

# GroovyUI

## Ideas

The intent of this page is to track ideas related to UI tools currently in core/modules/contrib and future directions

- For starters, we are now at a point where we can mix together SwingBuilder/SwingXBuilder/GraphicsBuilder/JideBuilder into a single UberSwingBuilder, in order to accomplish that we must at least complete the following tasks
  - move timingframework related behavior from SwingBuilder to SwingXBuilder- (Done as of 1 Oct)
  - standardize how builders register their factories
  - will each builder (except swingbuilder) retain its individuality or will they be fused ?
- GraphicsBuilder
  - activate swing() node
  - drop internal FactoryBuilderSupport (Done as of 4 Oct)
- JideBuilder
  - switch factories to groovy.util.Factory (Done as of 4 Oct)
- SwingBuilder - non-essential
  - The concept of a mini-builder that only registers factories and has a nodeCompleted function, since some components that users might want to add could need a nodeCompleted to work efficiently. It would not live on its own and needs to be joined to a full-fledged builder. One use could be if someone choose to package up the components that are in SwingX incubator.
  - Add code to manage LaF stuff (nothing fancy, just setting the LaF from the builder, updating the tree, and failsafe-ing to the SystemLaF, or anything but Metal)  
**James**--I find myself including the same little function to manage this stuff in almost every demo I've written.  
**Andres**--not surprisingly enough JIDE also has utilities for this, may be useful in the UberBuilder.
- SwingXBuilder
  - DSL for keframe definitions (timingframework related)
- Provide MacOS X integration for graphical tools other than GroovyConsole (like the inspector).
  - Continue upgrading MacOS X support in GroovyConsole
- Possible Importers from other UI designers
  - NB Matisse
  - [Abeille Forms Designer](#)
  - [Swixml](#)
  - [JAXX Framework](#)
  - Glade/GTK+ XML

## Stuff to watch out for

- [Swiby](#) - Swiby is a blend of Swing and Ruby for truly rich distributed applications.
- [JavaFX](#) - Project OpenJFX is a project of the OpenJFX community for sharing early versions of the JavaFX Script language and for collaborating on its development.

## Current status

- Danno will look into a DSL for keyframes + timingframework
- James will look at a Grade/GTK+XML importer
- Andres will look into GraphicsBuilder/SwingBuilder integration

- the uber builder will be deferred after 1.1 comes out