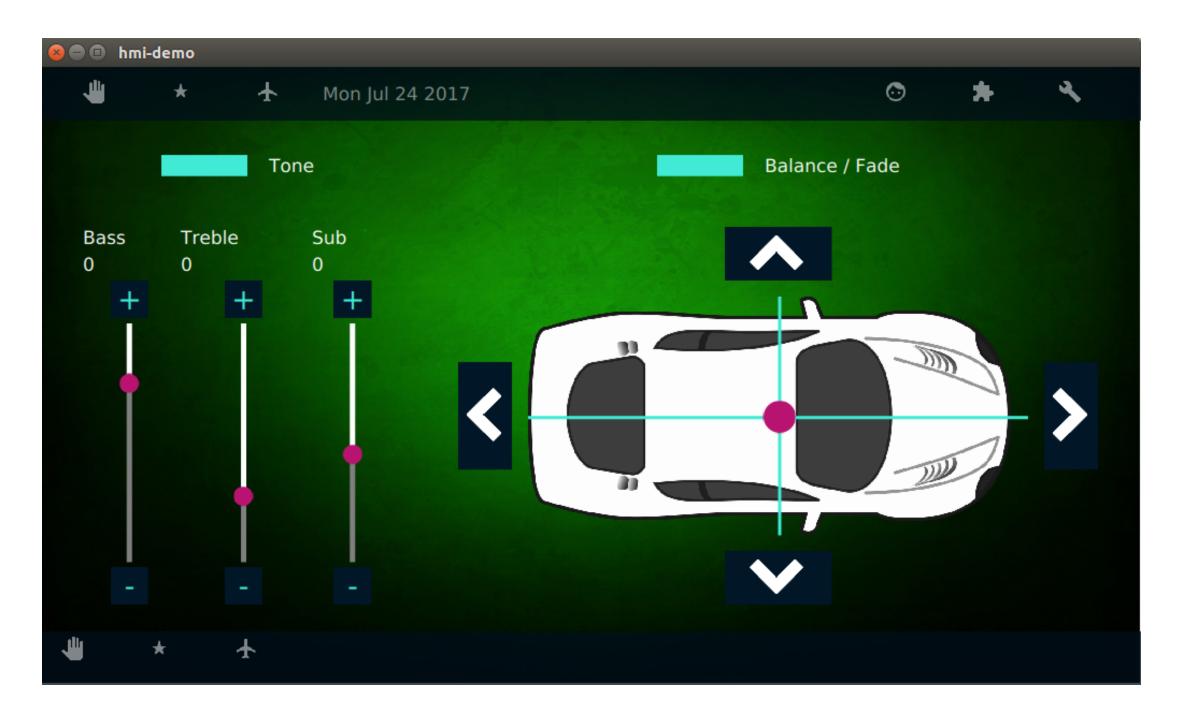
QSkinny API

```
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();
```

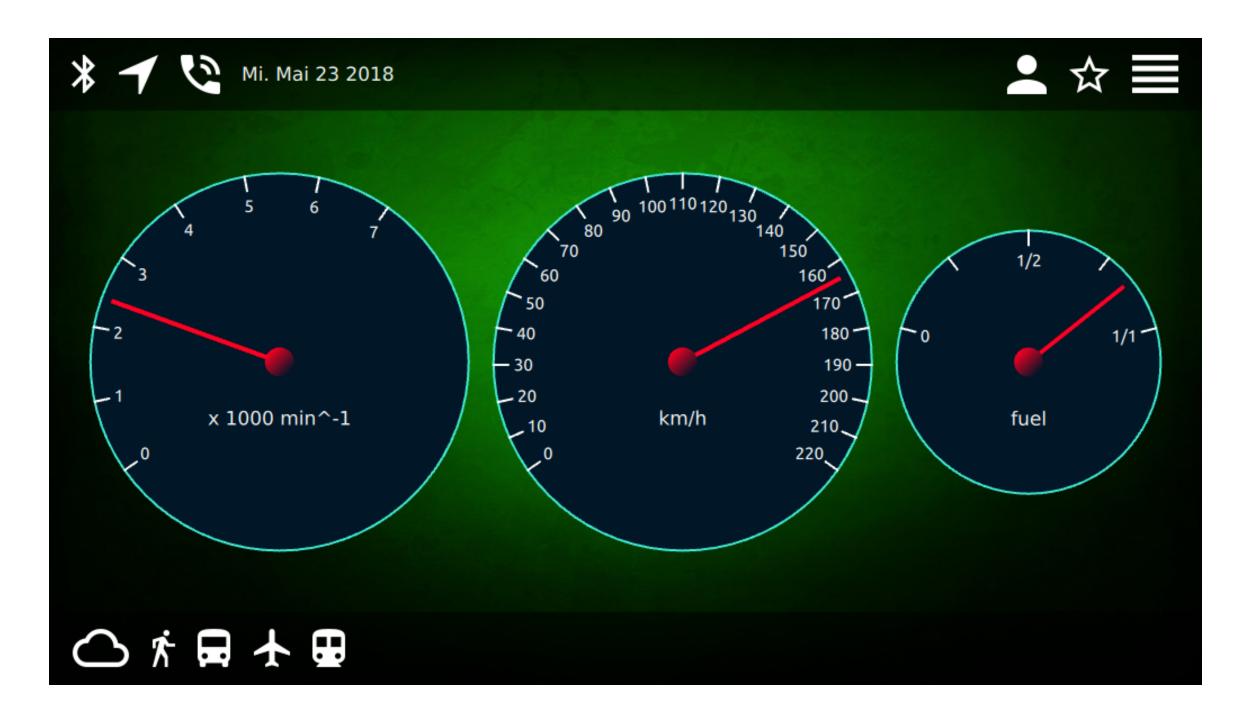
separation of content and style

(here diagram of skinlet etc.)

example



example



Outlook QSkinny

polishing / documentation

Qt 6

(maybe) new styling / opening up QtQuickControls 2?

Discussion

@peha23 on Twitter

