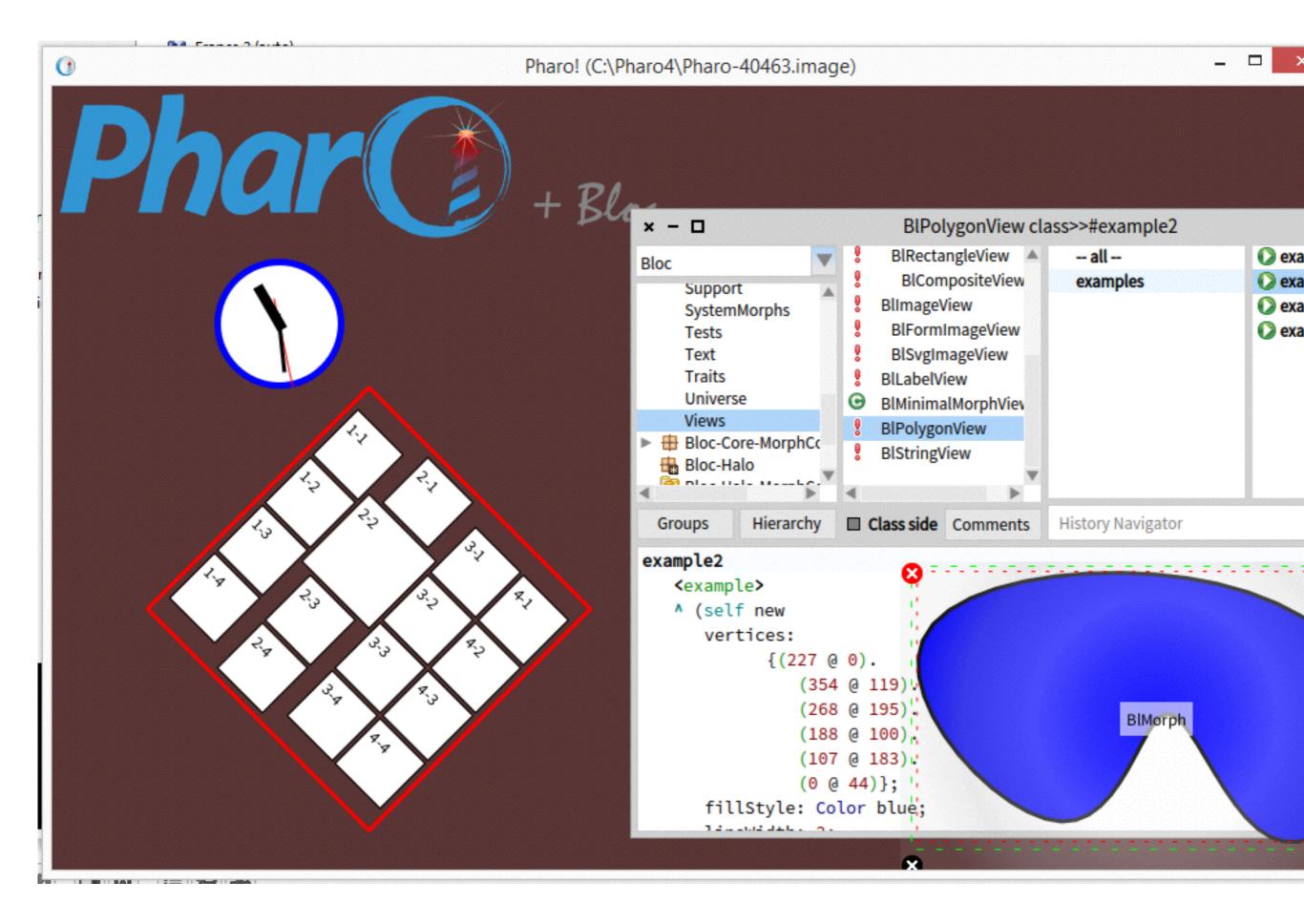
Bloc: a new Morphic framework

Alain Plantec Lab-STICC - University of Brest, France

Bloc in aNutshell

- Every morph has an affine matrix (zoom/rotation)
- A morph dynamically assembles listeners and has views.
- Views and morphs can be composed via layout
- A morph lives in a space / universe
- It can schedule alarms
- Close to JavaFX



Reinvent the UI

- Be in par with Javascript and Java graphical frameworks
- A foundation for upper-layers (widgets...)

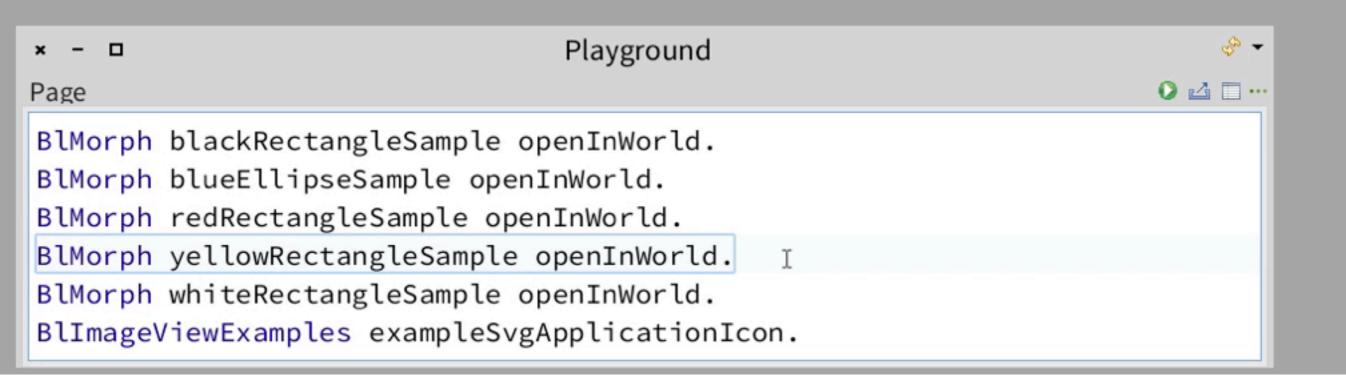
Time to revisit Morphic

- Flexible
- Malleable
- But
 - global coordinates
 - complex protocol / code and logic are often unclear
 - too much inheritance-based

Bloc

- Based on Miro and Miro2 experience
- Now at its fourth iteration
- Vector from the ground (rotation, zoom, translation)
- One constraint: morphic should be able to run inside:)









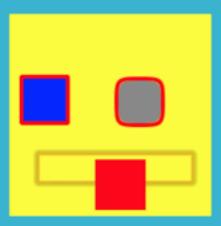
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 2-1
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 4-1

 1-2
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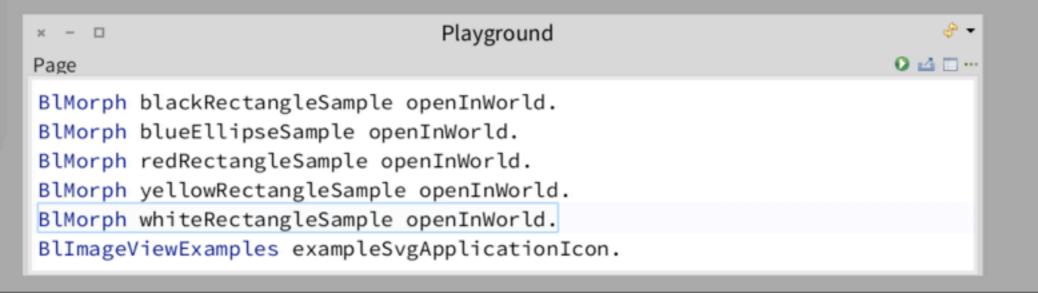
 1-3
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 4-3

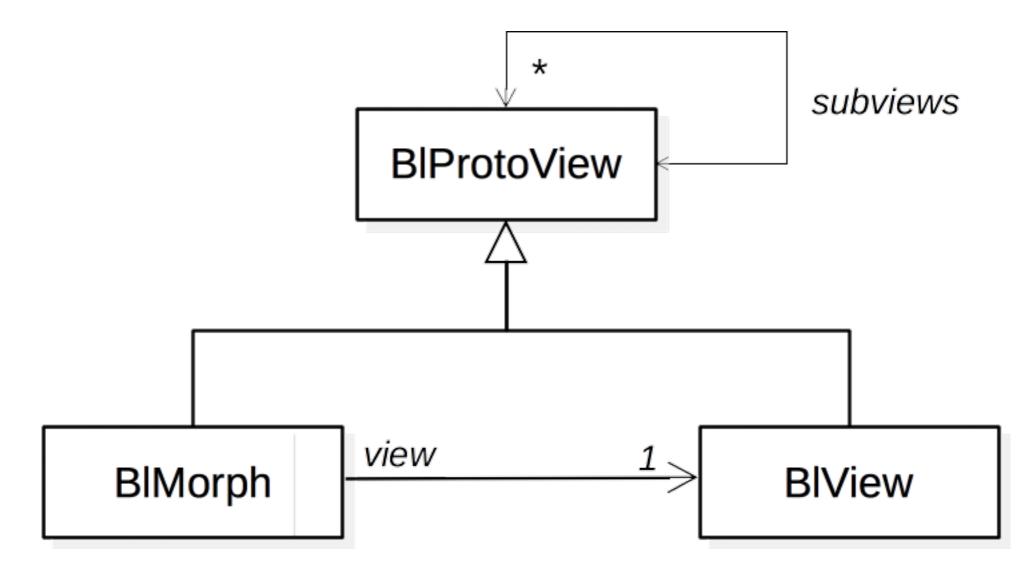
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 4-4

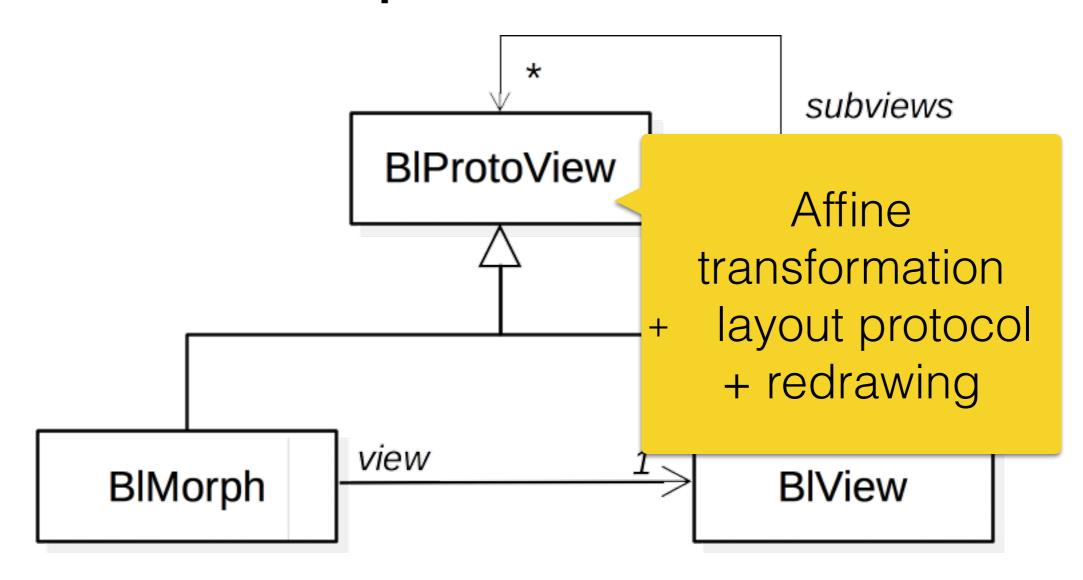
Hello Pharo fans!

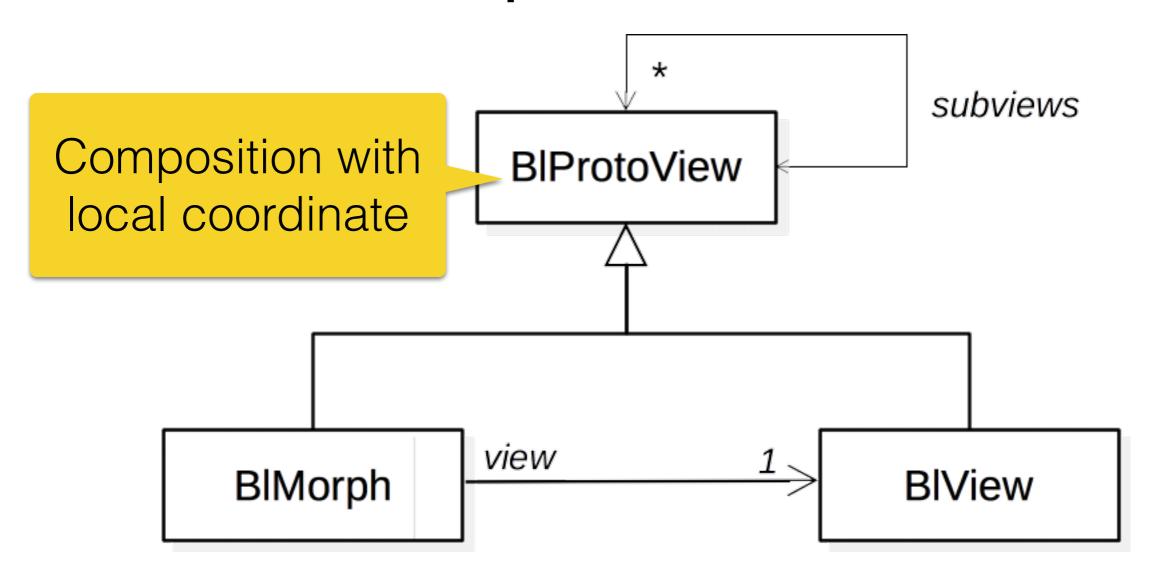


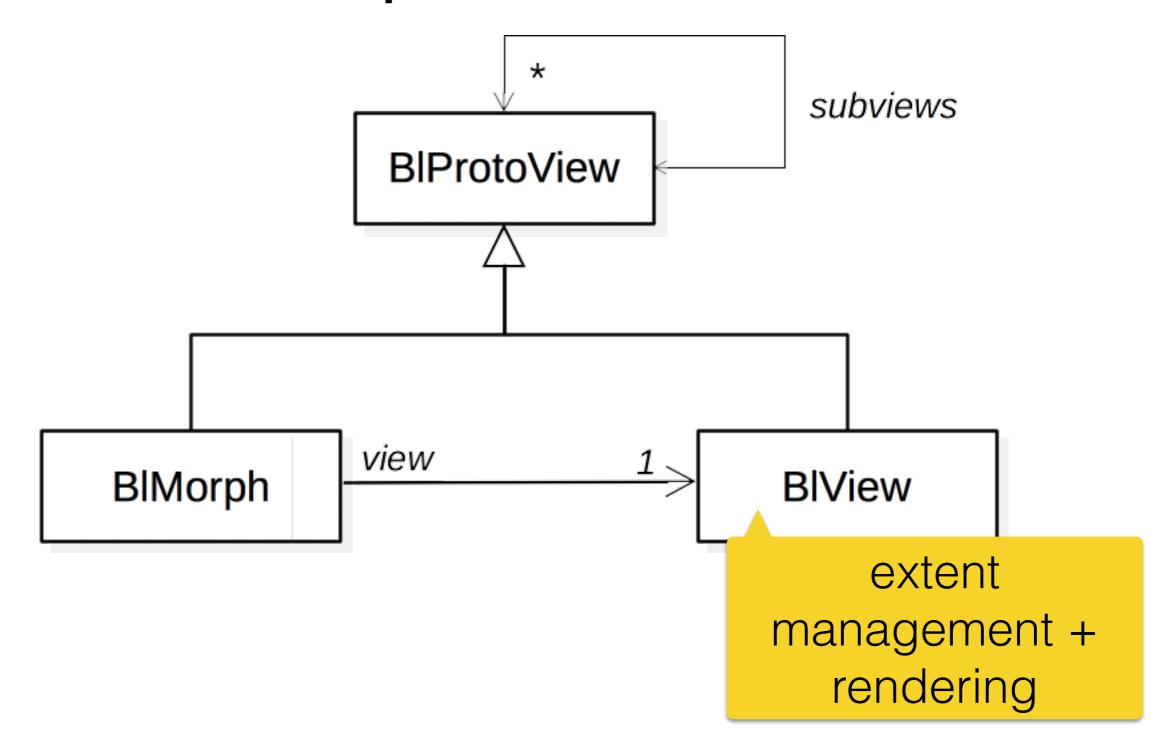


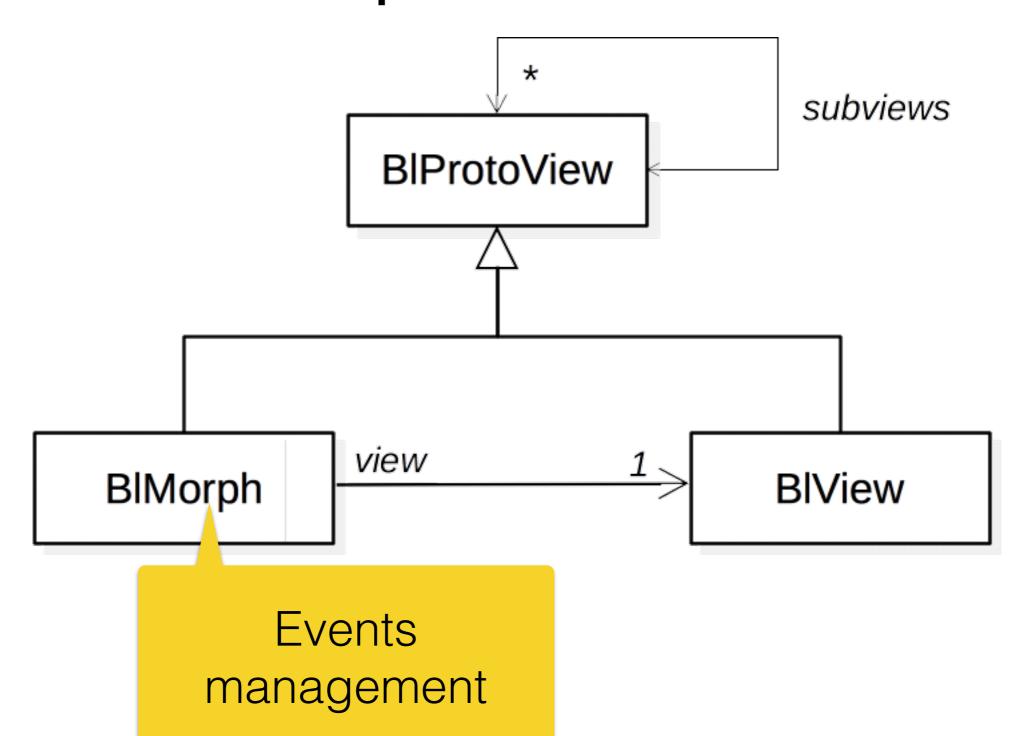




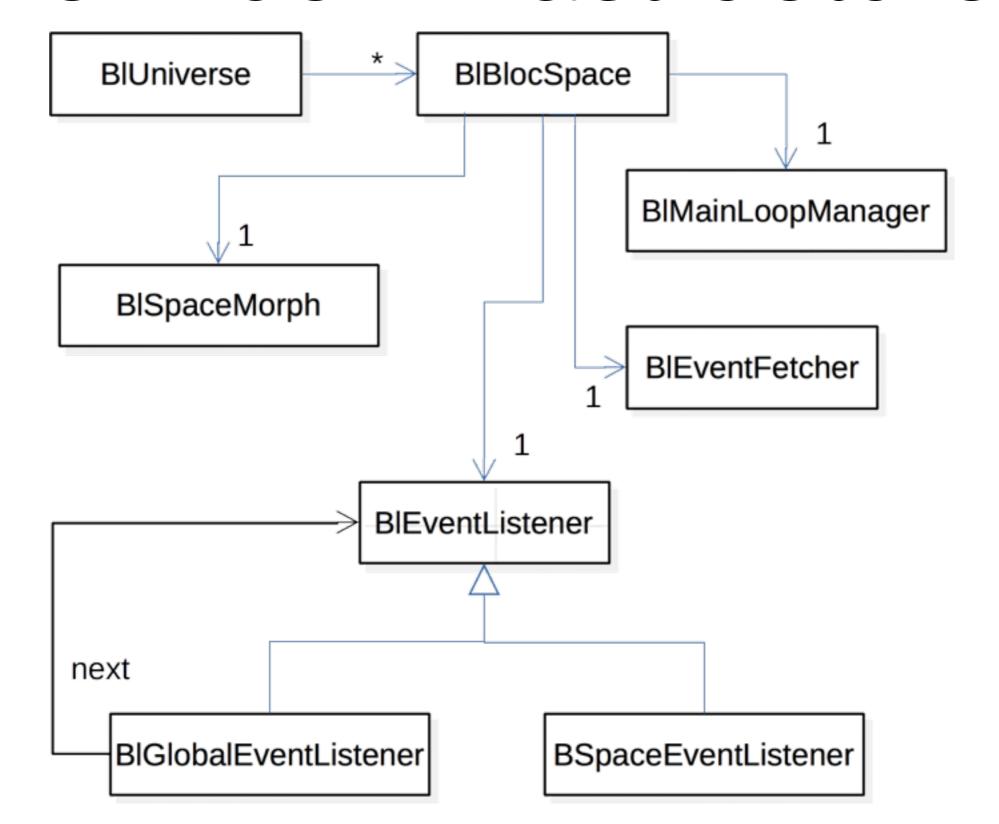




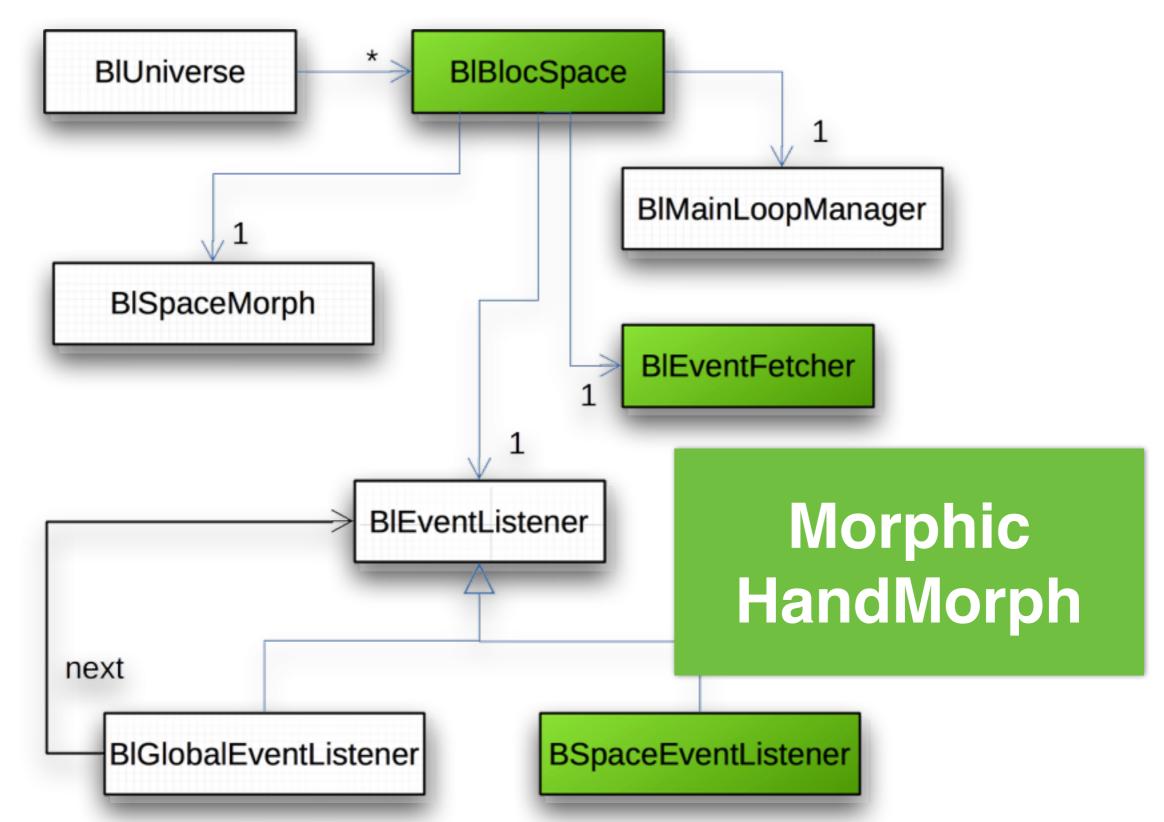




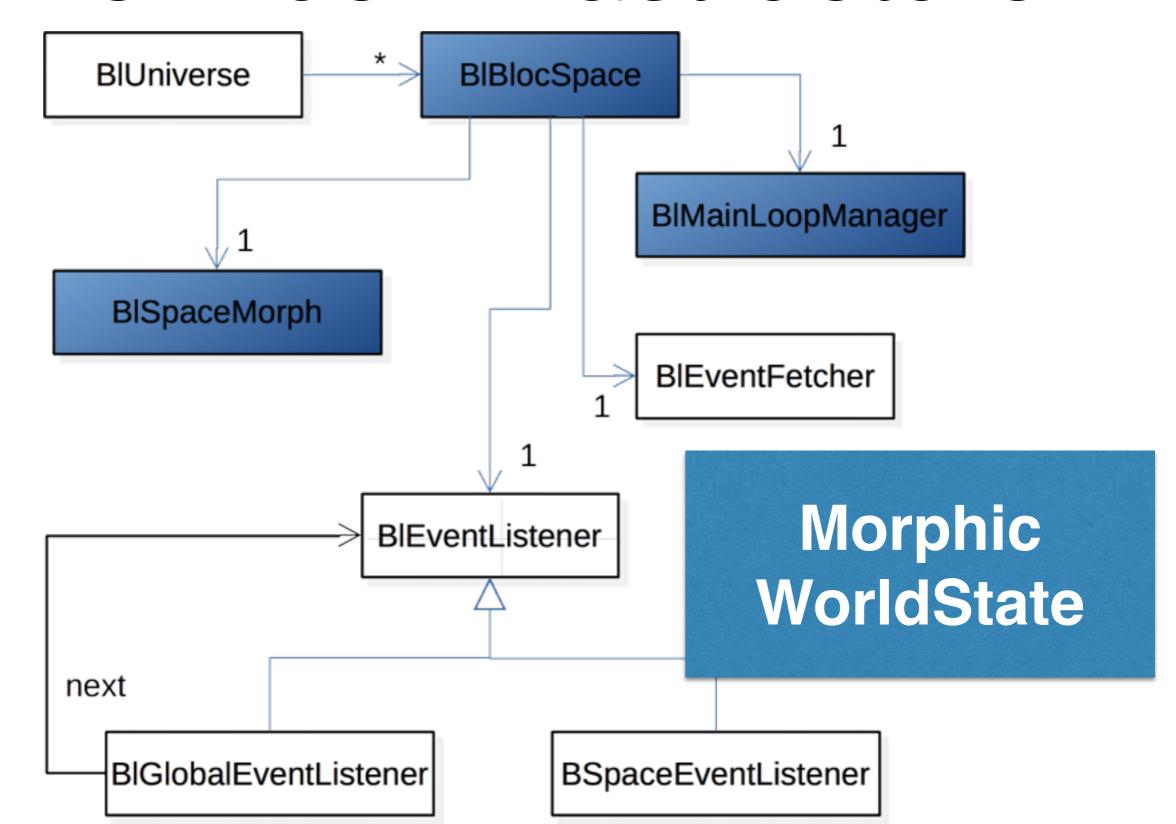
The Bloc infrastructure



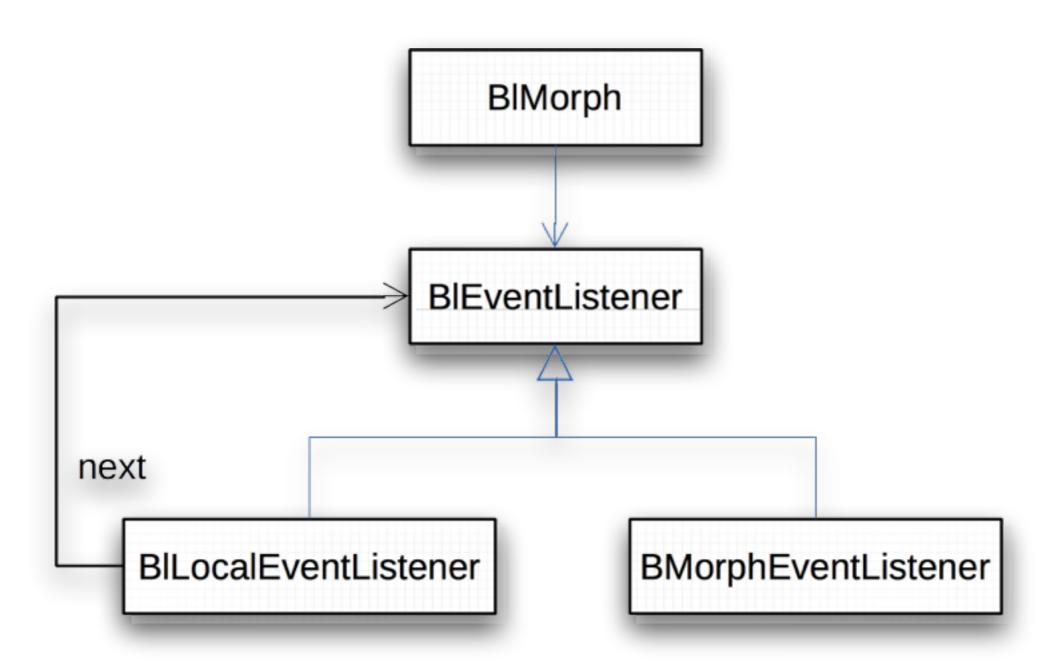
The Bloc infrastructure



The Bloc infrastructure



Event listeners



Alarms

[self inform: 'Pharo is great'] asAlarm schedule.

Alarms

```
| alarm | alarm := [ self inform: 'Pharo is great'] asAlarm. alarm delay: 300. alarm period: 100. alarm schedule. [ (Delay forSeconds: 5) wait. alarm unschedule ] fork
```

Alarms

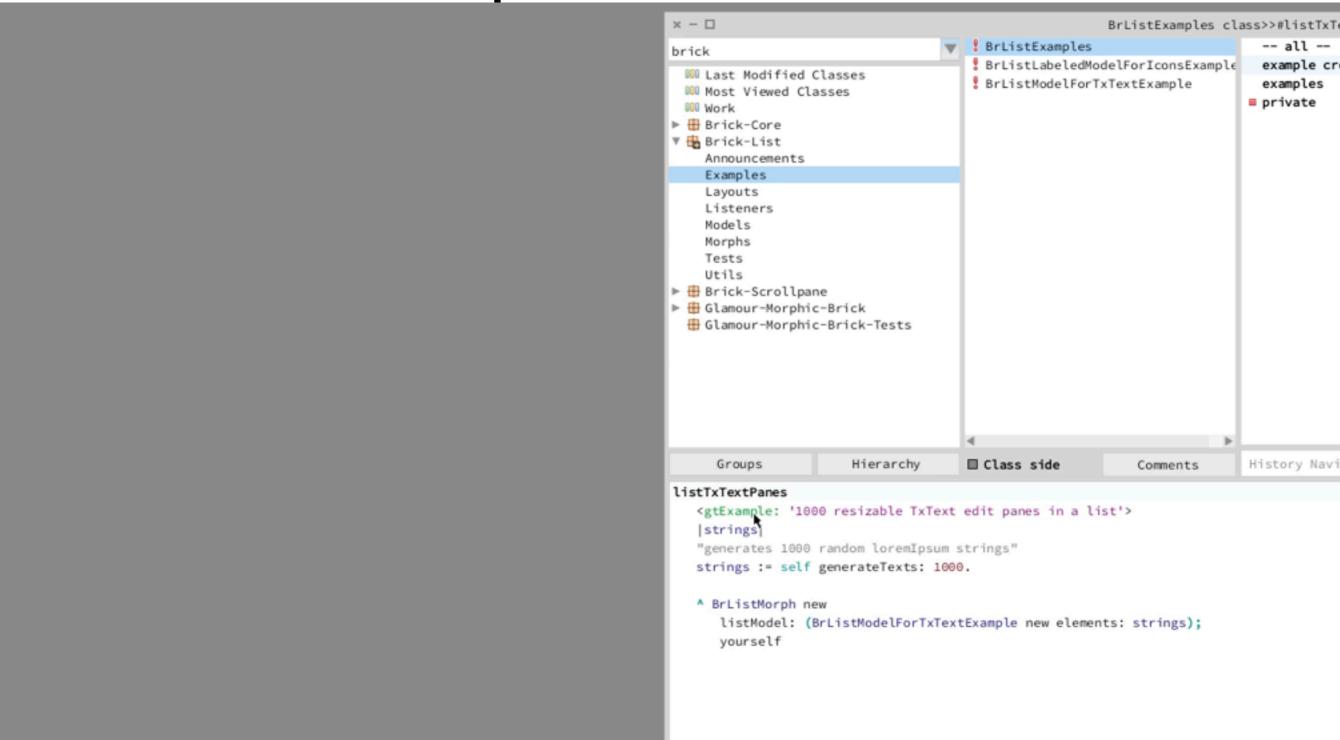
```
| alarm morph |
morph := BlRectangleView new asMorph.
morph openInWorld.
alarm := (WeakMessageSend receiver: morph selector: #color:) asAlarm.
alarm period: 100.
alarm argument: [Color random].
alarm schedule.
[ (Delay forSeconds: 5) wait.
```

morph delete] fork

Architecture

Brick Bloc **Athens VMEvent OSWindow**

Glimpse @ Brick



Bloc roadmap

- New graphic core of "Pharo 6.0"
- New foundation for new widgets (Brick)

Conclusion

- New framework with split responsibilities
 - Dynamic addition of behavior and views
- Rethought event loop
- Multispaces

