

# Async dialog execution - What it is and why it's needed

By Jan Holešovský Collabora Productivity

kendy@collabora.com @JHolesovsky +holesovsky skype: janholes

# **LibreOffice Online: Server part**

### The Websocket Daemon - loolwsd

- Manages communication with file storage via WOPI protocol
- Spawns LibreOffice instances via LibreOfficeKit (LOK) and manages their lifecycle
  - These take care of rendering of the document
- Manages the user's interaction with the document
  - Passing commands to LOK
  - Passing callbacks back to the JavaScript clients
- All this is in C++



# **LibreOffice Online: Client part**

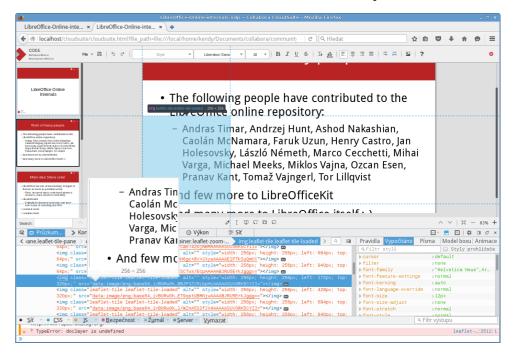
### Loleaflet

Written in JavaScript, based on 'leaflet' - framework for map

rendering

Communicates with loolwsd

- The document itself consists of tiles:
- Menus, toolbars, status bar
  - All that is JS



But: it's very impractical to reimplement everything in JS...



# Finding the Right Balance: JS vs. Core

### Initially everything was rendered by LibreOffice

- In the early prototypes no tiles, just gtk broadway
- Then we decided to use the tiled approach
- Cursors, selections all that turned to be impractical in tiles, and we started rendering that separately, in an overlay
- Comments and redlining were next, those needed too much

interaction when in tiles

 Also they look better in JS (possibility to animate etc.)





# **But what about dialogs?**

### We started adding JS ones

- Find / replace, special character, insert table, ...
- Lengthy process! Needed something better...

### **Dialog tunneling!**

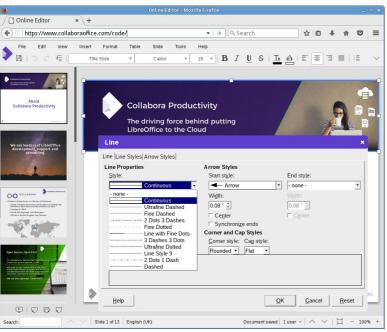
- Just reuse all the dialogs that are already there in LibreOffice
- The plan: Let the core render them, and pass them as bitmaps to Online
  - Nearly a year later: finally done ;-)
  - Most of the hard work done by Pranav Kant, big thanks!

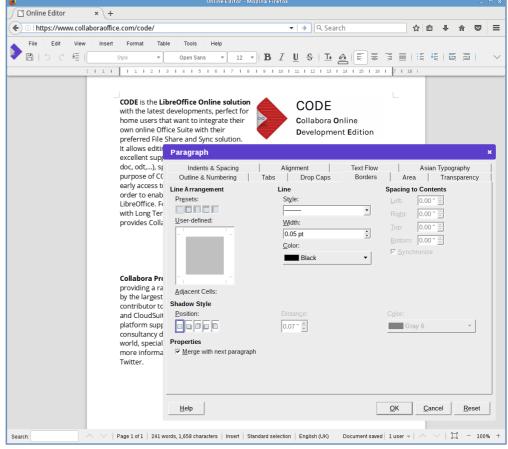


# Working!

### The following features are now exposed

- Advanced character, paragraph and page properties
- Line, fill, cell properties, etc.
- All that collaboratively!





# Technical Details

### **How Does it Work?**

### Nearly everything is done down in VCL

- Added various callbacks dialog created, invalidate, etc.
- Reusing the dialog screenshotting feature for rendering the content
- Added a concept of LOKNotifier
  - Most of the LOK notification is done in sfx2 but that is a higher layer
  - LOKNotifier is an interface that is instantiated in sfx2, but can be used in VCL – for the notifications about dialog creation, what was invalidated, where to paint
- LibreOfficeKit extended accordingly



# **LibreOfficeKit Extensions for Dialog Tunneling**

### **Methods**

- void paintWindow(unsigned nWindowld, unsigned char\* pBuffer, const int x, const int y, const int width, const int height)
- void postWindow(unsigned nWindowld, int nAction)
  - General events, so far only closing the window
- void postWindowKeyEvent(unsigned nWindowId, int nType, int nCharCode, int nKeyCode)
- void postWindowMouseEvent(unsigned nWindowld, int nType, int nX, int nY, int nCount, int nButtons, int nModifier)
- void postWindowMouseEvent(unsigned nWindowld, int nType, int nX, int nY, int nCount, int nButtons, int nModifier)

### **Callbacks**

- LOK\_CALLBACK\_WINDOW, with a JSON payload
  - Indicating actions like "created", "title\_changed", "size\_changed", "invalidate", "cursor invalidate", "cursor visible" and "close"



## **Language Support**

### One document can be co-edited by multiple users

- And each of them can have their UI in a different language
- LibreOffice used static objects for the text resources
- ~All the places had to be converted:
  - static std::locale loc(Translate::Create("cui"));
  - return Translate::get(pKey, loc);
  - + return Translate::get(pKey, Translate::Create("cui"));
- Similarly SfxModule had to be adapted to be able to switch language when the view switches to a different user



# Converting dialogs to async

# **Modal Dialogs**

### They call Execute() which blocks

- Not that events would stop flowing Yield() called inside Execute()
  - Editing still works, AND two (or more) users can open the same dialog just fine from different views!
- The problem is when they are to be closed & the changes have to be applied
  - All the Execute()'s have to end first before the execution continues
  - Problem! one of the users can go for lunch in the meantime, and the other never gets the changes applied



# Modal → Modal Async Execution

### The solution is to convert the modal dialogs to async

- They still stay modal, but do not block in Execute() any more
- LibreOffice already had StartExecuteModal which was working fine, but the converting code was leading to big amount to changes
- Introduced a new StartExecuteAsync() with a lambda thanks Michael Meeks

```
ScopedVclPtr<SfxAbstractTabDialog> pDlg(pFact→CreateScAttrDlg(...));
VclPtr<SfxAbstractTabDialog> pDlg(pFact→CreateScAttrDlg(...));
[...]
short nResult = pDlg→Execute();
std::shared_ptr<SfxRequest> pRequest(new SfxRequest(rReq));
pDlg->StartExecuteAsync([=](sal_Int32 nResult){
[... the code that was previously following after Execute ...]
+ });
```



# Non-modal dialogs

### Work out of the box

- No conversion to asynchronous is necessary
- Usually they are using the sfx infrastructure
  - Using the ChildWindow::RegisterChildWindow(SID\_<name>)
- Show / hidden using ToggleChildWindow(SID\_<name>)
  - In the main event loop, no Execute() => no problem



### **Usual Caveats**

### "I issued a dialog via .uno: command, but it does not appear in the Online"

- Most probably the dialog does not have a parent uses nullptr
- Solution: Assign it a parent, ideally window of the view shell

### "The dialog does not switch languages for users"

- Static variable holding the locale; but less of a problem these days after conversion to gettext – thanks Caolán McNamara
- Solution: Find it & de-static-ize

### **Anything else**

Happy to help on the dev mailing list or on the IRC!





# Thank You for Listening!

And the following people for working on this:

Pranav Kant (main author of the tunnelling), Henry Castro, Michael Meeks

By Jan Holešovský