

NOMOVOK



Creating QML Driven Devices

-experience on QML deployment

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NOMOVOK

Nomovok – In a Nutshell

- Products build on Open Source tech
#1 MeeGo ARM integrator
- Pioneer in Embedded Open Source
Pioneer in commercial utilization of Open Source in embedded devices. Since 2001, more than 400 OSS deployment project delivered
- Employs 140 Nomovok OSS experts
Focusing on integration, QML app development, Qt, optimizations, and complete device creation.
- Gateway to MeeGo companies
400 experts in Nomovok's ZCOCO.net community for best in the world Linux expertise to join and support MeeGo product creation. Easily to join the process through Nomovok (one contract – many suppliers model)
- Locations
Currently serving businesses in US, Japan, Germany, Finland, Taiwan and Korea.
- Complete MeeGo product deployments

Nomovok and Qt

- Nomovok has been using Qt since 2005
- Currently using heavily Qt on all apps for multiple different product categories (notebook, tablet, handset, tv, car)
- Not just using tech, but also collaborates with Qt dev, and actively investigates new, still under development, Qt technologies
- First started to study QML 2 years ago
- Currently having some 50 people working on Qt (creating apps or working Qt stack)



Why QML

- QML is a godsend for designers, architects etc. who want to do UI's but can not code
- High-level, but still performs well thanks to being declarative vs. traditional imperative methods.
- Clean separation between UI and application logic
- Works together with JavaScript and/or with C++
- Accelerated UI development and customization
- Future of animated Qt UI's
- Really nice for case where you want create new UX that is optimized for different form factors

Same, same, but different

- QML app what is that anyway?
- “quote of a day” vs. email client
 - email : QML as View (+ control) , C++ lib Logic (+control)
- QML with JS as logic
- QML with C++ as logic
 - Other bindings as well
- Relevant to understand that there is low entry barrier for simple apps, but scales up to “real” apps as well

Example small app

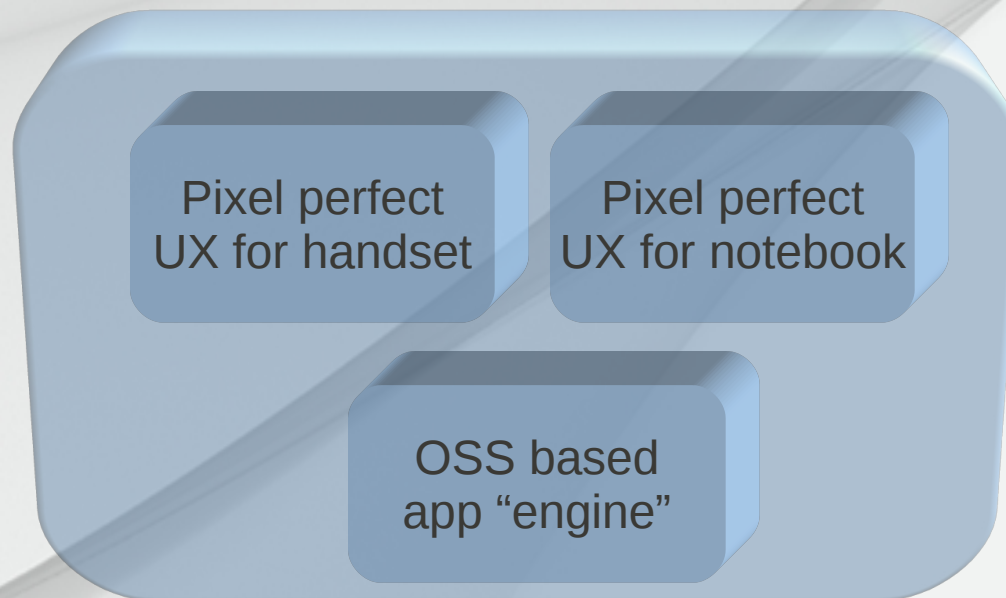
```
import Qt 4.7
```

```
Rectangle {  
    id: page  
    width: 300; height: 200  
    color: "#ff4488"
```

```
    Text {  
        id: helloText  
        anchors.centerIn: parent  
        text: "Hello Bunnies!"  
        font.bold: true  
        font.pointSize: 24;  
    }  
}
```

UX fragmentation & differentiation

- Small screen & high resolution vs. Large screen & low resolution
- One app – multiple different UXs
- Architecture making it possible to create quickly different UX for standard app engines



QML Challenges today

- Tool support “as of today”, issue going away very soon (Qt SDK 2.1, now usable in 2.1 RC)
- Not so many examples, getting started may be not always painless
- OpenGL stuff being problematic
- id based logical text translation support was just added with 4.7.1 for local/internationalization

Notice these are challenges as of today, expecting to get rid of these in few months

Qt stack on the move – watch these

- Many ways next year is big in Qt world, follow up what's happening in order to maximize the benefits
- Follow these:

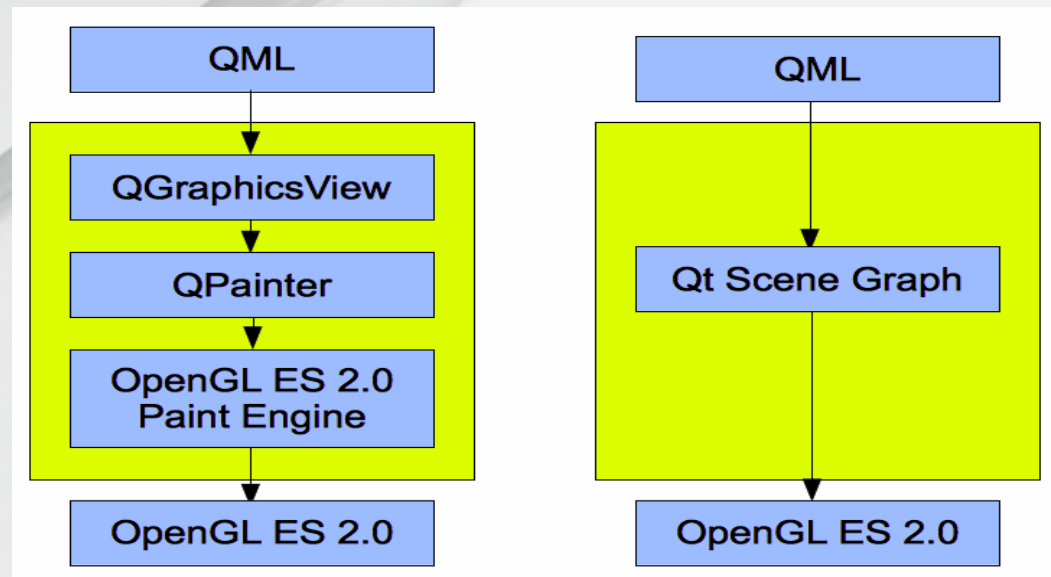
Qt lighthouse (officially in 4.8)

Qt components, QML widget toolkits

<http://labs.qt.nokia.com/2010/09/10/building-the-future-reintroducing-the-qt-quick-components/>

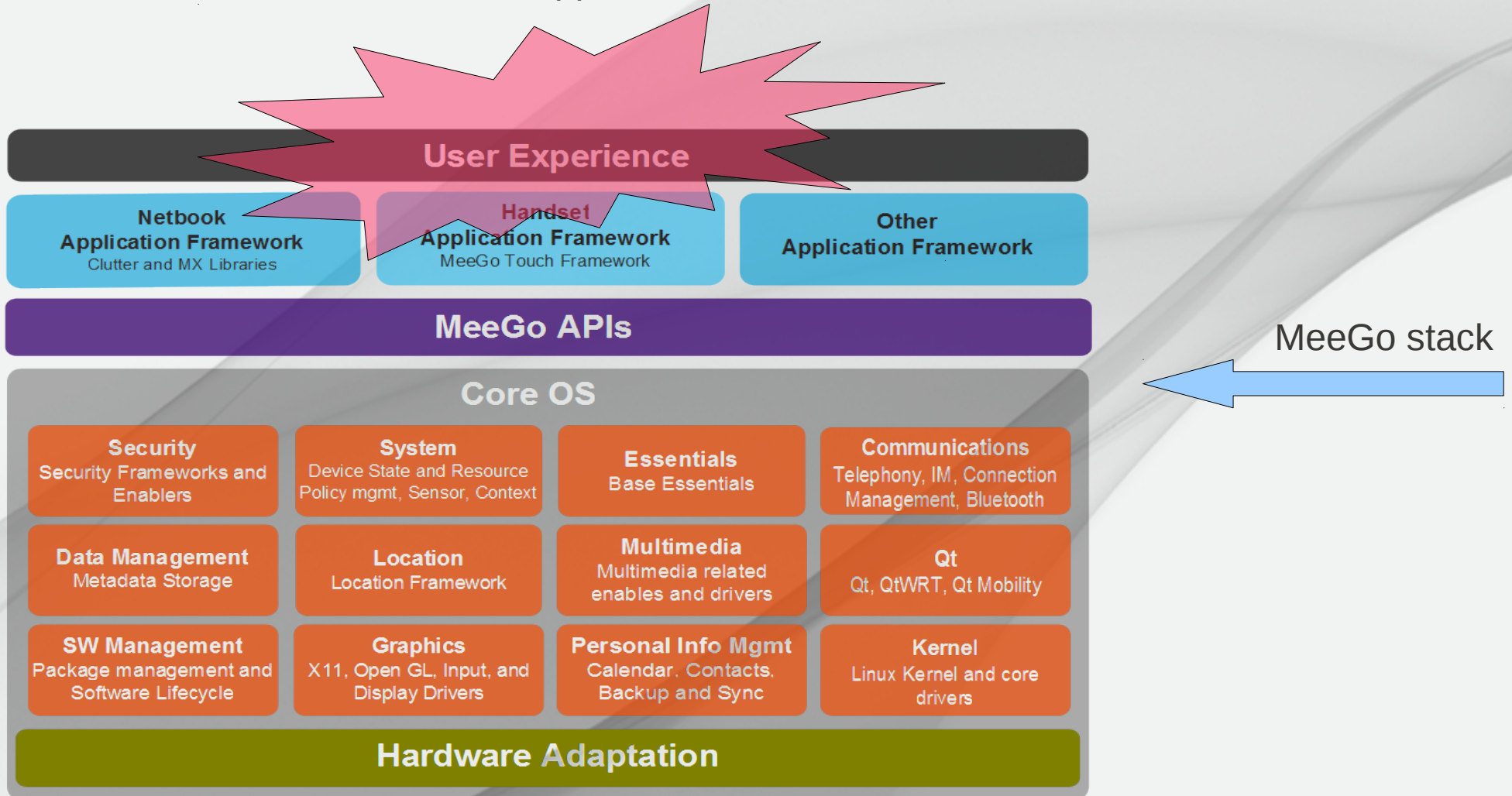
Qt Scene Graph

<http://labs.qt.nokia.com/2010/05/18/a-qt-scenegraph/>



QML – way to MeeGo

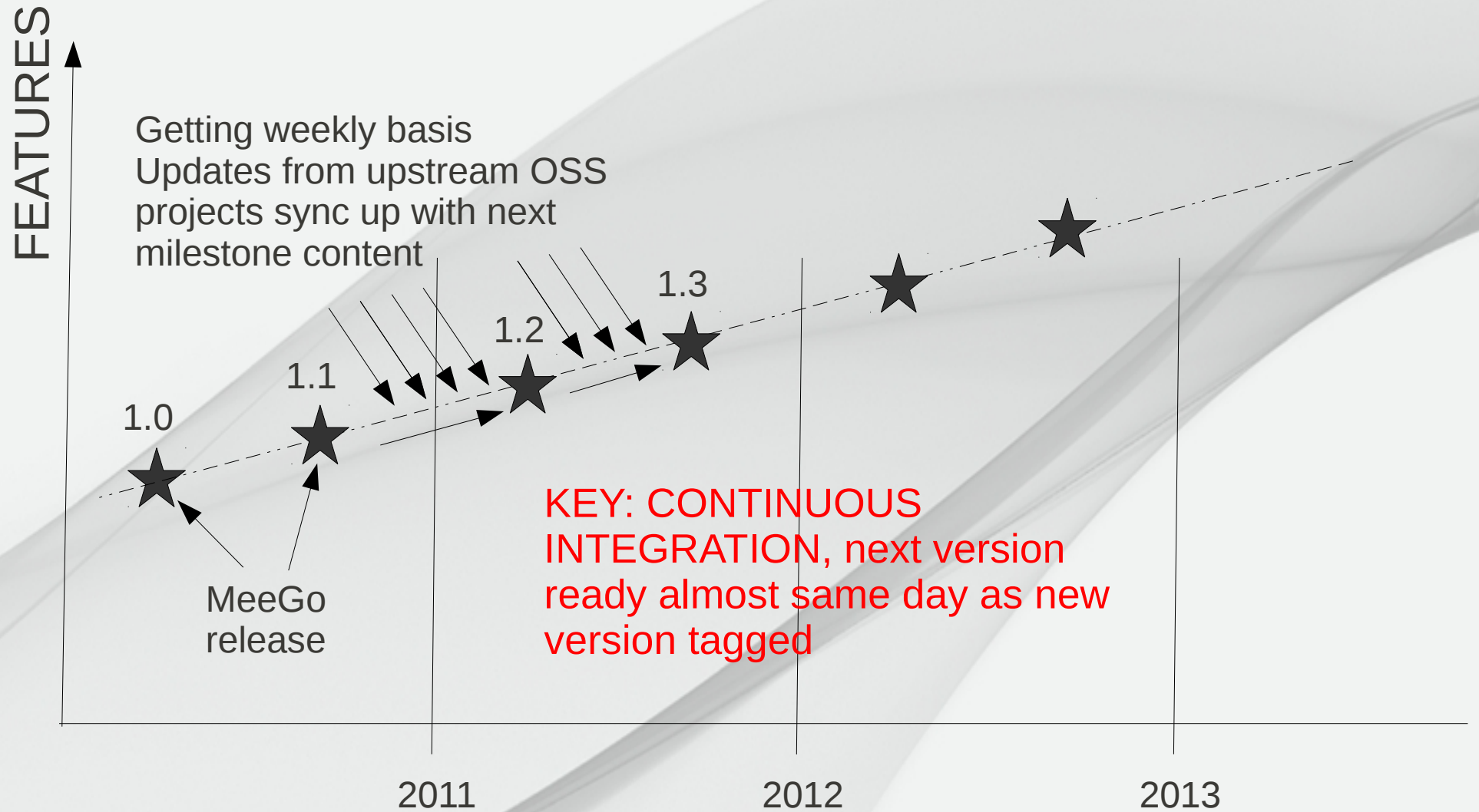
QML here, MeeGo apps in future in QML



QML as today – Summary

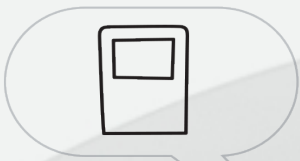
- QML is a fresh new way to create fluid, animated user interfaces
- Thanks to its declarative nature, performance remains very good.
- Scenegraph project brings much better OpenGL (ES) support and more features.
- QML makes implementing and modifying UIs easier, but does not remove the need to have good UI/UX experts!
- Ready for deployments today, getting even better in months
- Perhaps nice way to create apps for multiple different platforms (MeeGo, Windows, and perhaps Android as well)

MeeGo Deployment Model - Lead



Thanks,
that was fast!

Ready to rock
with release 1.0



Brainstorming
Your product idea

NOMOVOK
project manager

Customer

MeeGo Community

No more
tool patching!

Next release

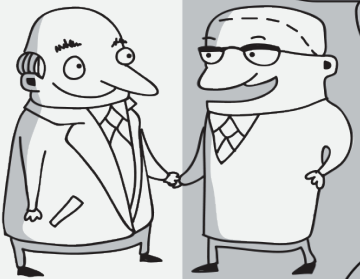
Nice
prototype!

Early release/
Base port

We build
the factory

First release

This is our chipset.



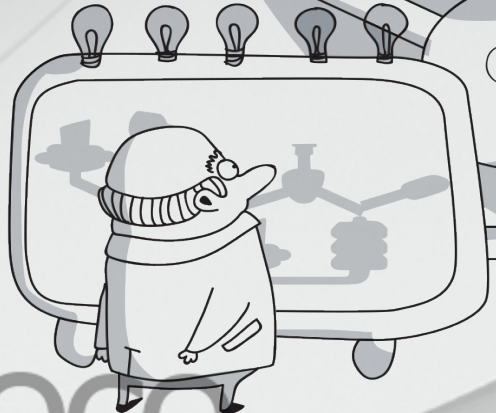
obs



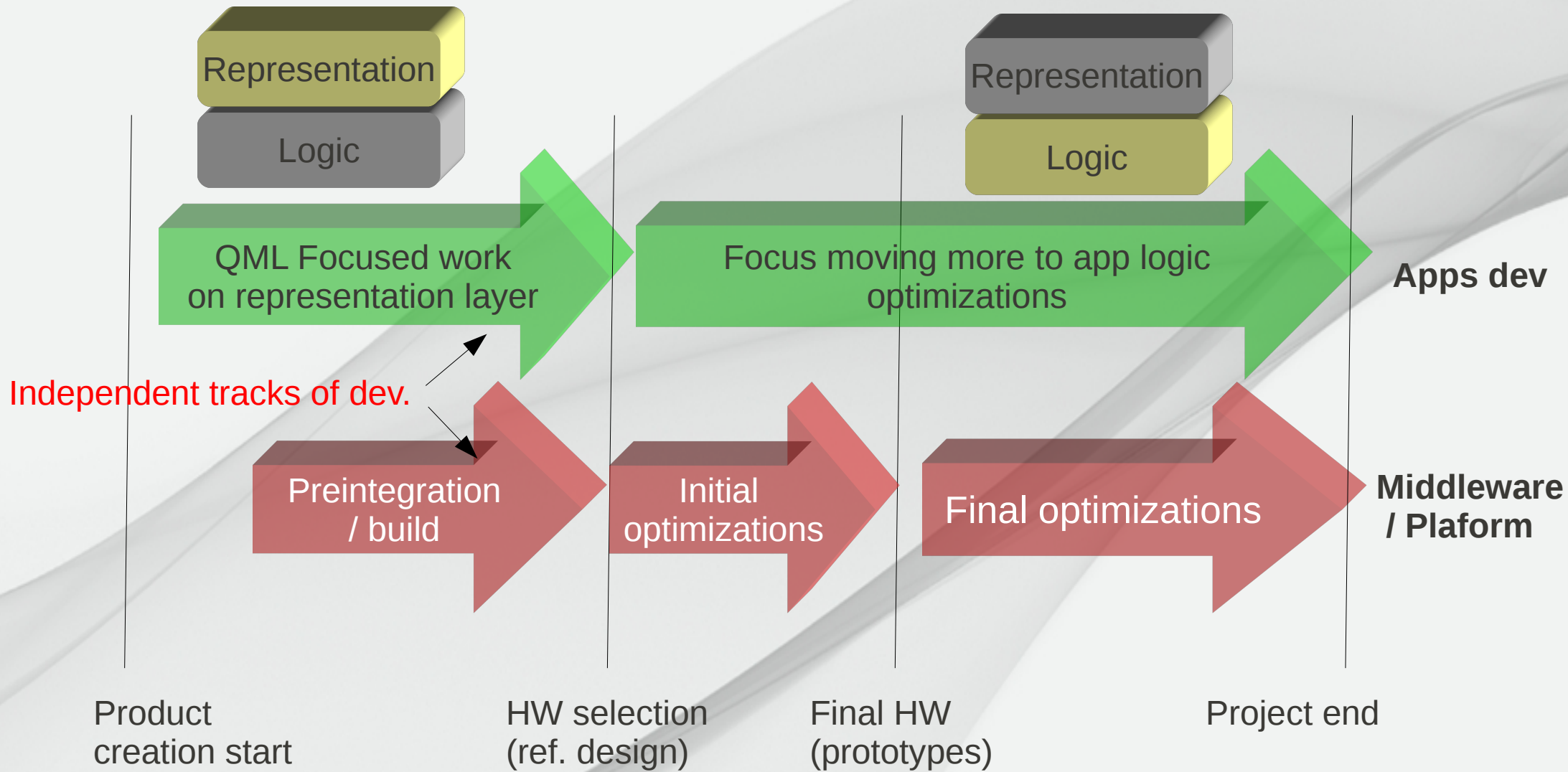
obs



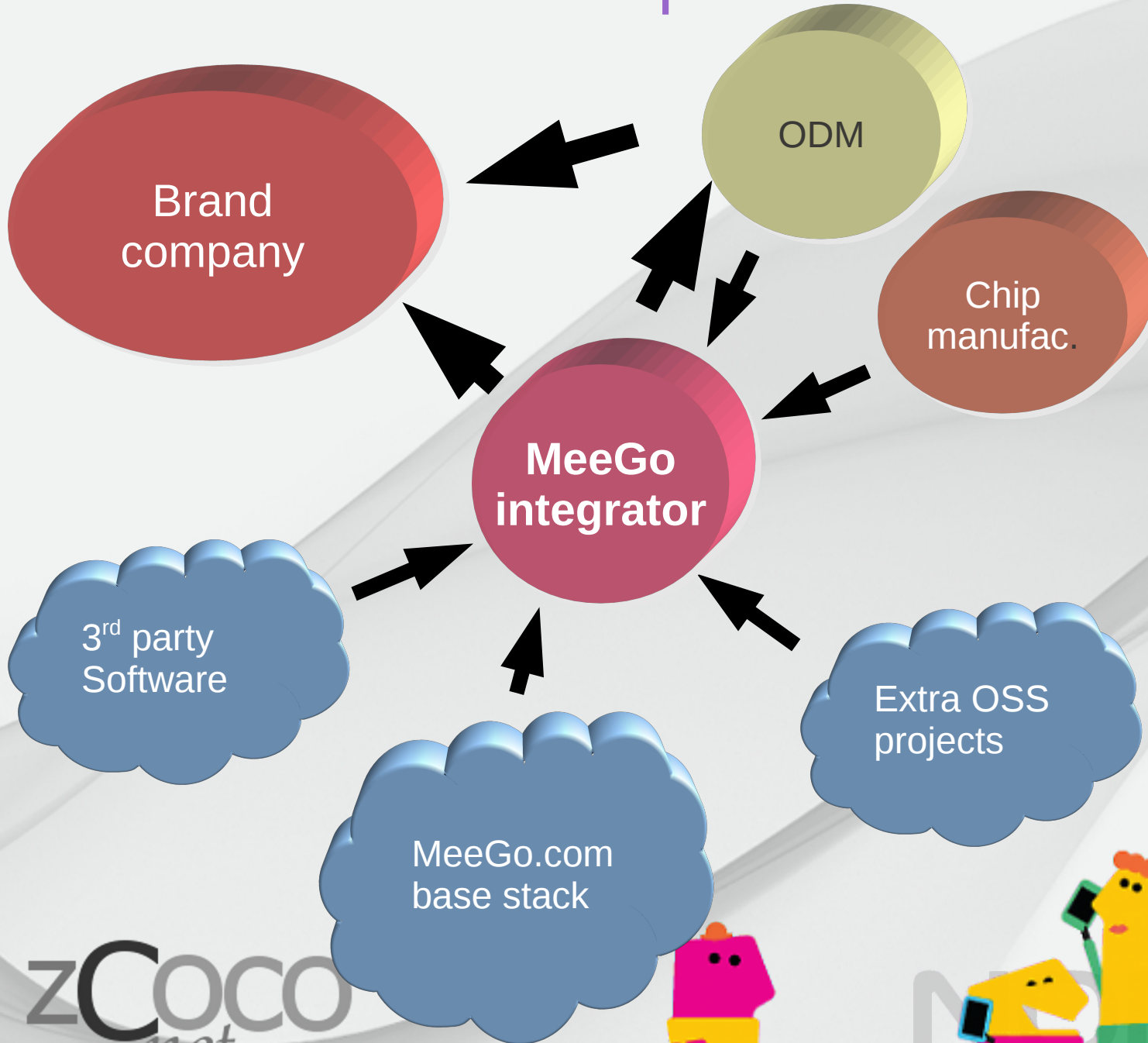
obs

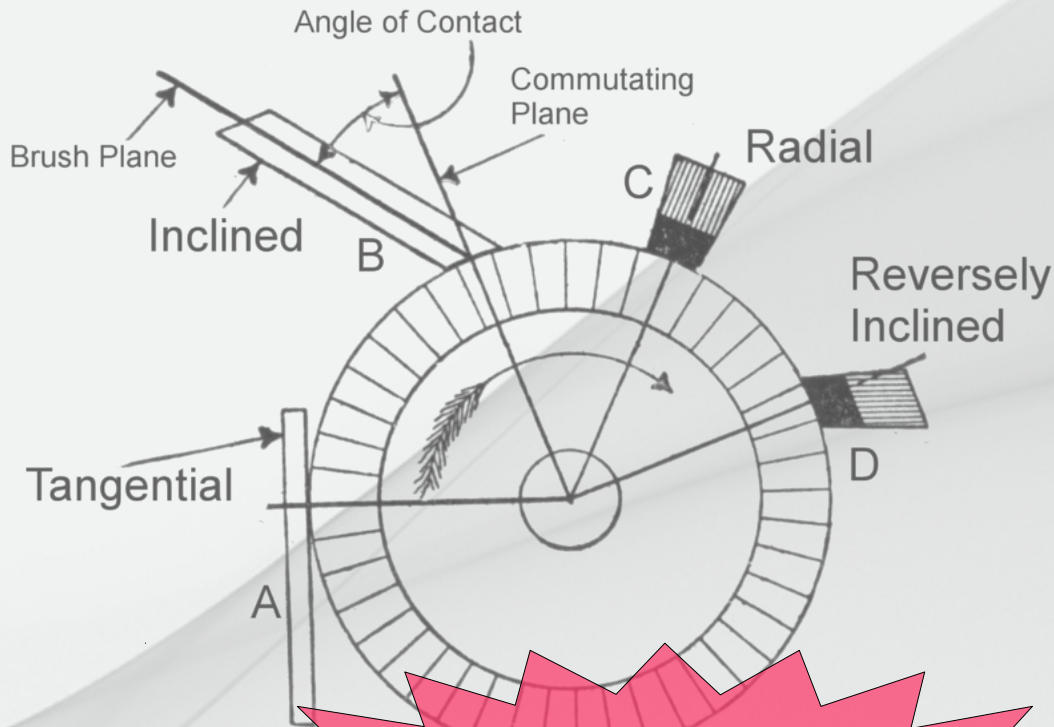


Platform Dependent / Independent



Stakeholders and practical relations





Thank you!

For more information, please contact:

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