

Building modern desktop apps in Go

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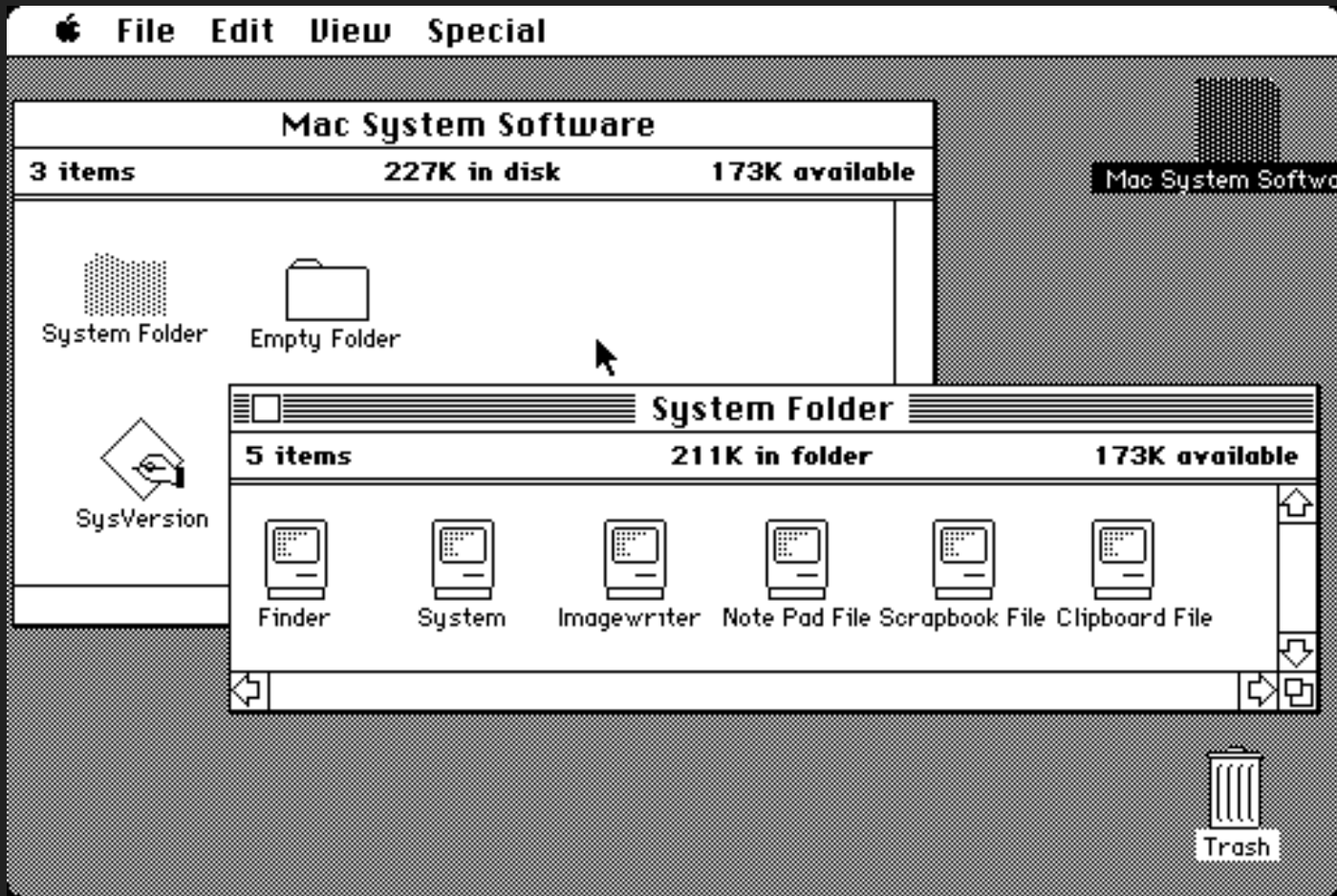
**Mobile?
Wearable?
Desktop!**



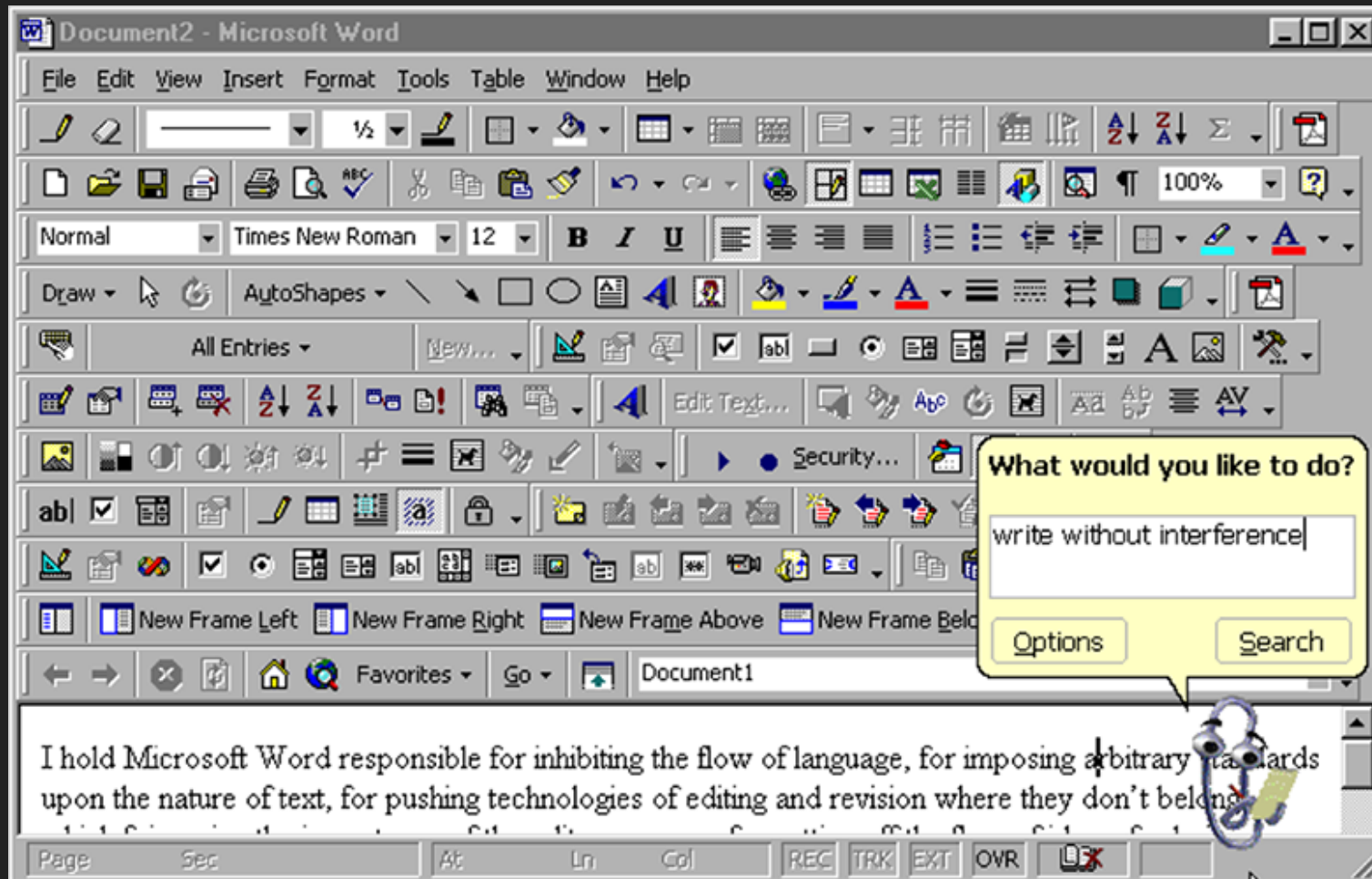
For getting job done with high performance, security and privacy.

WIMP Era

Window, Icon, Menu, Pointer. Ruling the world since 1973.



The Golden Age of WIMP UI



Post-WIMP Era (still evolving)

The screenshot displays the Block Rockin' software interface, which is a digital signal processing (DSP) environment for creating music. The main window is titled "Block Rockin' / Mono Grid" and features a dark theme with various control panels and a central signal flow graph.

Top Panel: Includes a menu bar (FILE, PLAY, OVR, Link), a transport section (110.00, 4/4, 497.4.4.62, 127:09.766), and a toolbar with buttons for ADD, EDIT, and DEVICE.

Control Panels: On the left, there are sections for I/O, Display, Phase, Data, Oscillator, Filter, Level, Pitch, Math, Gate, and Envelope. Below these are five waveform generators: Chebyshev, Distortion, Quantizer, Rectifier, and Wavefolder.

Signal Flow Graph: The central area contains a complex network of modules connected by colored lines. Key modules include:

- Oscillators:** Sawtooth, Triangle, and Sine, each with parameters for Shape, Skew, and Fold.
- Logic:** AND gates and Sync/Fold triggers.
- AD (Attack/Decay):** Three separate AD envelopes for the oscillators.
- Mixer:** A central mixer with three channels, each with gain and level controls (e.g., -0.1 dB, -56.5%, -6.8 dB, 37.5%, +4.1 dB, 0.00%).
- Distortion:** A distortion module with a +3.2 dB gain.
- Transport:** A transport control panel on the left showing Length (16 / 16th) and Offset (0).

Bottom Panel: A "MONO GRID" section with a grid of colored blocks and controls for Pitch, Glide, Note FX, FX, and Out.

Bottom Bar: Contains navigation buttons (ARRANGE, MIX, EDIT) and instructions: "DOUBLE-CLICK Insert device" and "SHIFT+DOUBLE-CLICK Insert favorites".

Well-designed and attractive typography makes content meaningful.

Animation makes important parts stand out and helps with micro-interactions.

Onboarding, common for web and mobile apps, helps more than traditional "F1" button.

Visual trends may change and it should not be hard to update the UI without rewriting it all.

Electron

Is

Bad.

What do we want?

Common UI API for all platforms because we are lazy.

Support for existing UI frameworks and UI kits (material, flat, etc) because we often can't design UI.

Painless development, debugging, packaging and distribution because we have more important things to do.

When programmers make UI

The screenshot shows the FileMatrix application interface with the following annotations:

- System information**: Located at the top left of the window.
- Board bar: each board is a set of columns**: Points to the top navigation bar containing various categories like Main, Documents, Pictures, etc.
- User logo**: Points to the user's profile picture in the top right corner.
- Active column**: Points to the currently selected column in the board bar.
- The fixed attribute determines how the column content moves to left / right**: Points to the 'Fix' button in the toolbar.
- Thumbs are displayed when the "Thumb" is pressed**: Points to the 'Thumb' button in the toolbar.
- Inactive file**: Points to a file in the left pane that is not selected.
- Files are sorted by type: directories, links, programs, documents**: Points to the file list in the middle pane.
- Active file**: Points to the selected file in the middle pane.
- Fileviewer: text, pictures, movies**: Points to the preview area at the bottom of the middle pane.
- Drag up or down to change the height of the viewer**: Points to the vertical scrollbar of the preview area.
- Information about active partition, directory, file, link target**: Points to the status bar at the bottom of the application.
- File size = 3.3 MB**: Points to the file size information in the status bar.
- If you want to sort your projects and notes by time, change the sort mode for each column**: Points to the sort mode dropdown menus at the bottom right.
- Set the number of columns, for each board**: Points to the column count dropdown menus.
- Set the height of thumbs**: Points to the thumb height dropdown menu.
- Toolbar**: Points to the bottom row of control buttons.
- The hint bar shows hints for controls over which the mouse is moved**: Points to the status bar text at the bottom.
- Quickly change to a new set of colors**: Points to the color selection dropdown at the bottom right.

Option 1.

Reuse some modern browser that is already installed.

Option 2.

Reuse the browser engine that comes with the OS (and every desktop OS now comes with a decent browser engine).

Lorca

github.com/zserge/lorca

Lorca

Chrome DevTools Protocol

Bind Go functions to JS

Call JS from Go

Control native window

API

```
ui, _ := lorca.New(...)
```

```
ui.Load(url)
```

```
ui.Bind("someFunc", func() {})
```

```
five := ui.Eval("2+3").Int()
```

```
<-ui.Done()
```

Example

```
main.go (~/.src/tmp/fosdem) - VIM
package main

import (
    "log"
    "net/http"
    "net/url"

    "github.com/zserge/lorca"
)

const html = `
<html>
  <head><title>Check URL</title></head>
  <body>
    <input id="url"></input>
    <button id="check" onClick="checkURL(document.querySelector('#url').value)">Check</button>
    <div id="status"></div>
  </body>
</html>
`

func main() {
    ui, err := lorca.New("data:text/html,"+url.PathEscape(html), "", 480, 320)
    if err != nil {
        log.Fatal(err)
    }
    ui.Bind("checkURL", func(url string) {
        res, err := http.Get(url)
        if err == nil && res.StatusCode == http.StatusOK {
            ui.Eval(`document.querySelector('#status').innerText = 'Online';`)
        } else {
            ui.Eval(`document.querySelector('#status').innerText = 'Offline';`)
        }
    })
    defer ui.Close()
    <-ui.Done()
}
~
```

Check URL

Online

21,0-1 All

Lorca!

Minimal (1KLOC). One dependency (websocket lib)

Simple API.

ES6 and modern CSS without Babel.

Decent debugger.

Lorca?

Window can't have fixed size.

Window global menu can't be controlled.

It still behaves more like a browser rather than an app.

WebView

github.com/zserge/webview

GTK+

GtkWebkit2

WinAPI

MSHTML (OLE)

Cocoa

WKWebView

WinAPI

EdgeHtml (winrt)

Window

Set title.

Set size.

Optional: other window flags
(border, full-screen mode,
transparency)

Minimize/maximize/restore

...

(BYOF - bring your own
features)

Browser

Load arbitrary URL (including
data URIs).

Initialize with JS code when
new page is loaded (before
DOM is ready).

Evaluate JS code any time
later.

Call native callback with a
string argument from JS.

Go

```
ui, _ := webview.New()
ui.SetTitle("Hello")
ui.Load(url)
ui.Bind("foo", func(s string) {})
defer ui.Close()
ui.Run()
```

C++

```
webview w;
w.set_title("Hello");
w.load(url);
w.bind("foo", [](string arg){})
w.run()
```

Lorca

Disk: ~10MB

RAM: ~80MB

CPU: 2%

WebView

Disk: ~10MB

RAM: ~6MB

CPU: ~1.3%

Note: benchmarks are useless, just try it yourself.

Questions?

github.com/zserge/lorca

github.com/zserge/webview