

QSkinny - A new approach for a QtQuick framework



Who am I?

- » working on Qt since 2008
- » former QtNetwork maintainer
- » @peha23 on Twitter
- » founder of edelhirsch.io





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Why?
QSkinnny?



Why create QSkinny?

- » performance / memory usage
- » freedom of choice between QML / C++ (including pure C++)



Why use QSkinny?

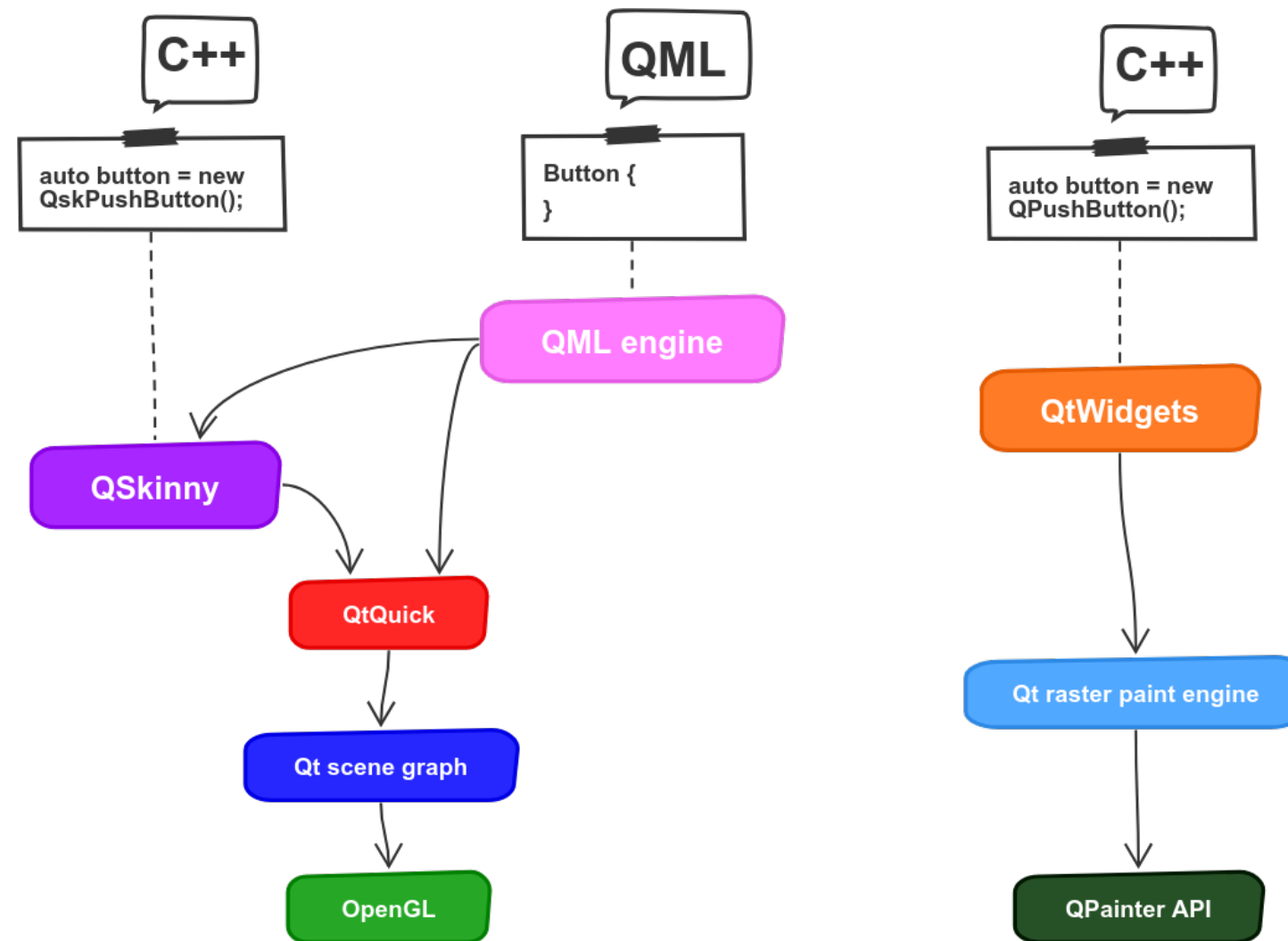
- » public C++ API
- » usable from QML
- » runs with Qt \geq 5.6



What
is QSkinny?



A lightweight framework on top of the Qt scene graph



API example

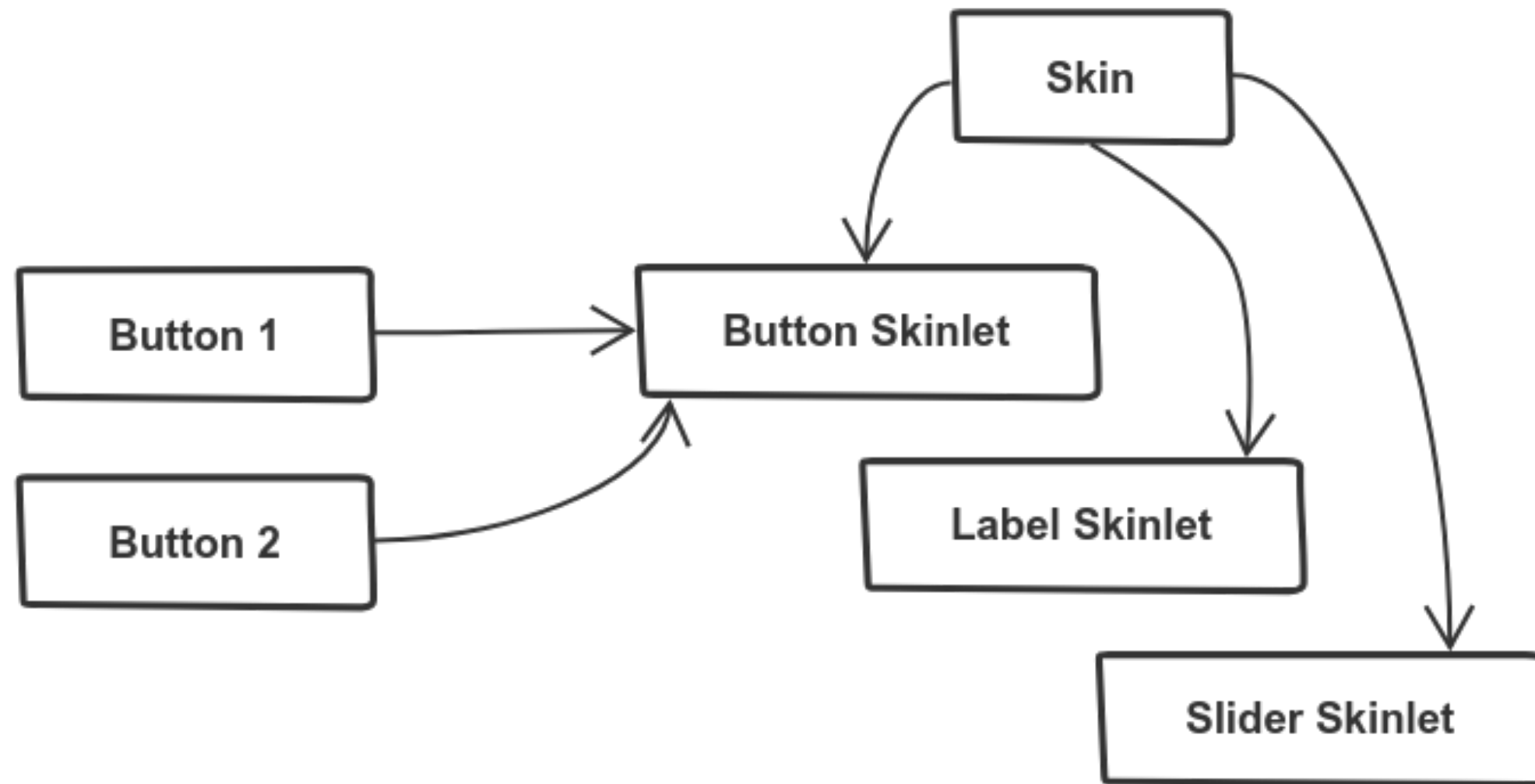
```
auto button = new QskPushButton("push me");  
auto label = new QskTextLabel("label");  
  
auto box = new QskLinearBox(Qt::Vertical);  
  
box.addItem(button);  
box.addItem(label);  
  
QskWindow window;  
window.addItem(box);  
window.show();
```



How
does QSkinny work?



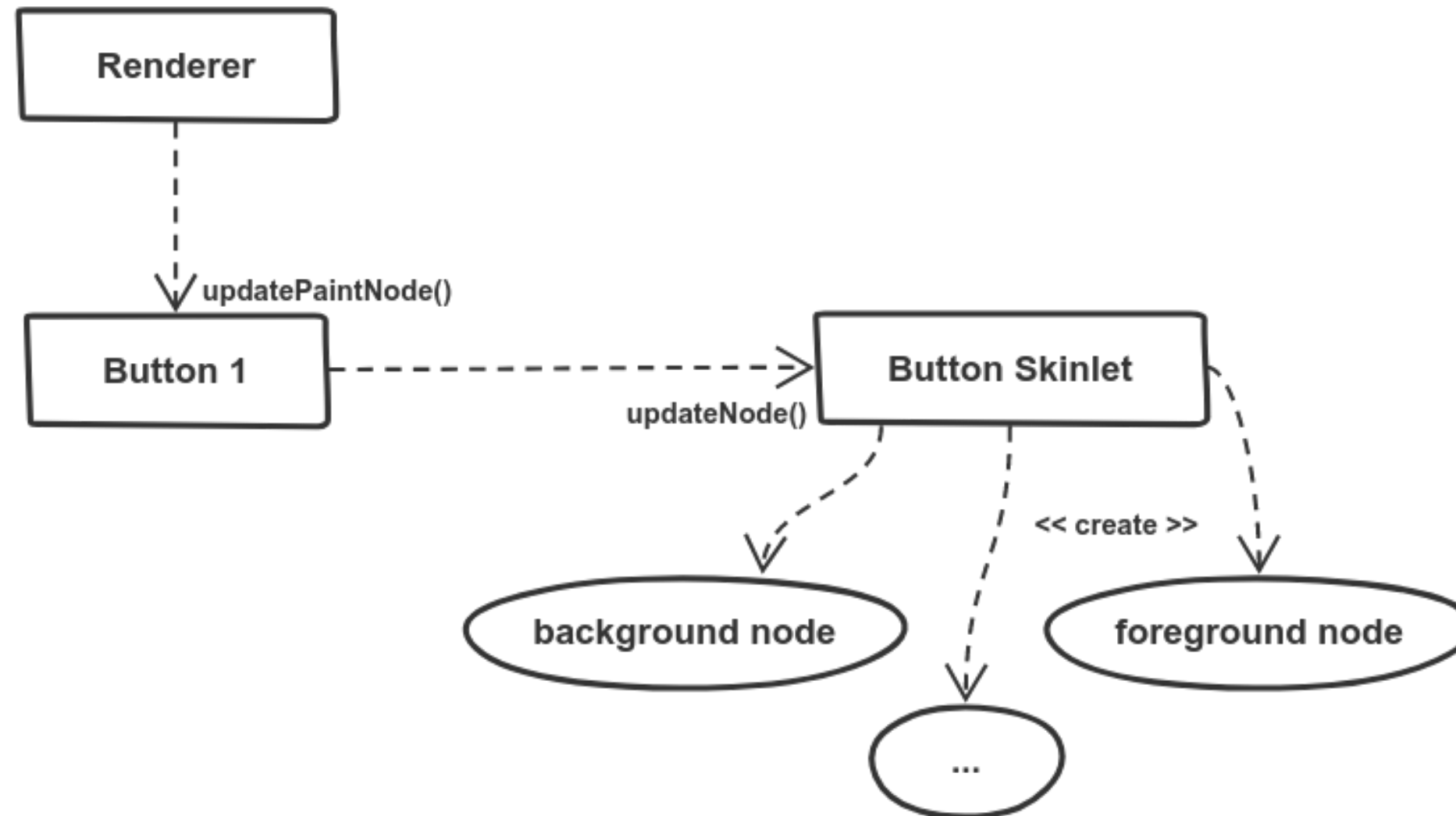
separation of implementation and styling: classes



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separation of implementation and styling: flow



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example: QSkinny page indicator

--- user code:

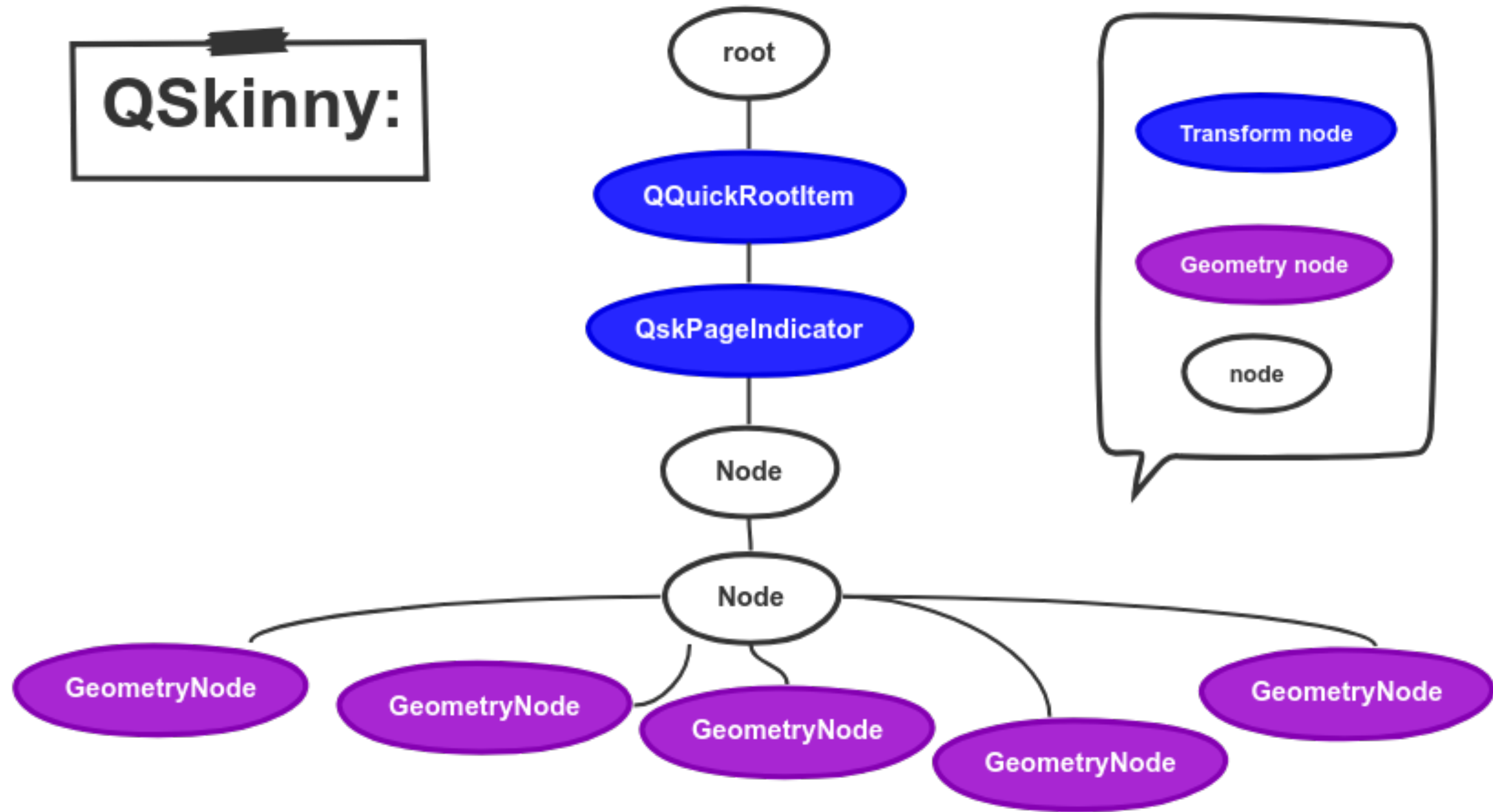
```
auto* pageIndicator = new QskPageIndicator();  
pageIndicator->setCurrentIndex( 0 );  
pageIndicator->setCount( 5 );
```

--- internal:

```
for ( int i = 0; i < indicator->count(); i++ )  
{  
    bulletNode = new QskBoxNode();  
}
```



QSkinny:



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example: QML page indicator

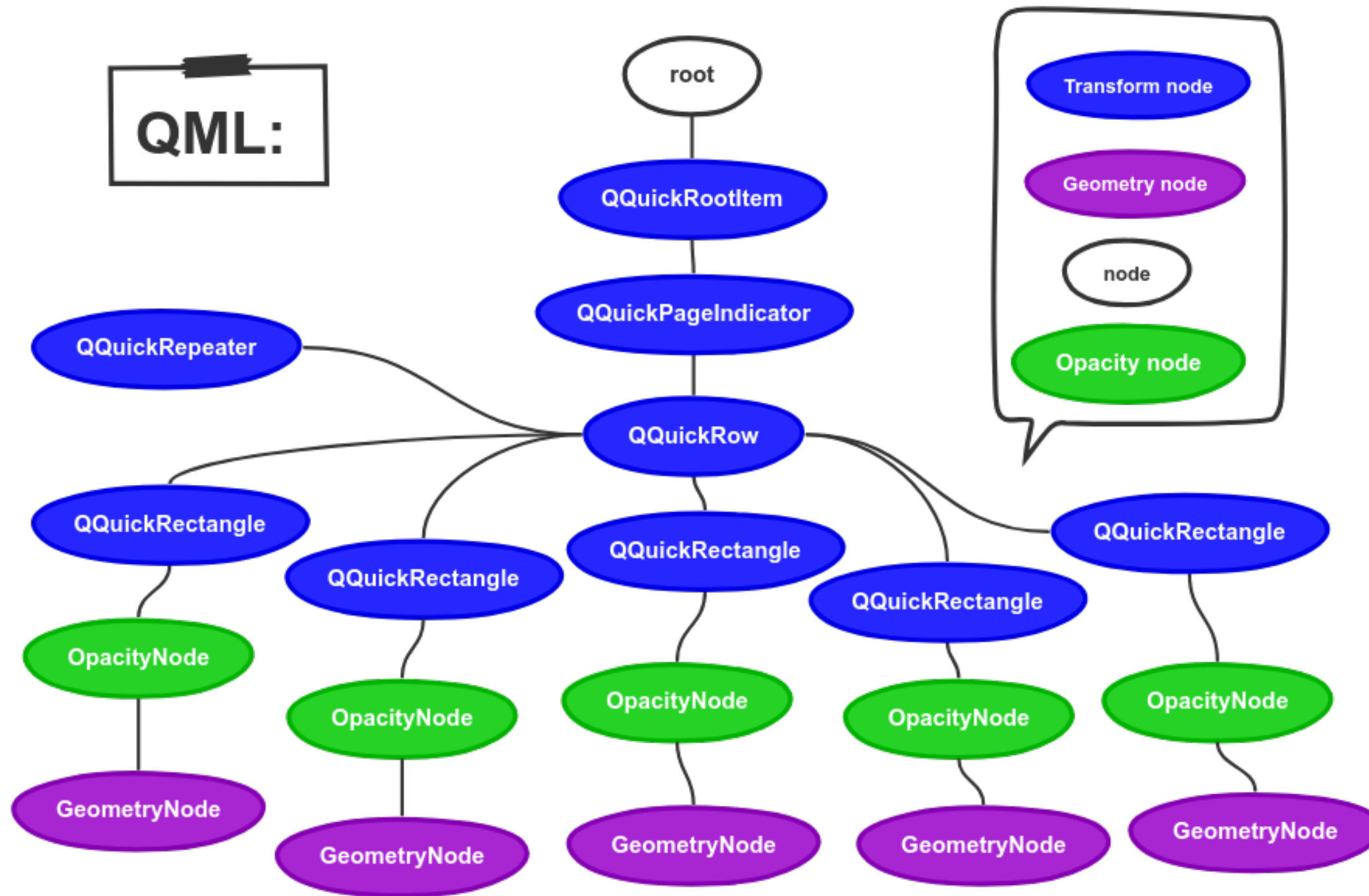
--- user code:

```
PageIndicator {  
    currentIndex: 0  
    count: 5  
}
```

--- internal:

```
T.PageIndicator {  
    delegate: Rectangle {  
    }  
}
```





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Thanks!

<https://github.com/uwerat/qskinny>

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