

The Window Manager Construction Toolkit

KWin goes Scripting

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Agenda

- 1 History of KWin Scripting
- 2 Scriptable Types of KWin
- 3 Influence on Codebase
- 4 Example of 3rd Party Usage
- 5 Development of Scripts
- 6 What's Next?

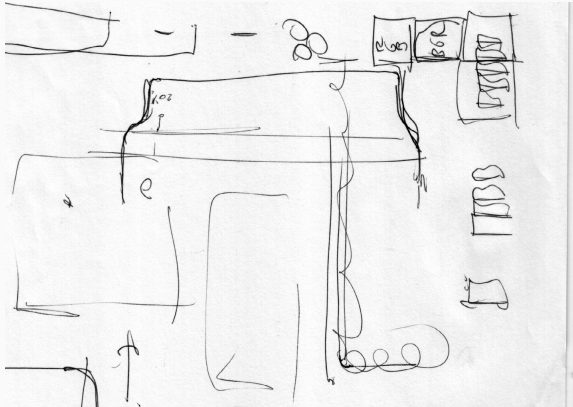
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Tokamak IV



Akademy 2010



GSoC as Prototype

Google Summer of Code 2010

- Implemented Scripting Support
- API hand-crafted
- API Documentation hand-written
- Strong interweaving of core and scripting
- Scripts invoked at wrong places
- Scripting module undocumented

Prototype

This prototype should never have been merged!

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Going Generic: Animation Effect

Issues with Effects

- Many Effects to animate window state changes
- Code got copied over and adjusted
- Changes to Effect System difficult to implement
- Same errors present in many Effects

AnimationEffect

- Base implementation handling animation
- Effects only react on state changes
- Better suited for 3rd Party usage

Going Generic: Animation Effect

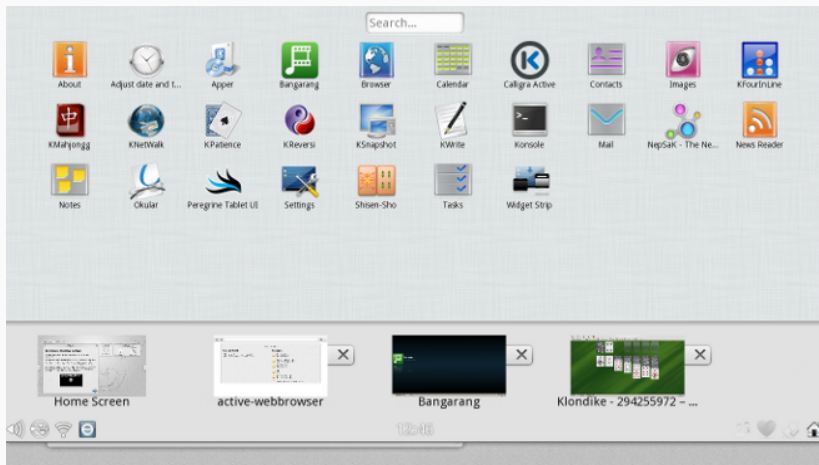
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Plasma Active



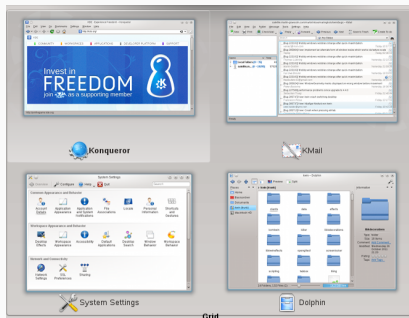
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Window Switcher

Window Switcher Problematic

- Not one size fits all possible
- Caption length very different
- Thumbnails only useful if large
- Icons partially useful
- Effects do not use a toolkit



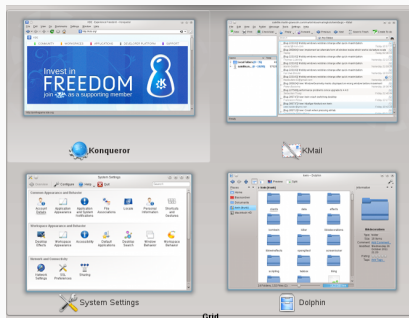
Solution since 4.8

- Windows are provided in a Model
- QML for GUI
- Declarativeltem to render a thumbnail
- Documentation on Techbase <http://ur1.ca/9jzyw>

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Desktop Switcher

Window Switcher's Little Brother

- Shares Framework with Window Switcher
- QML Support since 4.9
- Only one available layout
- DeclarativeItem for Desktop Preview missing

QtScript

Primary Scripting Functionality

- Clients exported to Script
- Wrapper around Workspace
- Full access to KWin's Options
- Everything QProperty based
- Script (un)loading at Runtime through D-Bus
- Global Shortcut Support
- Screen Edge Support
- Configuration Support

```
function synchronizeSwitcher(c) {
    c.skipSwitcher = c.skipTaskbar;
}

function setup(c) {
    synchronizeSwitcher(c);
    c.skipTaskbarChanged.connect(c,
        synchronizeSwitcher);
}

workspace.clientAdded.connect(setup);
// connect all existing clients
var clients = workspace.clientList();
for (var i=0; i<clients.length; i++) {
    setup(clients[i]);
}
```

Declarative Scripts

GUI for QtScript

- Same API exported as for QtScripts
- Support Plasma Components
- Support Window Switcher's Thumbnail Item
- Limited Usage: no “real” windows

```
import QtQuick 1.0
import org.kde.kwin 0.1 as KWin
ListView {
    objectName: "listView"
    model: clientModel
    delegate: KWin.ThumbnailItem {
        wId: windowId
        width: 200
        height: 200
    }
}
```


Effect Scripts

Generic++

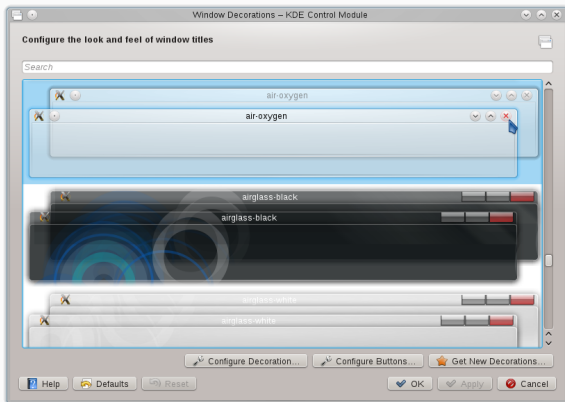
- Based on AnimationEffect
- QtScript based
- No Script execution in rendering phase
- API close to KWin Scripts
- No access to Workspace
- Access to Windows instead of Clients
- Not as elaborated as KWin Scripts

```
var fadeInTime, fadeOutTime, fade;
function loadConfig() {
    fadeInTime = animationTime(
effect.readConfig("FadeInTime", 150));
    fadeOutTime = animationTime(
effect.readConfig("FadeOutTime", 150));
    fade = effect.readConfig(
"FadeWindows", true);
}
loadConfig();
effect.configChanged.connect(
    function() {loadConfig();});
effects.windowAdded.connect(function(w) {
    if (fade && isFadeWindow(w) {
        effect.animate(w,
Effect.Opacity, fadeInTime, 1.0, 0.0);
    }
});
```

Window Decorations

Aurora 3

- Rewritten in QML
- Decoration Bindings a side-product
- Theme Preview is interactive



More To Come

QML theme support under development

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Dogfoding



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Options

Historic Artifacts

- Options a singleton to all Config values
- Implemented access to public member variables
- Dependencies between options not ensured
- Design present in first commit

Fixed with Scripts

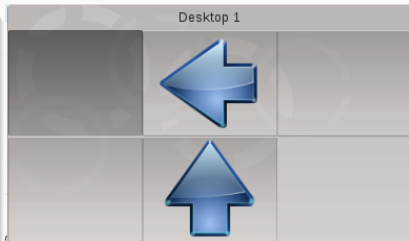
- Member variables are private
- Access only through Getters&Setters
- Dependency between options ensured through setters
- QProperties added
- Documentation added

```
setAutoRaise(config.readEntry("AutoRaise", Options::defaultAutoRaise()));  
setAutoRaiseInterval(config.readEntry("AutoRaiseInterval", Options::defaultAutoRaiseInterval()));  
setDelayFocusInterval(config.readEntry("DelayFocusInterval", Options::defaultDelayFocusInterval()));  
  
setShadeHover(config.readEntry("ShadeHover", Options::defaultShadeHover()));  
setShadeHoverInterval(config.readEntry("ShadeHoverInterval", Options::defaultShadeHoverInterval()));
```

Desktop Change OSD

Improvements through Script

- Dropped a Build Option
- Workspace had code to create OSD
- Fixed several bugs
- Removed 700 lines C++ code
- Just 280 lines of QML



Simple Effect

Ported Effects

- Fade
- Fade Desktop
- Prototype for Sheet

More?

Waiting for you!

Simple Effect

Ported Effects

- Fade
- Fade Desktop
- Prototype for Sheet

More?

Waiting for you!

Window Switcher Grid

Present Windows Mode

- Window Switching in Present Windows was a Hack
- Did not work well with Multiple Screens
- Best overview for many windows
- Requires Desktop Effects

Grid Window Switcher Layout

- Does not require Desktop Effects
- Proper Multi-Screen support
- Dropped special handling in effect (180 SLOC)

Introduction of QProperties

Preparing for Wayland

- Describes Client's interface
- Adds documentation
- Used by Effect System
- 40 properties on Toplevel
- 37 properties on Client
- 65 properties on Options
- 14 properties on Workspace Wrapper
- Most of Extended Window Manager Hints exported

```
class Client
: public Toplevel
{
    Q_OBJECT
    /**
     * Whether this Client is active or not. Use Workspace
     * @see Workspace::activateClient
     */
    Q_PROPERTY(bool active READ isActive NOTIFY activate)
    /**
     * The Caption of the Client. Read from WM_NAME property
     * To read only the caption as provided by WM_NAME,
     */
    Q_PROPERTY(QString caption READ caption NOTIFY captionChanged)
    /**
     * Whether the window can be closed by the user. This property
     * Because of that no changed signal is provided.
     */
    Q_PROPERTY(bool closeable READ isCloseable)
    /**
     * The desktop this Client is on. If the Client is on a desktop
     */
    Q_PROPERTY(int desktop READ desktop WRITE setDesktop)
```

Multi-Screen Handling

Multiple Monitor Support

- Enable multiple monitor virtual desktop support
- Enable multiple monitor window resistance support
- Enable multiple monitor window placement support
- Enable Enable multiple monitor window maximize support
- Enable multiple monitor window fullscreen support

Replaced by Script

Video-Wall is only valid use case.

Multi-Screen Handling

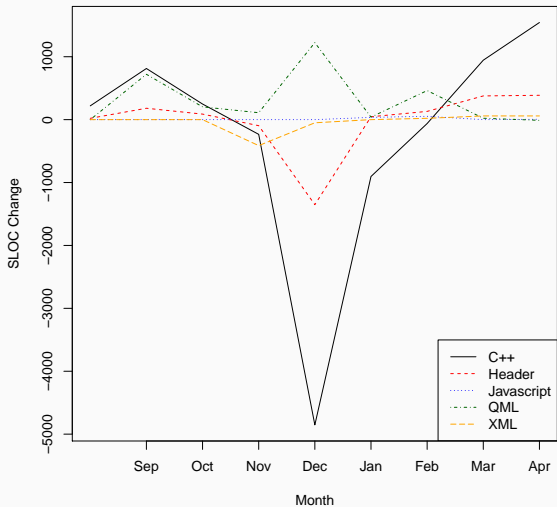
Multiple Monitor Support

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Visualized



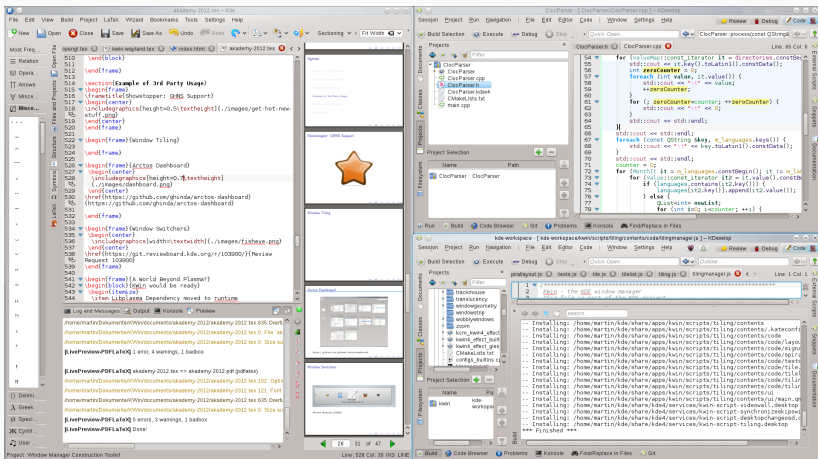
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Showstopper: GHNS Support

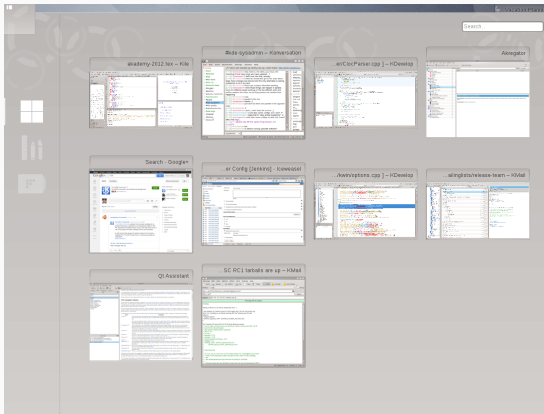


Window Tiling



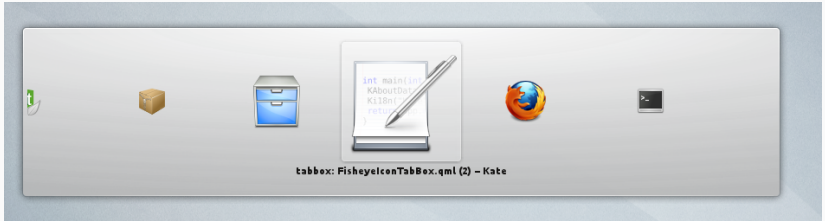
<https://github.com/mgottschlag/kwin-tiling>

Arctos Dashboard



<https://github.com/ghinda/arctos-dashboard>

Window Switchers

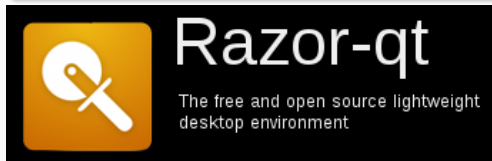


Review Request 103900

A World Beyond Plasma?

KWin would be ready

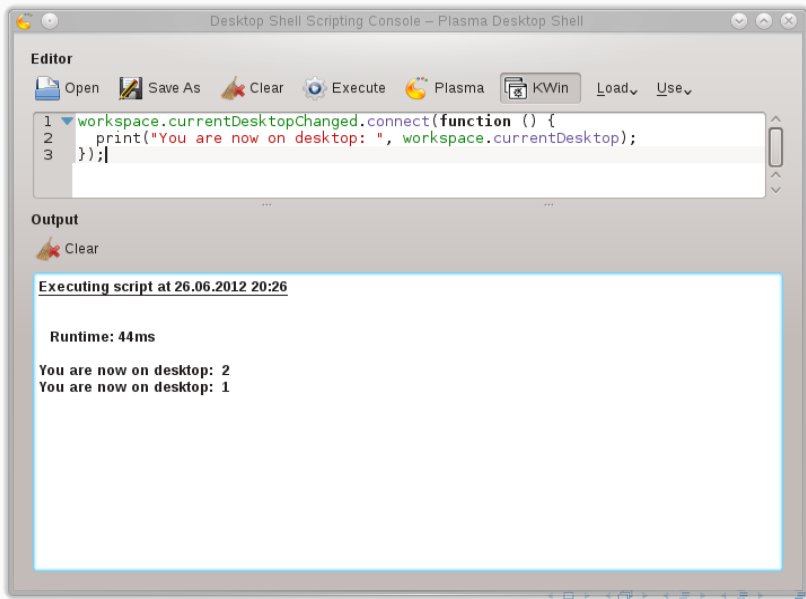
- Libplasma Dependency moved to runtime
- With Frameworks hardly any dependencies



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WM Console



Desktop Shell Scripting Console – Plasma Desktop Shell

Editor

Open Save As Clear Execute Plasma KWin Load Use

```
1 workspace.currentDesktopChanged.connect(function () {
2     print("You are now on desktop: ", workspace.currentDesktop);
3 });|
```

Output

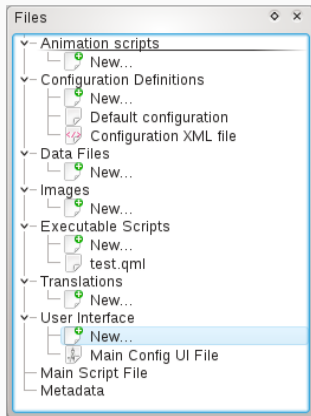
Clear

Executing script at 26.06.2012 20:26

Runtime: 44ms

You are now on desktop: 2
You are now on desktop: 1

Plasma Package Structure



Plasma Package Documentation: <http://ur1.ca/9kkbe>

Documentation

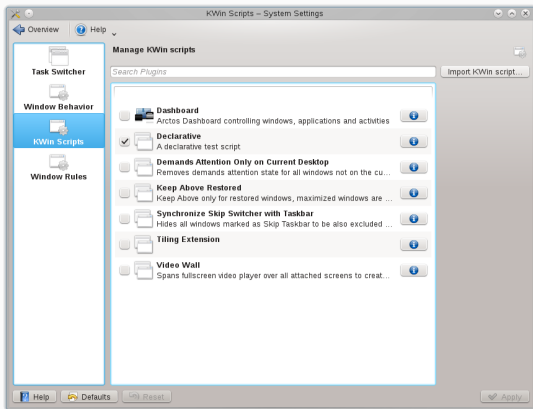
Techbase

- [Development/Tutorials/KWin/WindowSwitcher](#)
- [Development/Tutorials/KWin/Scripting](#)
- [.../API_4.9](#)

kdeexamples git repository

- [kde:kdeexamples – kwin/scripts](#)
- [Block Compositing for Fullscreen Windows](#)
- [Demands Attention only on Current Desktop](#)
- [Keep Above only for restored windows](#)

Deployment



For everything else
plasmapkg

Please Test

We need more dogfood!

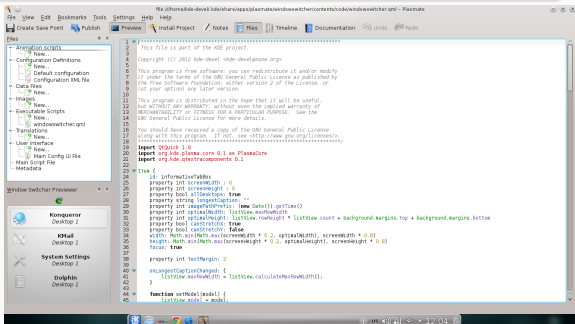
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Plasmate Integration

Google Summer of Code Project

- Support for Window Switcher
- Support for QtScript
- Support for Declarative Scripts
- Preview for what makes sense



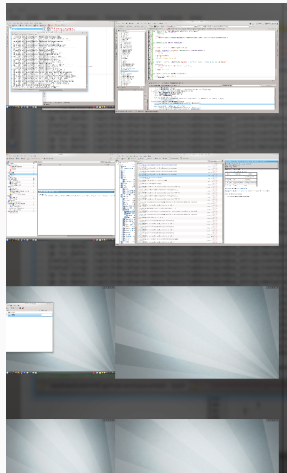
The screenshot shows a KDE Plasma desktop environment. In the foreground, a code editor window titled "Plasmate" is open, displaying QtScript code for window switching. The code includes a license notice and a function named "switch" that uses Qt's window management APIs to switch between windows. The desktop background is a light blue gradient. On the left side, there is a vertical panel with icons for "Konqueror Desktop 2", "KMail Desktop 2", "System Settings Desktop 1", and "Dolphin Desktop 1". The system tray at the bottom shows the time as 12:04 and various system icons.

```
1 .....  
2 This file is part of the KDE project.  
3 .....  
4 Copyright (C) 2012 kde-devel@kde-devel.org.  
5 .....  
6 This program is free software: you can redistribute it and/or modify  
7 it under the terms of the GNU General Public License as published by  
8 the Free Software Foundation, either version 2 of the License, or  
9 (at your option) any later version.  
10 .....  
11 This program is distributed in the hope that it will be useful,  
12 but WITHOUT ANY WARRANTY; without even the implied warranty of  
13 MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the  
14 GNU General Public License for more details.  
15 .....  
16 You should have received a copy of the GNU General Public License  
17 along with this program. If not, see http://www.gnu.org/licenses/.  
18 .....  
19 import QtQuick 1.0  
20 import org.kde.plasma.core 0.1 as PlasmaCore  
21 import org.kde.plasmacore 0.1  
22 .....  
23 use {  
24 id: InformativeLabel;  
25 property int screenWidth: 0;  
26 property int screenHeight: 0;  
27 property bool allDesktops: true;  
28 property string languageCaption: "";  
29 property int languagePrefix: new Date().getYear();  
30 property int optimaWidth: ListView.view.width - background.margins.top - background.margins.bottom;  
31 property int optimaHeight: ListView.view.height - background.margins.top - background.margins.bottom;  
32 property bool castRestrict: true;  
33 property bool castRestrictX: false;  
34 width: Math.min(Math.max(screenWidth * 0.2, optimaWidth), screenWidth * 0.8);  
35 height: Math.min(Math.max(screenHeight * 0.2, optimaHeight), screenHeight * 0.8);  
36 focus: true;  
37 .....  
38 property int testMargin: 2;  
39 .....  
40 onLanguageCaptionChanged: {  
41     ListView.view.width = ListView.calculateNewWidth();  
42     }  
43 .....  
44 function method[testid] {  
45     ListView.view.testid = testid;
```

Support for Desktop Thumbnails

Declarative Item

- Review Request 104441
- Requires changes to GL rendering
- Prerequisite to drop BoxSwitch effect



Unit Tests

Scripts to run inside KWin

- Classic Unit Testing for Window Managers difficult
- Script could be injected into running KWin instance
- Adjust Config Options
- Simulate user interaction
- Verify external changes adjust KWin's internal state

Access to OpenGL?

What about WebGL?

- WebGL binding easy to generate
- What would be the usecase?
- Would conflict with KWin's GL abstraction
- Requires script execution in rendering loop

Better Approach

- Bindings for KWin's GL abstraction
- Extend AnimationEffect to support GL

Access to OpenGL?

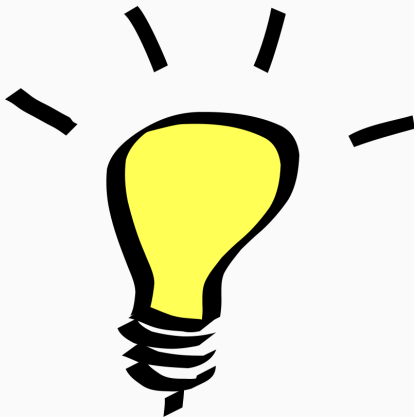
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Open for Ideas



KWin Development Bof

Thursday, July 5th
10:30 in Room 226