



Don't Panic

Agenda

- Status: what we have, what we want
 - Developers, developers!
 - Fonctionnalités
 - Goals in the next few months
- Architecture: present & future
 - Ophonekitd principle
 - UI « Dbusification »
- Community management
 - Core Team
 - User involvement

Status: What we have, what we want

- Developers, developers!
- Functionnalities
 - Built on top of OE along with « nice (!) tweaks »
 - GSM handling
 - 3rd Party Software
- Goals
 - Full OE Migration – common branch
 - UI DBusification

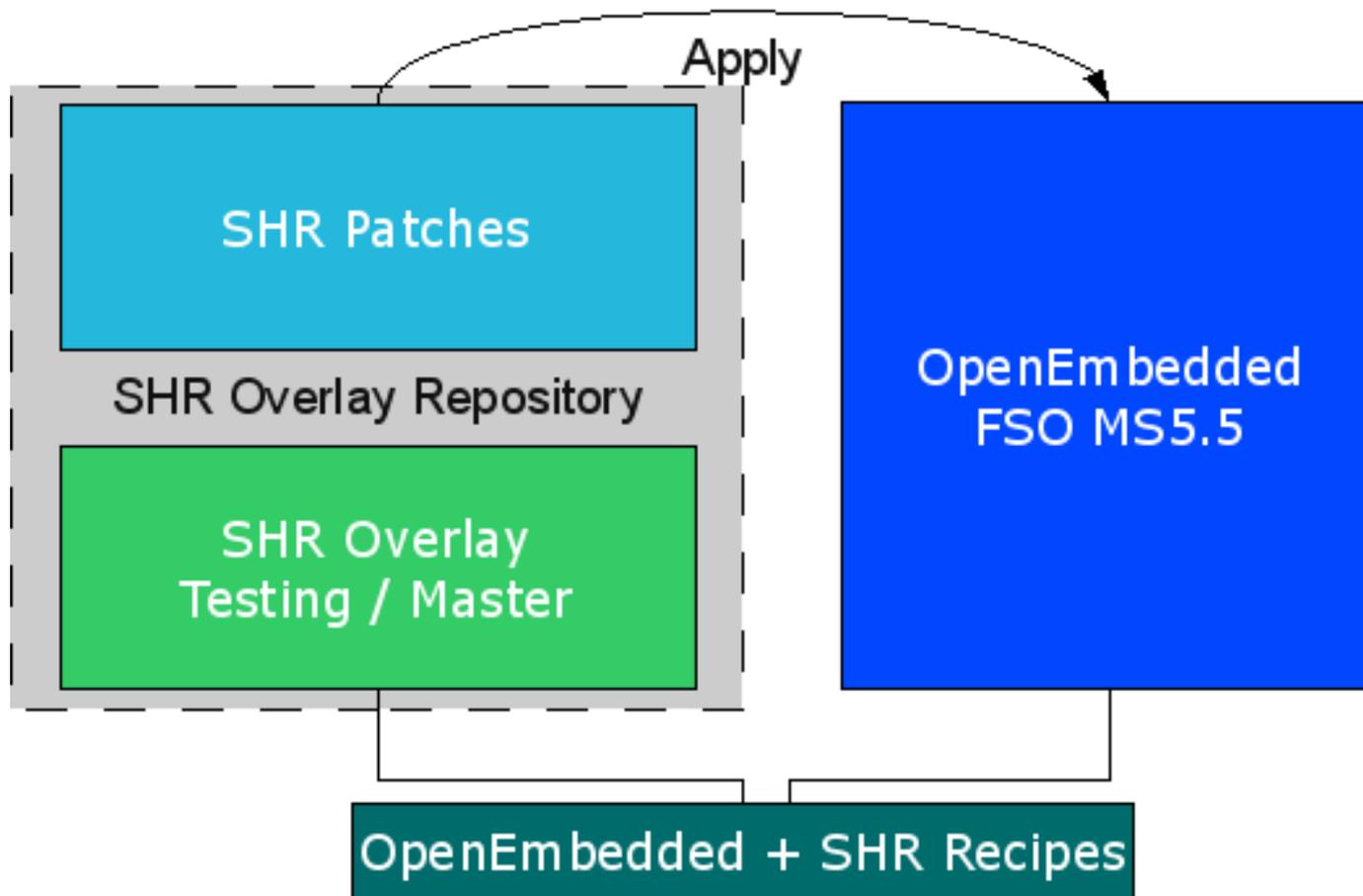
Developers, developers!

Randomly ordered, thanks, whiners!

- David Kozub (dent)
- Wolfgang Kroener (azog)
- David Wagner (deubeuliou)
- Dolf
- Sebastian Spaeth (spaetz)
- Didier (ptitjes)
- Tom (Tasn)
- Hiciu
- Stian Skjelstad (mywave)
- Mike Westerhof (mwester)
- Klaus Kurzman (mrmoku)
- Hire
- Montgoss
- Quickdev (RIP)
- Cameron Frazier (Toaster)
- Yorick (yoyo)
- Morphis
- Sebastian Krzyszkowiak (dos)
- Tilman Sauerbeck (tilman)
- Bobby Martin (wurp2, a.k.a « The Boss »)

Yours truly (Ainulindalë)

Functionalities: Building SHR



- SHR Overlay
 - Recipes
 - Patches applied on the OE tree
- Advantages
 - « Sandbox » for SHR developers
 - No impact on 3rd Party
- Drawbacks
 - Patches may not apply
 - Obfuscation of the build process

Functionalities: Building SHR

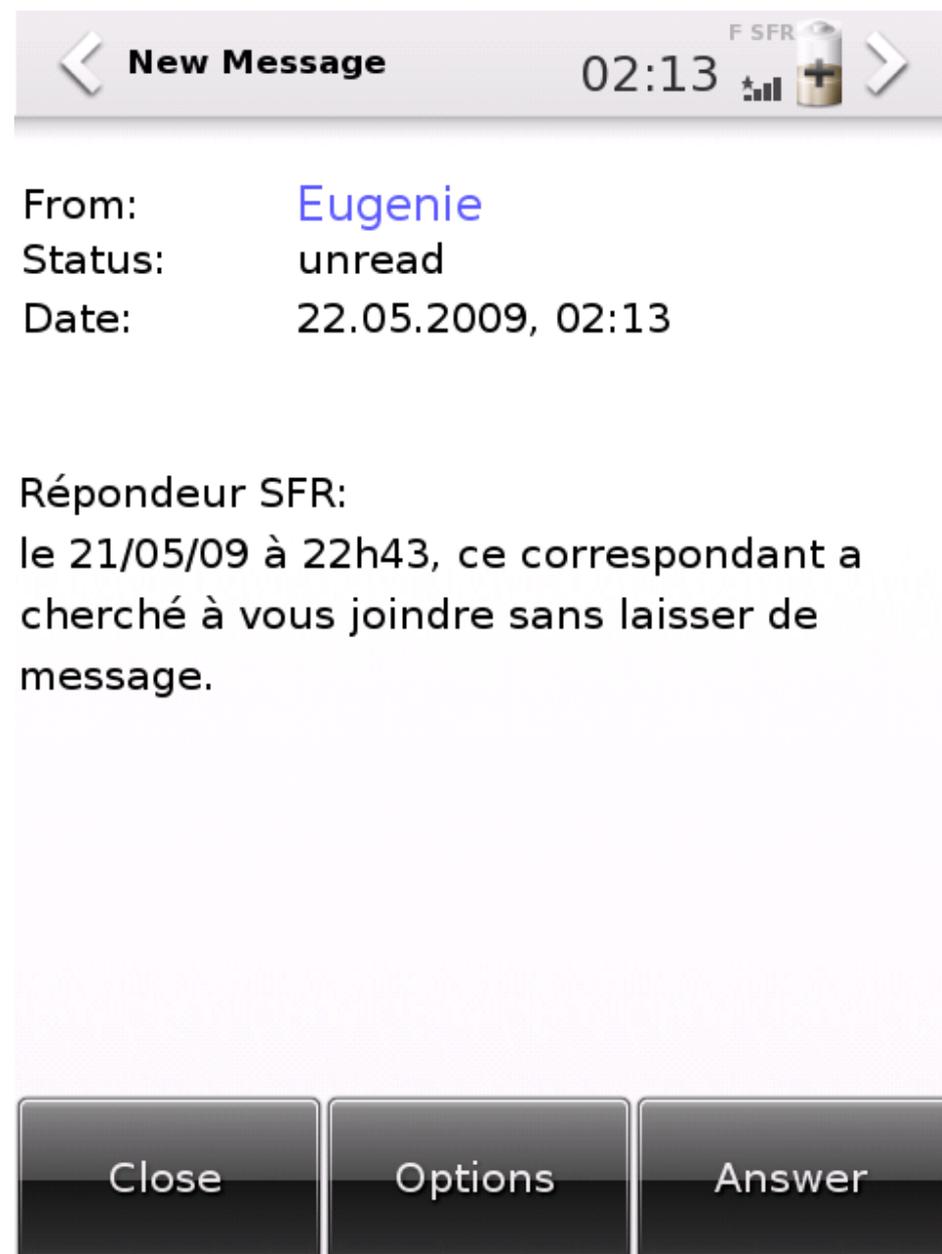
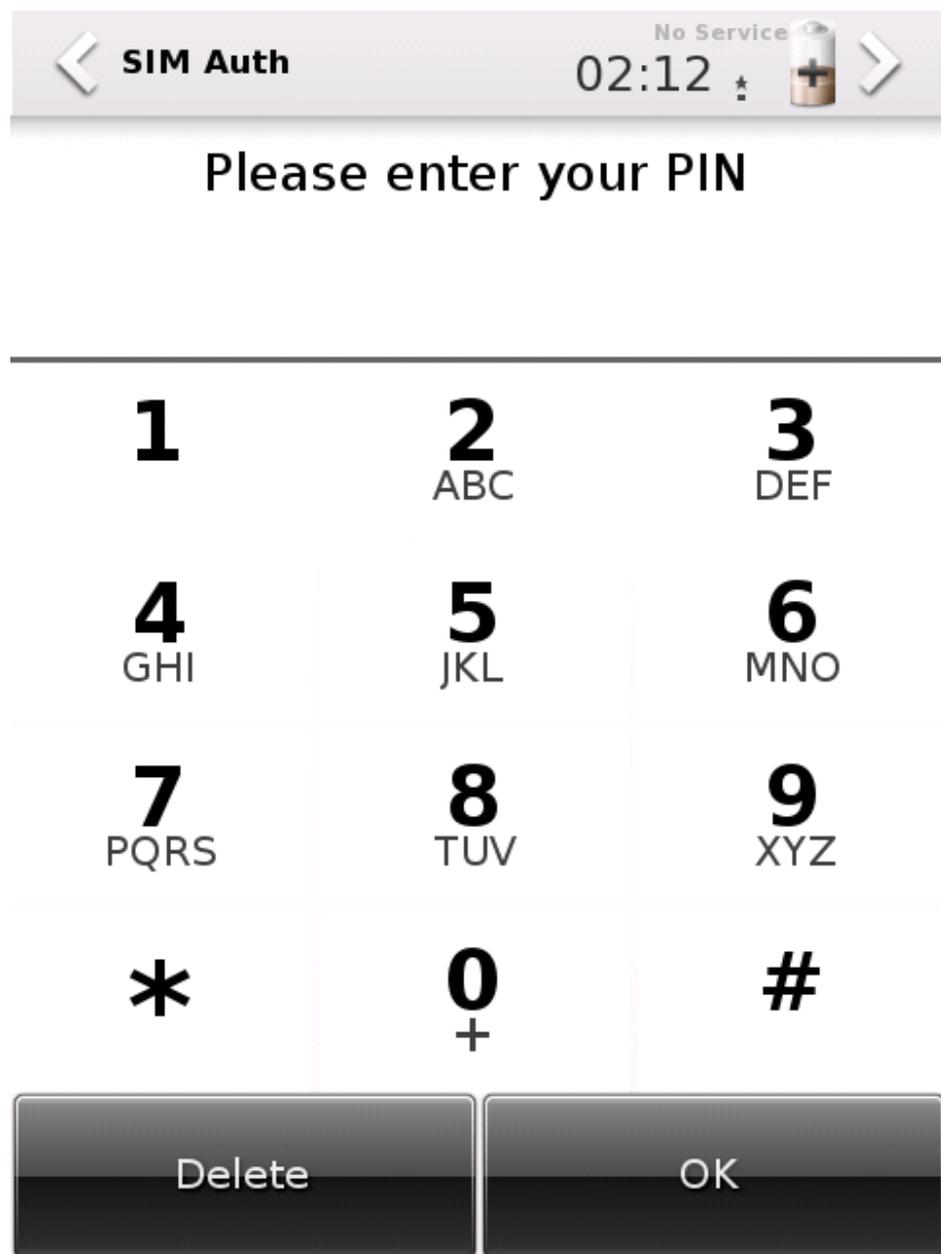
- DISTRO « openmoko » to « shr »
- conf/local-builds.conf: building locally

```
SRC_URI_pn-libframeworkd-phonegui-efl =  
"file:///path/to/source/shr"  
  
SRCREV_pn-libframeworkd-phonegui-efl = "LOCAL"  
  
S_pn-libframeworkd-phonegui-efl = "${WORKDIR}/shr/${PN}"
```

- shr-autorev/shr-autorev-unstable, where the revs are defined
- task-shr-minimal/task-shr, image basic dependencies
- Testing vs Unstable, 2 branches

SHR: GSM Handling

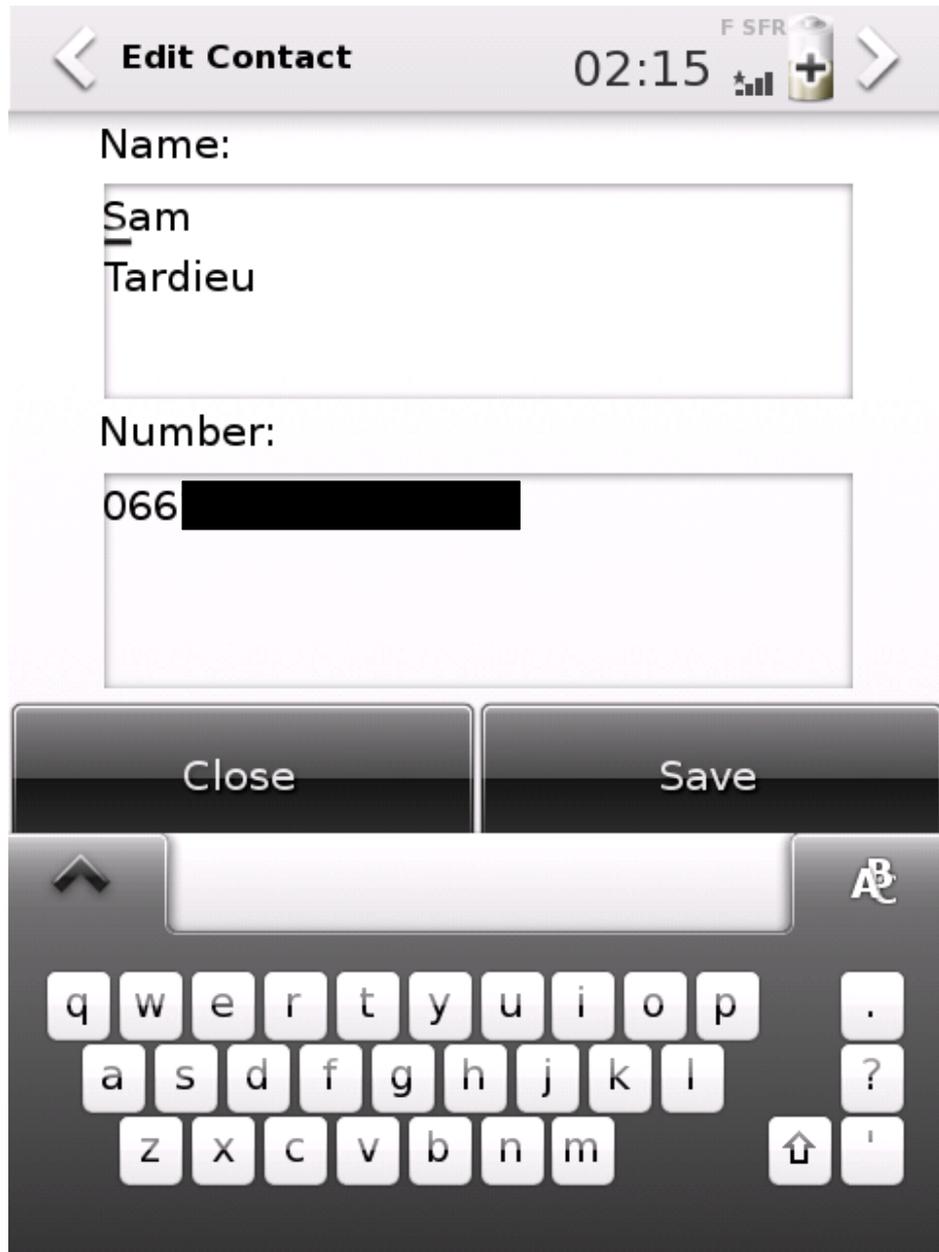
Functionalities: GSM Handling



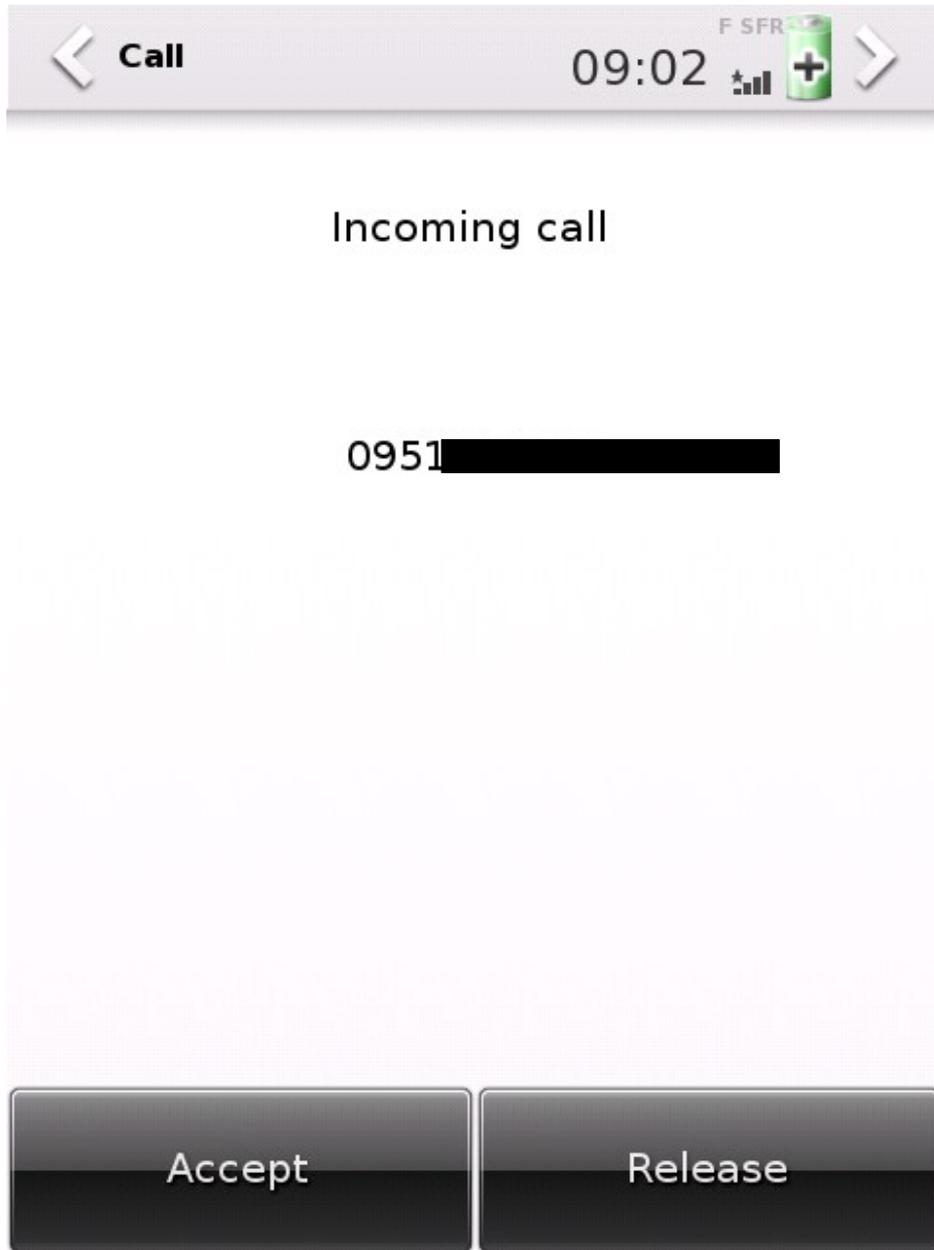
Functionalities: GSM Handling



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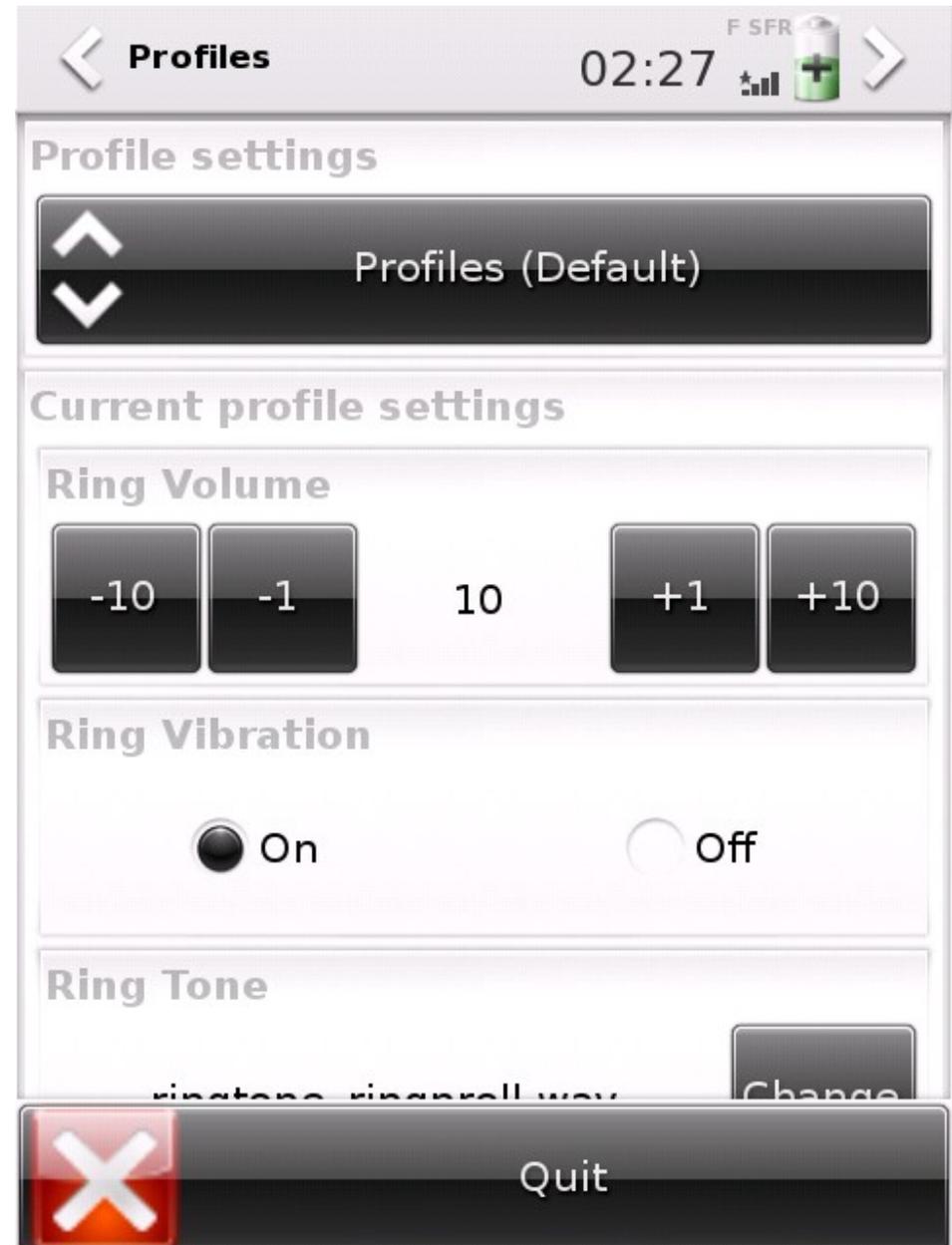


Functionalities: GSM Handling

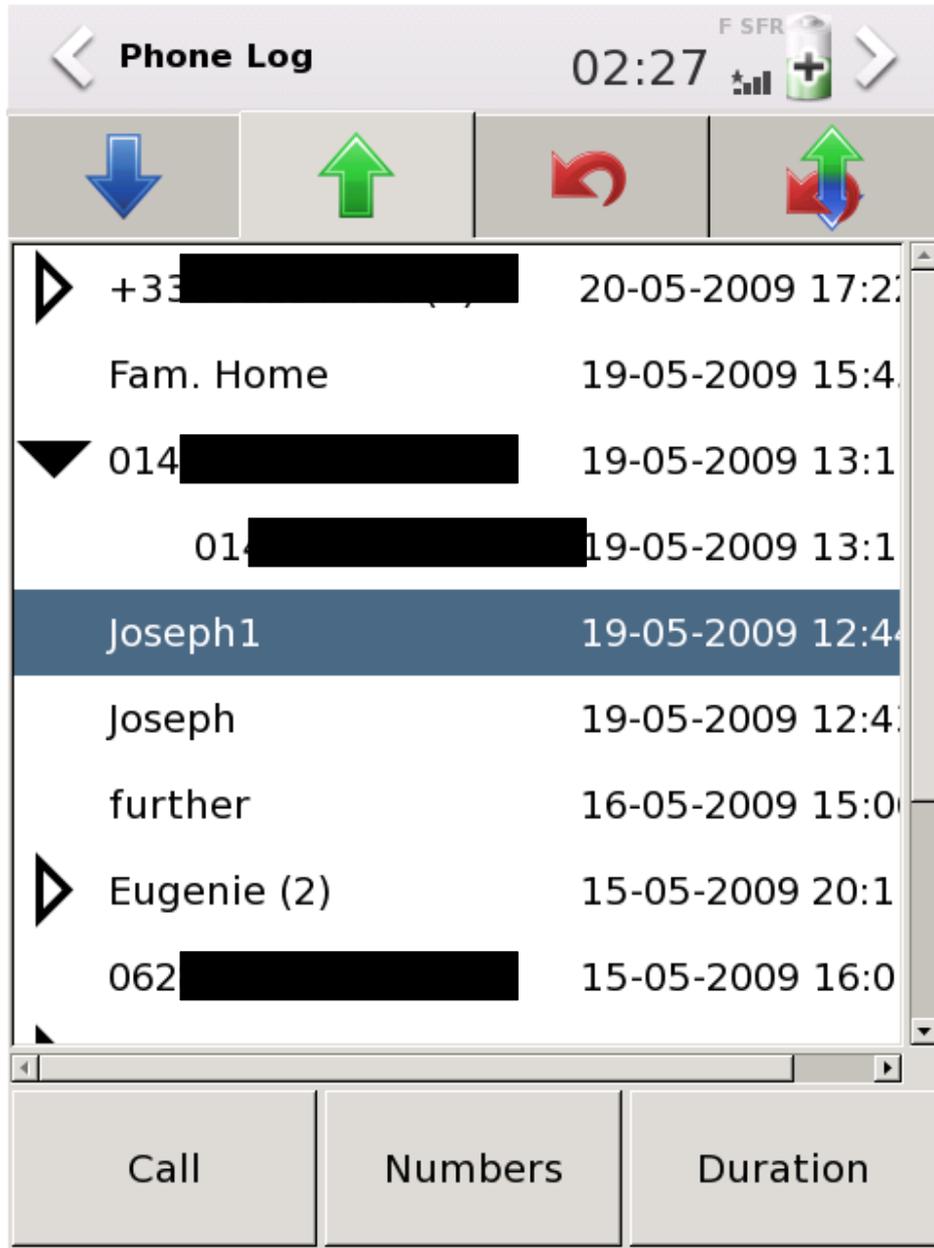


SHR: 3rd Party Software

3rd Party Software: shr-settings



3rd Party: pyphonelog & notifier



SHR Goals

- OE Migration (if FSO guys are nice enough)
 - Easier to maintain
 - Allows to build SHR software with no knowledge of the SHR build process
 - Necessary for other distro inclusion (Debian?)
- FSO/SHR common OE branch
 - Sharing the efforts
 - Link FSO to SHR as community providers of a packaged smartphone solution

SHR Goals

- Offer true modularity for the « core » software (UI Dbusification)
 - Toolkit agnosticity
 - Real-time loading/unloading of « core » UI (process simplification)
- PIM Support (a.k.a. Duke Nukem)
- Release a stable version
- Design Quality Assurance processes

SHR Architecture

Architecture: present & future

- SHR present Architecture
 - Ophonekitd
 - Libframeworkd-phonegui
- SHR future Architecture
 - Ophonekitd rewrite
 - UI Dbusification
 - libframeworkd-phonegui-*

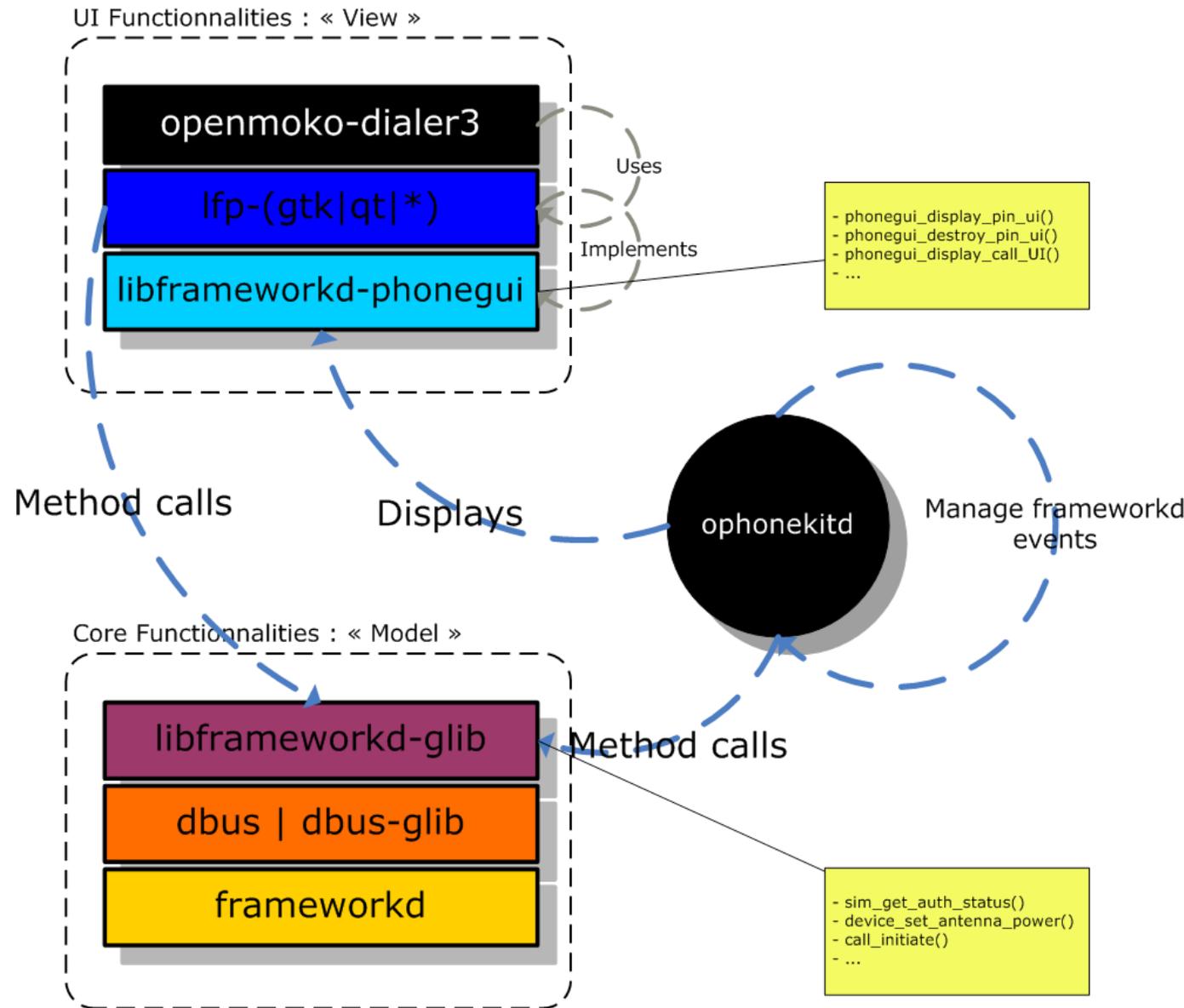
SHR Architecture: Ophonekitd

- Need for a central daemon
 - GSM resource handling
 - Events listener
 - Resource life cycle
- Link between events & UI
 - Framework initiated events are processed by ophonekitd
 - Events are forwarded to UI

SHR Architecture: If-phonogui

- Abstraction level for different UI toolkits implementation
 - Need to comply to the user wishes
 - Offer modularity toolkit agnostic
 - A necessary link for ophonekitd
- Functional contexts definition
 - What composes a dialer? How to manage contacts?
 - Link to UMAF (if the author isn't too optimistic)

Present SHR Architecture



- **Model**

- C-Wrapped dbus calls in a central lib, (enum declaration, event « handlers », ...)

- **View**

- Calls the « model » for user-initiated actions
- Implements a standard specification (libframeworkd-phongui)

- **Ophonekitd**

- Listens to « model » event
- Launches UI according to events

SHR Future Architecture

SHR Future Architecture

- Ophonekitd
 - Keep being the central daemon
 - Vala rewrite
 - Handles UI modularity/flexibility
 - Rule system to handle contextual modularity based on predicates (ologid)
 - « Componentization » of the elements for plugability
 - Target: open to the outside world

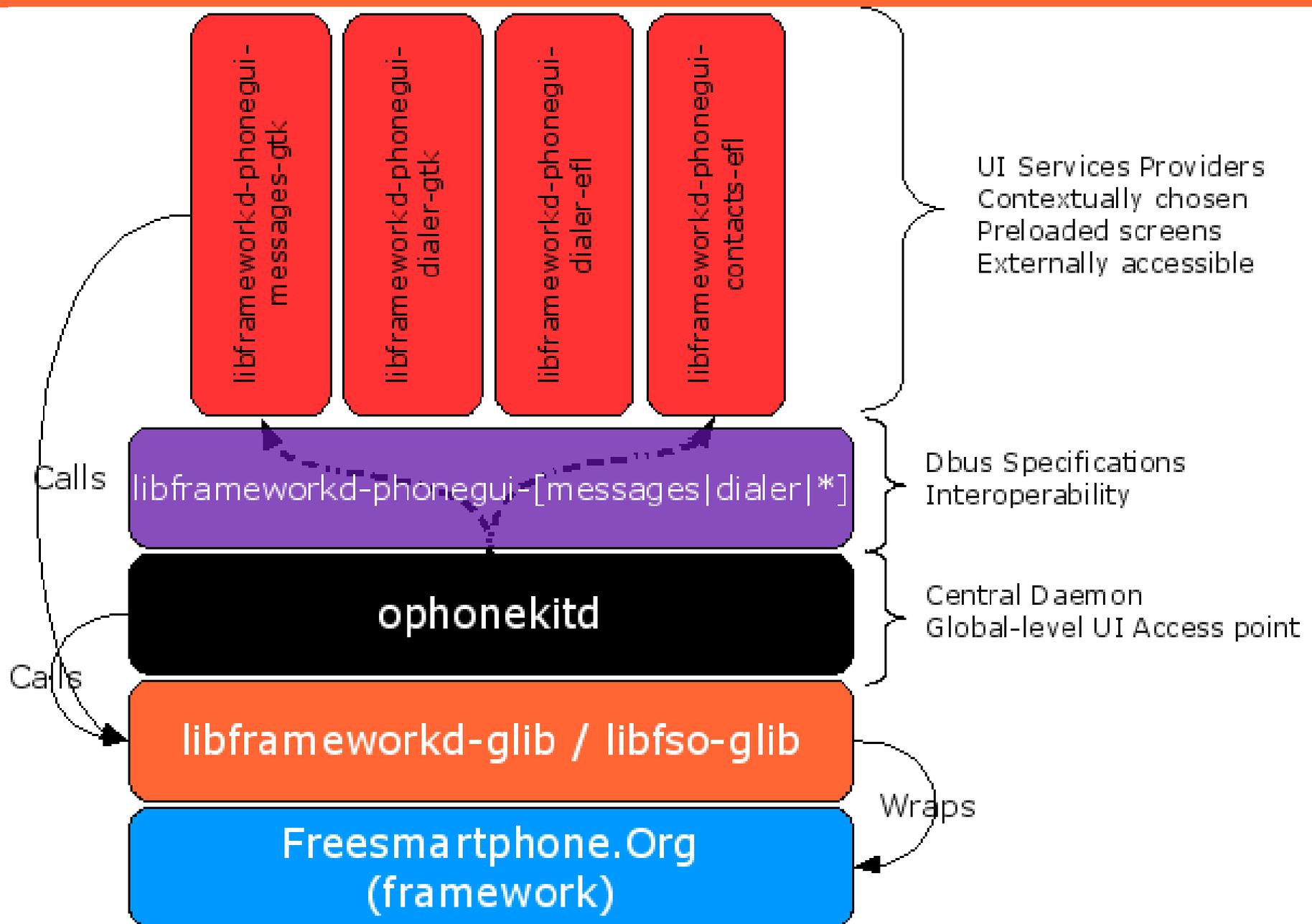
SHR Future Architecture

- UI Dbusification
 - Need to be dbus accessible for external processes
 - Sending a message
 - Selecting a contact from PIM
 - Need to have a central access point for UI, regardless of the actual UI used
 - Need to define some standard functional paradigms to interact with a smartphone
 - Homogenization with the framework

SHR Future Architecture

- libframeworkd-phonogui-*
 - Clean separation into different functional contexts
 - Dialer (libframeworkd-phonogui-dialer)
 - Messages...
 - Packages will ship Dbus specs and/or headers
 - Need to be able to implement a specific functional context using a given toolkit
 - Will define different sets of methods considered as must-have for a phone UI, according to the user functional needs.

Future SHR Architecture



New Architecture advantages

- Dbus-accessible UI « functional » primitives for 3rd party apps
 - Adding a contact
 - Displaying a new SMS with pre-filled recipient
 - Homogeneous with the framework
- UI library modularity / performances
 - Contextual choice of the library
 - Preloading/preiniting of the screens
 - Optimal modularity for the user

Community Management

Community Management

- Core Team
 - Democratic decision processes for functional & technical orientations
 - « Duties » processing, for those people who want to spend time doing annoying stuff
 - Place to talk about goals, future objectives, in order to satisfy users' & developers needs
 - Identify the « core » actors, make them take responsibilities, and handle public relations
 - Team organization for developers

Community Management

- User involvement
 - Keep the user's wishes at the center of the decision process: the user stays the king, and should be treated accordingly
 - Mails are important. Mails are almost the only way to keep track of things. Mails are your friends.
 - Ideas need to be validated by the users at the beginning of the process
 - You have an idea, talk about it, it doesn't hurt anyone. People will tell you what it's worth.

Q & A

