Bringing the Sidebar Online

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Overview

This talk in a nutshell

- No intro for your presenter today
- What’s Sidebar and why we need it
- What it takes to bring a UI feature to the web
- Bringing features to the web can be more challenging than it seems
- Technical details of the dialog tunnelling and Sidebar
Overview:
What is Sidebar?
Sidebar on the desktop

Sidebar allows for quick-access to oft-used context-sensitive features.
Sidebar in Online

Sidebar allows for quick-access to oft-used context-sensitive features.
Thanks to Collabora partners
Sidebar in Online: how hard can it be?
How hard can it be?

Challenges

- Superficially, the Sidebar is a type of dialog;
  - But one that is persistent;
    - Unless the user dismisses.
- And being context-sensitive, auto-updates on selection change;
  - Which may change its height;
    - Which needs overflow handling.
- Unlike dialogs, it has to resize with the window, as it’s embedded in it;
  - And when visible, it needs to push the contents to the left;
    - And maximize content area when hidden.
Tunnelling

Dialog Tunnelling: an introduction

- Each dialog gets its unique ID at creation
- Dialog activity notified via callbacks to the client
  - Callbacks are translated into ‘window’ messages to the client
- Mouse and keyboard input are sent as events to Core;
  - These generate new notifications, such as invalidation of the UI
- The client reacts to the notifications by updating UI elements
- The client requests ‘windowpaint’ to get the dialog as an image
  - The image (PNG) is rendered on the screen
Sidebar as a special kind of dialog

Reuse and extend dialog infrastructure in Online

- When creating Sidebar, use a different ‘type’ of window creation
- In Online, flag Sidebar window to differentiate from dialogs
  - Don’t close Sidebar automatically when otherwise dialogs close
- Sidebars are visually docked on the right (currently fixed)
- Handle long Sidebars by overflowing the rendered image
- Notify and handle browser resize by notifying LO Core
Anatomy of Sidebar

`SidebarDockingWindow`
- `SidebarController`
  - `Decks`
  - `Panels`
  - `TabBar`

Of course `SidebarChildWindow` is the *parent* of `SidebarDockingWindow`
Which ‘window’ is the Sidebar?

Finding the right level to tunnel

- Since the Sidebar is really a set of Decks, first try was to tunnel the Decks
- Turned out this wasn’t ideal because Decks are toggled
- Transitioning between Decks had to be handled in JavaScript
- Nightmare to stay in lock-step with Core
- Leaves us with the artefact of having Sidebar window type as ‘deck’
- Tunnel `SidebarDockingWindow` instead
Implementation Design

Technical details

- To support resizing (primarily height) we detach the Sidebar (float)
- Implement a new LoKit API to support resizing ‘window’ objects
  - Possibility to have the width resized via the UI in the future
- Hide TabBar: we control the visible Deck via .uno commands.
  - Account for the lack of TabBar when layouting
  - On Deck change, we notify the state of the hidden/shown Decks
- Maximize the height to scroll in the browser (more soon)
Child windows

Handling context menus and drop-down lists

- Unique IDs for each child window
- Child windows refer to their ‘parent’ window
- But the child window has its own HTML div node
- Child windows are auto-close; identical to desktop
Challenges
Challenges

Fun and unexpected behavioural challenges

- Order of events from Core can be inverted
  - e.g. Window ‘invalidate’ issued before ‘created’
  - So we issue ‘created’ from NotifyResize()
- Window dimensions change many times before it settles;
  - Multiple ‘created’ events created; must avoid UI flicker etc.
- Sidebar can steal the input focus, since it’s not dismissed
- Impress has a different initialization workflow than Writer and Calc
  - Continued...
Challenges

ViewShell, FrameView, and LOKNotifier

- In Impress the ViewShell and FrameView change after SidebarDockingWindow is created;
  - SidebarDockingWindow is created using the previous user’s ViewShell
- Calc and Writer don’t have this oddity
- We need to support multiple-views, each view with its own Sidebar
- The notifier of the current view is set on the ViewShell;
  - So having the wrong ViewShell means the wrong user will see the updates of another user
Challenges

if (comphelper::LibreOfficeKit::isActive() && SfxViewShell::Current() && mbSidebarVisibleInLOK)
{
    void SidebarDockingWindow::NotifyResize()
    {
        // When a new view is attached, and Sidebar is created (SidebarDockingWindow is constructed),
        // unfortunately we still have the *old* ViewShell (and ViewFrame). This happens because
        // we get multiple NotifyResize are called while SfxBaseController::ConnectSfxFrame_Impl
        // goes through the motions of creating and attaching a new frame/view.
        // Problem is that once we SetLOKNotifier on a window, we can't change it. So we better
        // set the correct one. Worse, if we set the old one, we will change the sidebar of the
        // wrong view, messing things up badly for the users.
        // Knowing the above, we wait until the dust settles, by observing when the ViewShell is
        // changed from the time we were created.
        // Note, this means we *cannot* create a sidebar post attaching a new view because the
        // ViewShell will not change, and therefore we will never SetLOKNotifier. To avoid that
        // we hide sidebars instead of closing (see OnMenuItemSelected in SidebarController).
    }
}

if (mpSidebarController.is() && !GetLOKNotifier() && mpOldViewShell != SfxViewShell::Current())
{
    SetLOKNotifier(SfxViewShell::Current());
}
Challenges

Vertical Scrollbar

- Scrolling in Core is extremely slow and inefficient
- To avoid it, make the Sidebar large enough to avoid scrollbars
- Render the complete Sidebar and overflow in the browser
- But how large should the Sidebar be to avoid scrollbars?
  - Greedy Panels resize to fill all available space!
  - Edge cases mean the scrollbar can rear its UN-beautiful head
  - Multi-pass layouting is needed to avoid this
  - And we need to cap the height for Decks with greedy Panels
Challenges

Vertical Scrollbar

Useless—but stubborn—scrollbar that can move only a few pixels
Thank you!

<Your Question Here>

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