

UKUI Desktop Environment Development Practices

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优麒麟
Ubuntu Kylin



The official flavor of Ubuntu

13.04

Ubuntu Kylin community



30 million+
downloads



200,000+
active fans



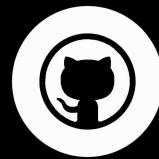
Distrowatch
No.9



16 releases



7320 commits



56 open source
projects

UKUKUI

UKUI is A desktop environment based on Linux distribution developed by Kylin team, and it is installed on UbuntuKylin open source operating system by default.



UKUI History

UKUI 1.0 Released in 2013, mainly followed Ubuntu with modified theme color and icons.

UKUI 2.0 Released in 2017, a self-developed desktop environment with Windows user experience.

UKUI 3.0 Released in 2020, self-designed to reflect sophisticated interaction with simple design.



UKUI 1.0



UKUI 2.0



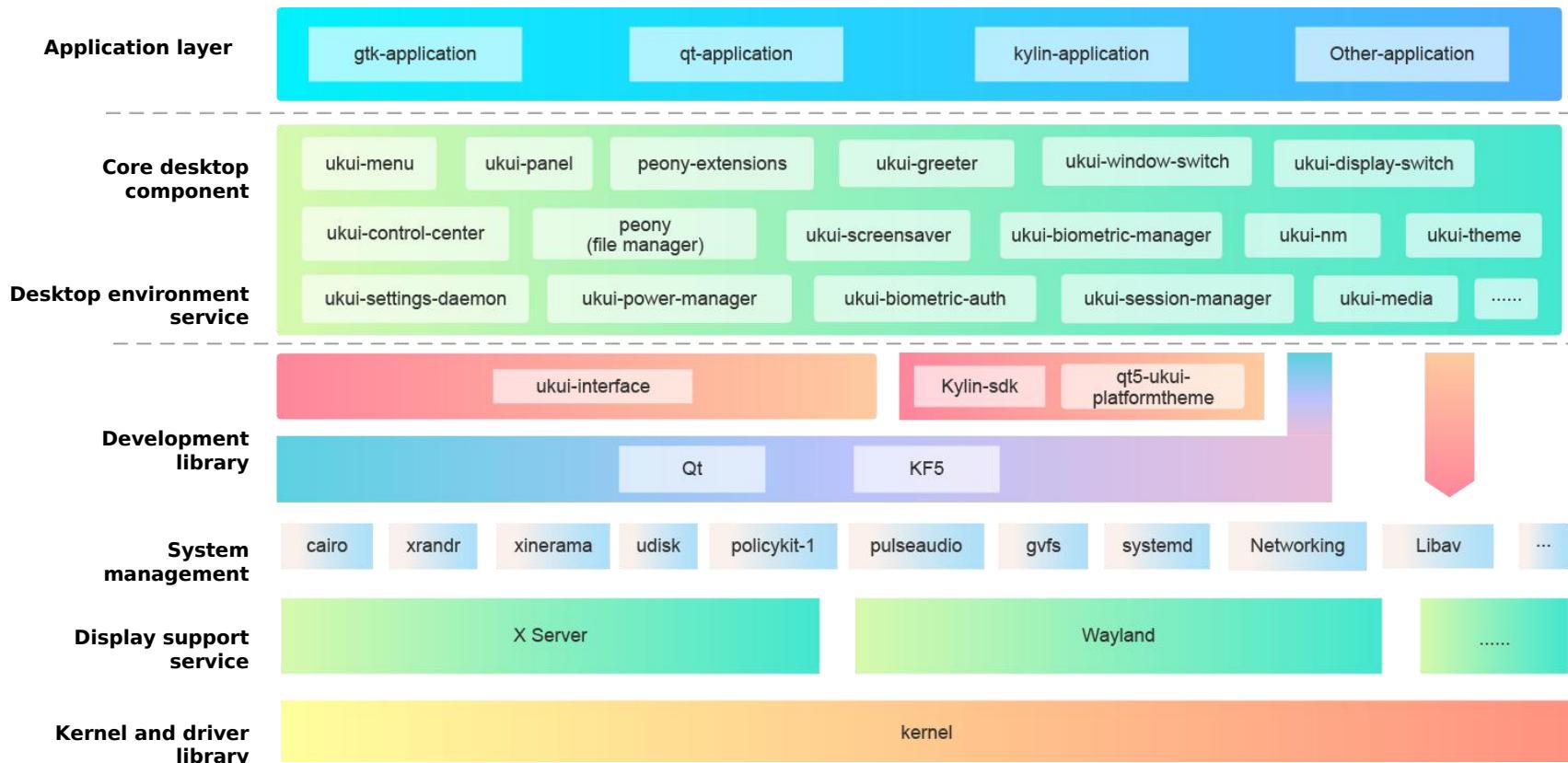
UKUI 3.0

UKUI 3.1 design concept



Easy · Excellent · Expert · Elaborate

UKUI Architecture



UKUI Pad Mode



Ecosystem

Self-Developed Apps



Kylin
Assitant



Kylin
Notebook



Kylin
Screenshot



Kylin
Scanner



Kylin
Clock



Kylin
Calendar



Kylin
Burner



Kylin
Video



Kylin
Software
Center



Kylin
Ipmsg



System
Monitor



Kylin
Weather



Power
Manager



Kylin
User
Guide



Kylin
Biometric
Manager



Feedback



Media



Kylin
NM



Power
Statistics



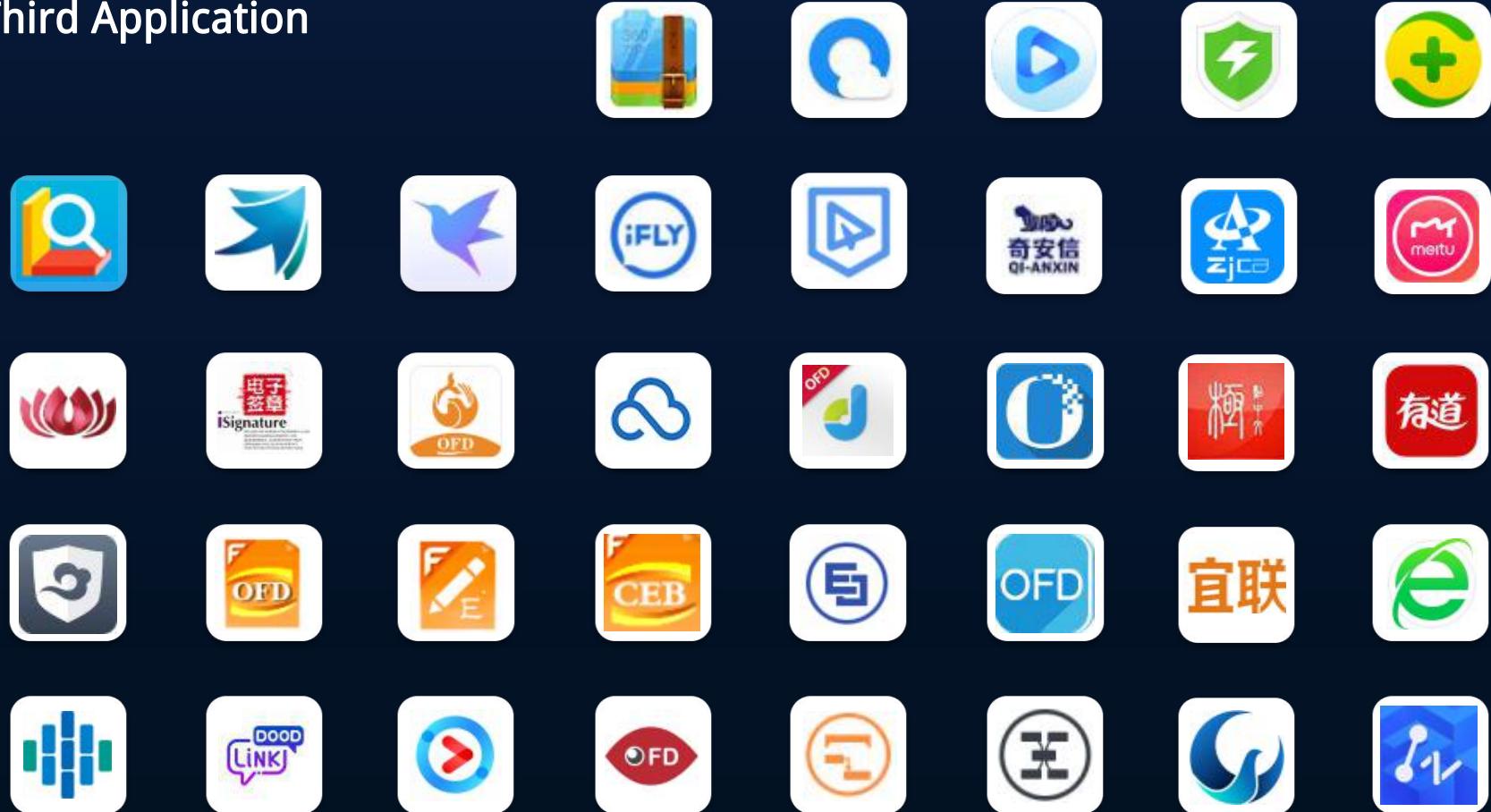
Kylin
Installer

Co-developed Apps

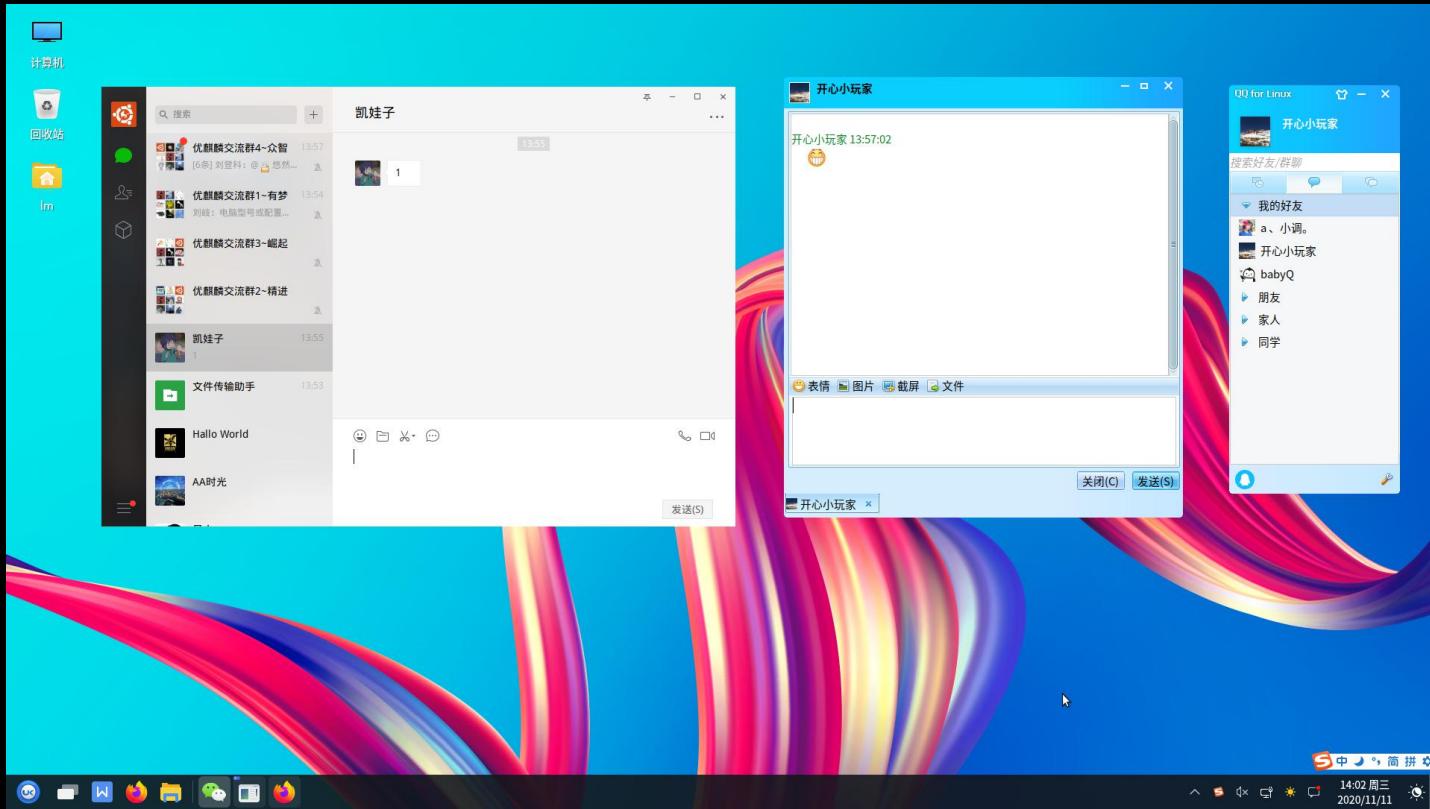
WPS && Sogou Input



Third Application



Wine

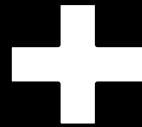


Uniform style

Problem

Old Gtk desktop components

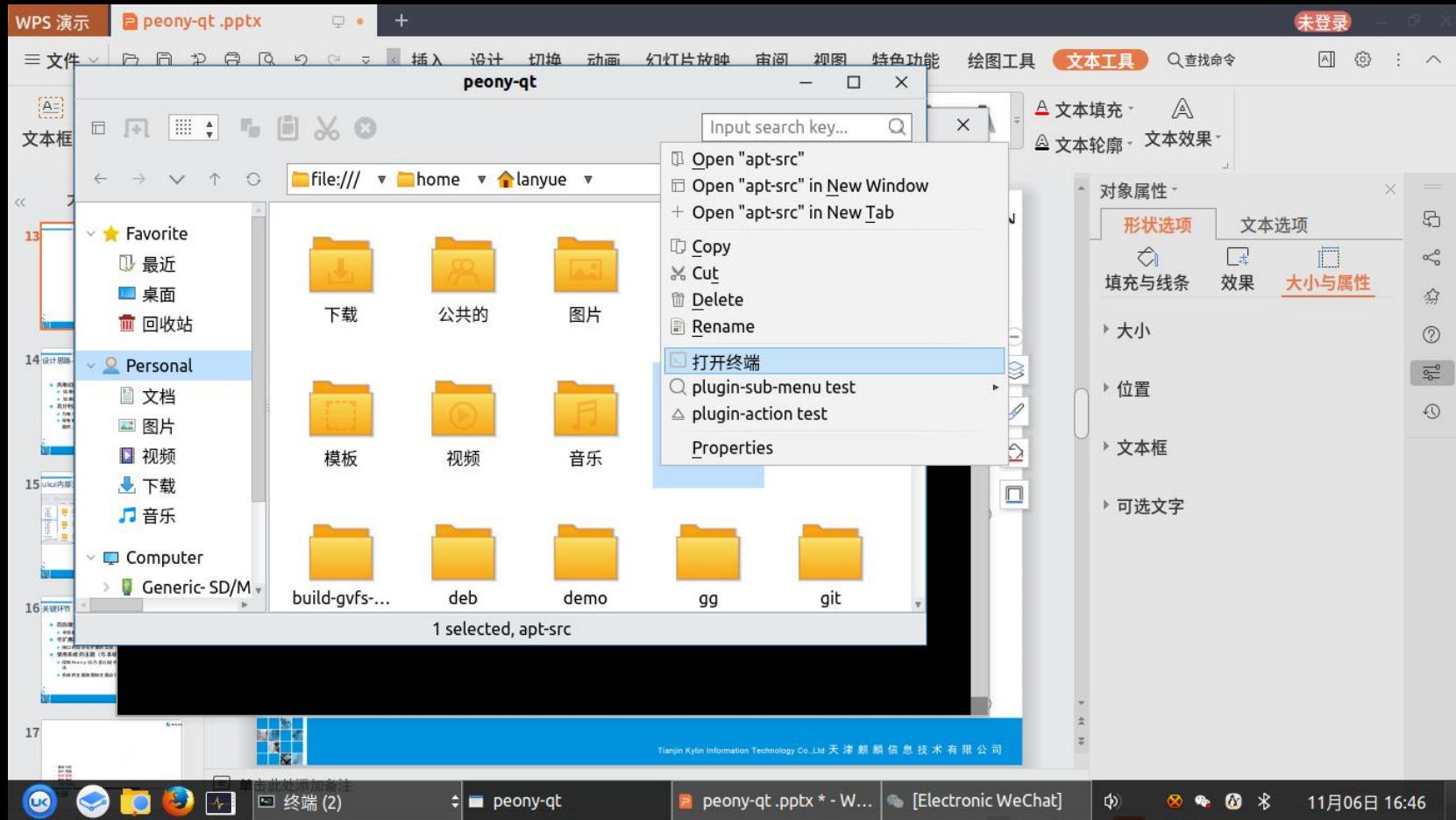
New Qt desktop components



Qt Apps

Gtk Apps

Other Apps



Solution

```
// QPA platform plugin
class Qt5UKUIPlatformThemePlugin : public QPlatformThemePlugin
{
    Q_OBJECT
    Q_PLUGIN_METADATA(IID QPlatformThemeFactoryInterface_iid FILE
"ukui.json")
    ...
}
```

```
$ cat ukui.json
{
    "Keys": [ "ukui" ]
}
```

```
// Set the style name in qt5-ukui-platformtheme
case QPlatformTheme::StyleNames:
    return QStringList() << "ukui";

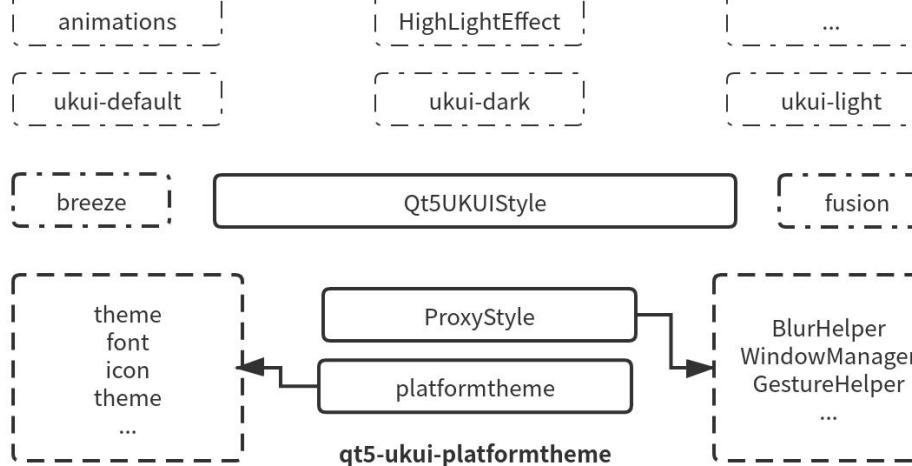
// Get the style name in QApplication
const auto styles = theme -> themeHint
(QPlatformTheme::StyleNames).toStringList();
for (const QString &style : styles) {
    if (availableKeys.contains(style, Qt::CaseInsensitive))
        return style;
}

// Paint QPushButton
void QPushButton::paintEvent(QPaintEvent *) {
    QStylePainter p(this);
    ...
    p.drawControl(QStyle::CE_PushButton, option);
}
```

```
$ gsettings list-recursively org.ukui.style
org.ukui.style icon-theme-name 'ukui-icon-theme-default'
org.ukui.style enabled-global-blur true
org.ukui.style system-font 'Noto Sans CJK SC'
org.ukui.style system-font-size '10.5'
org.ukui.style use-custom-highlight-color false
org.ukui.style peony-side-bar-transparency 72
org.ukui.style blur-exception-classes '[]'
org.ukui.style menu-transparency 72
org.ukui.style custom-highlight-color '#3D6BE5'
org.ukui.style system-palette ""
org.ukui.style style-name 'ukui-white'
org.ukui.style use-system-palette false
```

Architecture

peony、ukui-control-center、ukui-sidebar...



libgsettings-qt-dev qtbase5-dev libqt5x11extras5-dev

libkf5windowsystem-dev

...

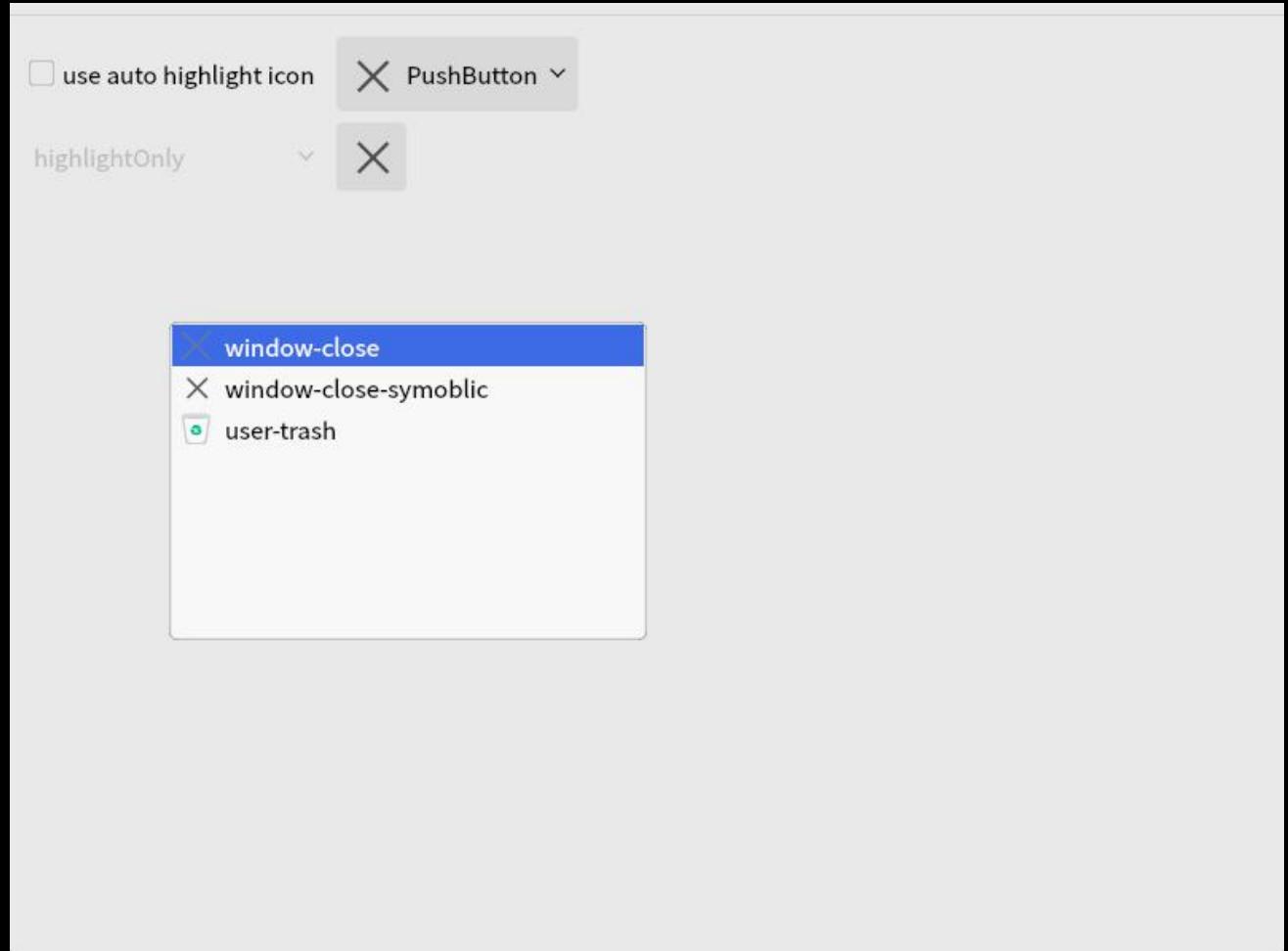
Highlight Effect

```
QPainter p(&target);
p.setRenderHint(QPainter::Antialiasing);
p.setRenderHint(QPainter::SmoothPixmapTransform);
p.setCompositionMode(QPainter::CompositionMode_SourceIn);
if (option->state & QStyle::State_MouseOver ||
    option->state & QStyle::State_Selected ||
    option->state & QStyle::State_On ||
    option->state & QStyle::State_Sunken) {
    p.fillRect(target.rect(), option->palette.highlightedText());
} else {
    if (mode == BothDefaultAndHighlit)
        p.fillRect(target.rect(), defaultStyleDark());
}
return target;
```

Highlight Effect

```
for (int x = 0; x < img.width(); x++) {  
    for (int y = 0; y < img.height(); y++) {  
        auto color = img.pixelColor(x, y);  
        if (color.alpha() > 0) {  
            int hue = color.hue();  
            if (qAbs(hue - symbolic_color.hue()) < 10) {  
                color.setRed(baseColor.red());  
                color.setGreen(baseColor.green());  
                color.setBlue(baseColor.blue());  
                img.setPixelColor(x, y, color);  
            }  
        }  
    }  
}
```

Highlight Effect

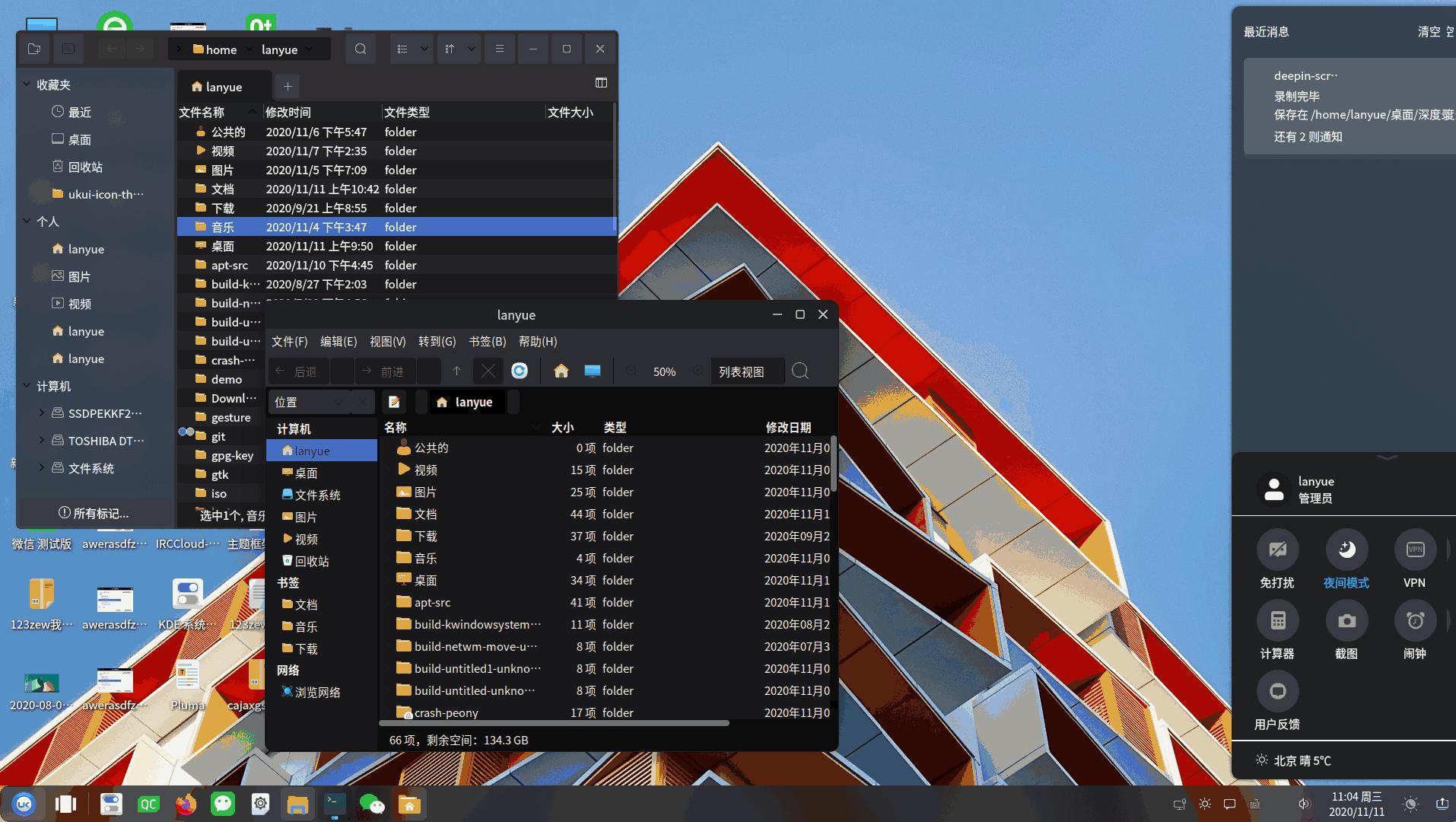


Animation

```
bool DefaultSlideAnimator::bindTabWidget(QTabWidget *w)
{
    if (w) {
        .....
        palette.setBrush(QPalette::Window,
        palette.brush(QPalette::Base));
        previous_widget->setPalette(palette);
        previous_widget->render(&previousPixmap);
        previous_widget->setPalette(palette_save);
        m_previousPixmap = previousPixmap;
        this->start();
        m_tmpPage->raise();
        m_tmpPage->show();
        .....
    }
}
```

Animation





Thank you !