
Hijack Launcher3!

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murena

choose freedom

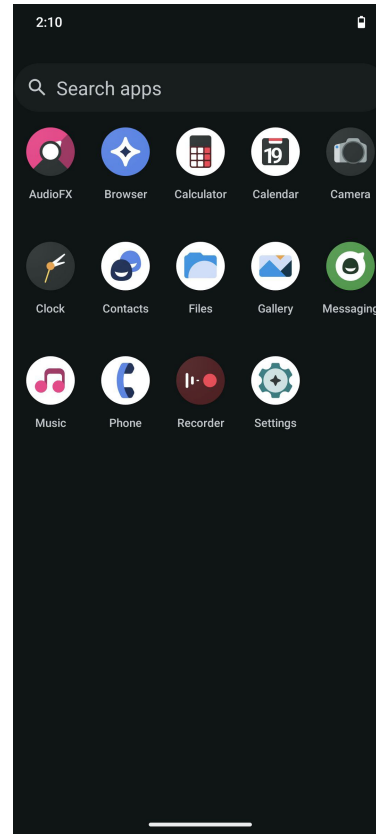
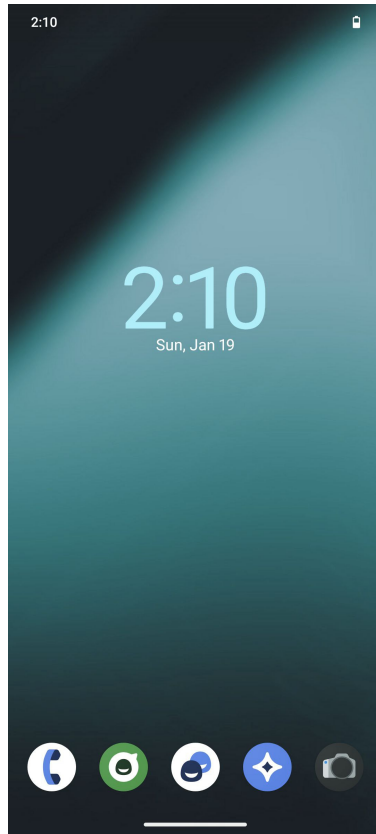
Murena and /e/OS



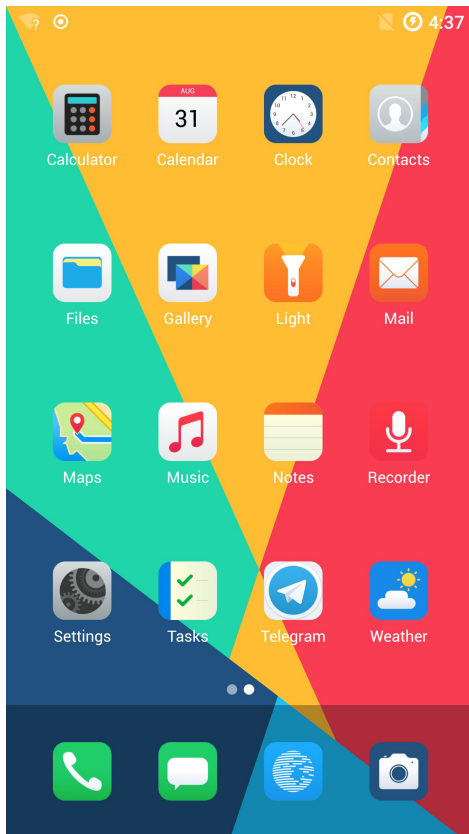
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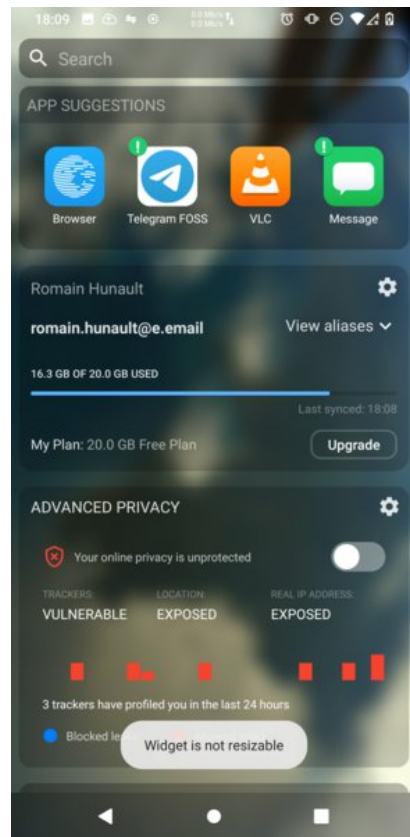
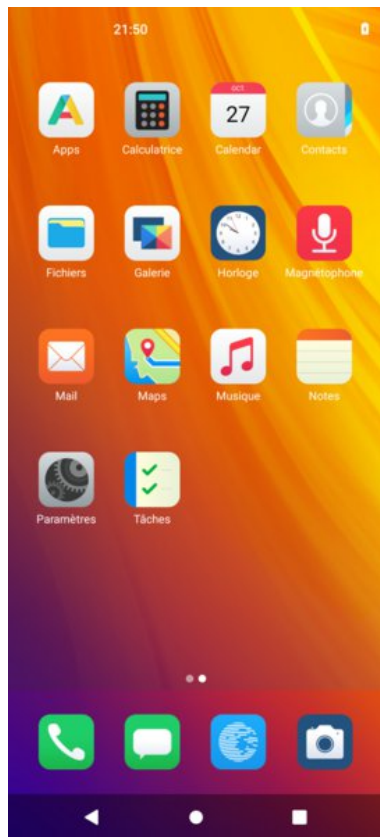
What is the launcher?



BlissLauncher v0...



BlissLauncher!



BlissLauncher weaknesses

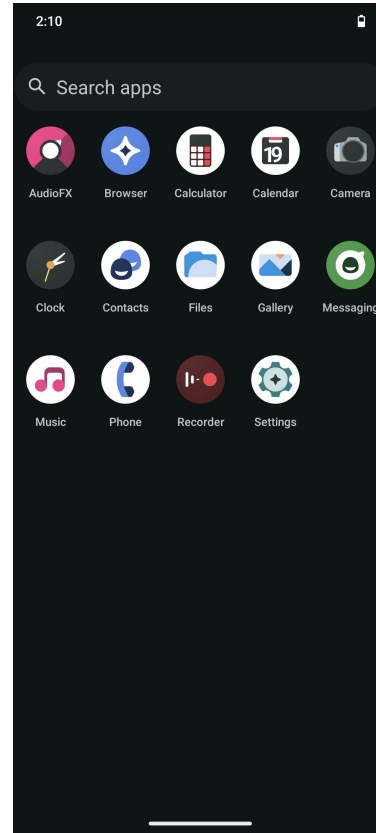
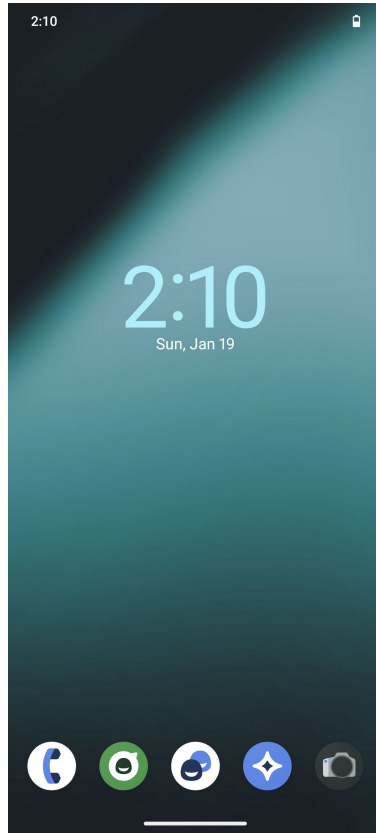
■ Crashes and app grid reset

- We were not able to identify the root causes

■ The “quickstep” topic

- The system’s gesture-based navigation feature and task switcher in AOSP
- We need the quickstep APK next to BlissLauncher
- Impacts
 - Recent view
 - Drag and drop

AOSP Launcher3



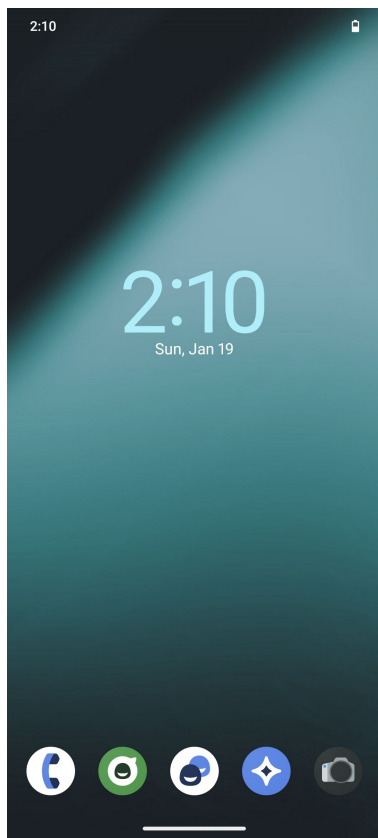
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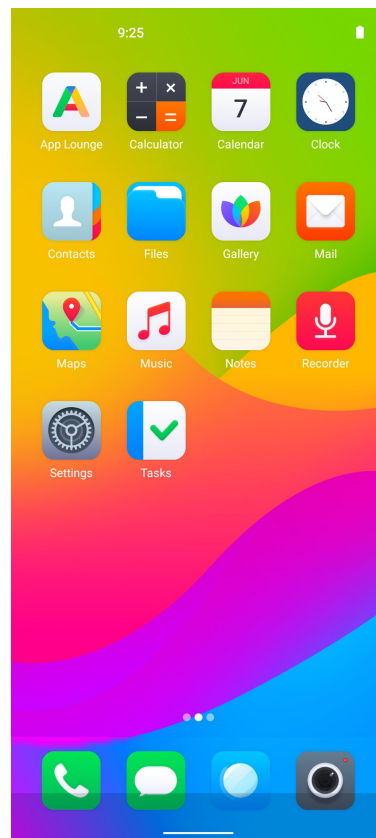
So, let's build BlissLauncher3!

Demo time!

How do we go from...



to
→



Let's work!

1. Fork the project

- https://github.com/LineageOS/android_packages_apps_Trebuchet
- into <https://gitlab.e.foundation/e/os/BlissLauncher3>
- Yes, it's GitLab!

2. Setup the development environment

- From makefile to gradle, to be built in Android Studio

3. Modify launcher3 design and UX for your expectations. In our situation:

- Arrange icons automatically (no empty space)
- Make the icons jiggling after a long press
- Implement app icon folder
- Create a widget page
- Add blur effects
- Remove the drawer mode
- Scan the QR code to see all the work we did:



Let's work! (part2... yeah, it often take more time than expected)

4. Test until being “pixel perfect”

- Icons alignment
- Resolutions

5. Manage the migration for users between BlissLauncher and BlissLauncher3

- Icons positions
- Groups
- Widgets

Benefits we see in BlissLauncher3

- **We were able to reach the same features we had in BlissLauncher**
- **More stability**
 - no more complains about crashes
- **Much better drag&drop of icons**
- **It opens the door to new features**
 - Tablet mode (released end 2024)

Challenges we still face, and next steps

■ Manage Android versions

- Being consistent
- Handle each new Android version which come

■ Keep consistency between smartphones and tablets

■ Next steps

- Widgets on the screen?
- Desktop mode?

The project management

- 2 developers
- ~1.5 year of work
- Source code managed in GitLab

THE question...

BlissLauncher, BlissLauncher3... Where is BlissLauncher2?

Thanks! Any question?



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<https://gitlab.e.foundation/e/os/BlissLauncher3>