

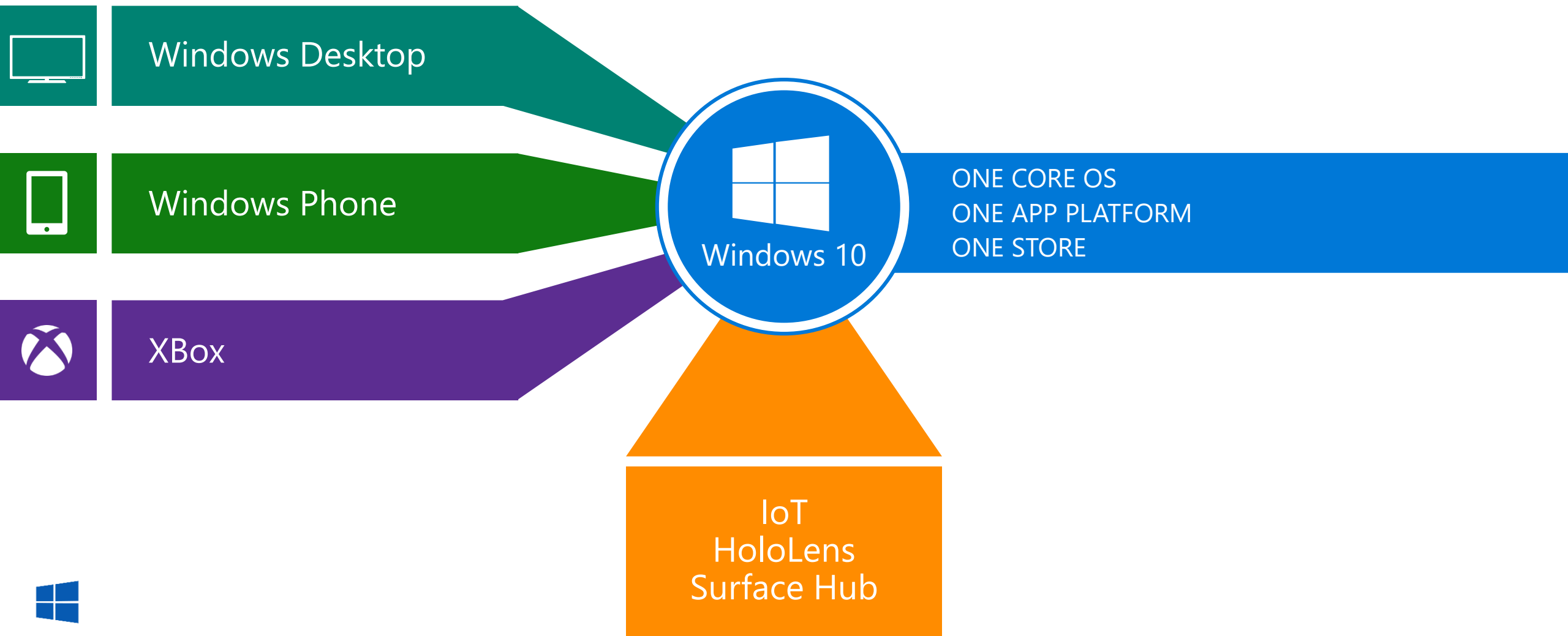
# Continuum: evolving the mobile experience

Abolade Gbadegesin  
Software Engineer, Windows



I worked for a long time on converging the core OS.

# The journey to one Windows



# ... on the full range of Windows devices

Phone



Phablet



Small Tablet



Large Tablet



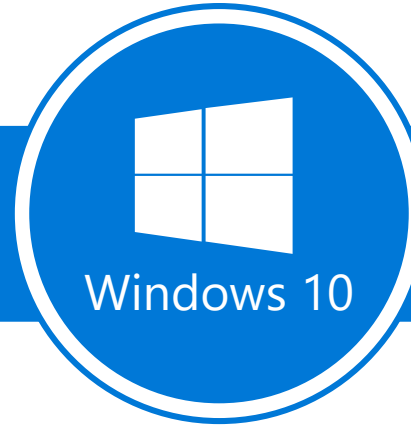
2-in-1s  
(Tablet or Laptop)



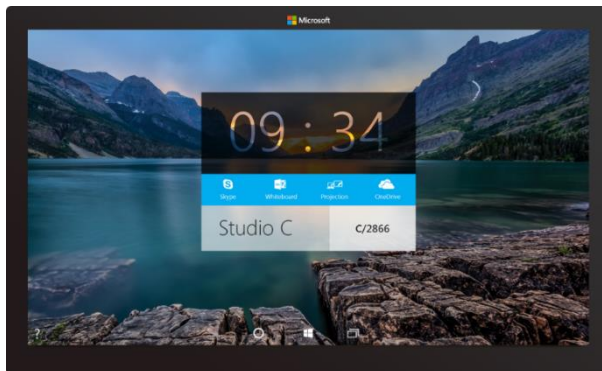
Classic  
Laptop



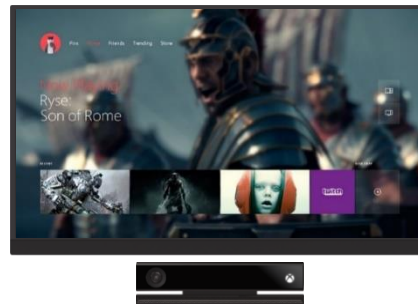
Desktops  
& All-in-Ones



Surface Hub



Xbox



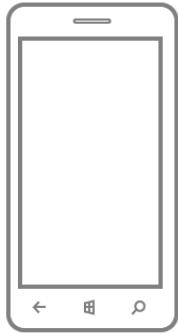
Holographic



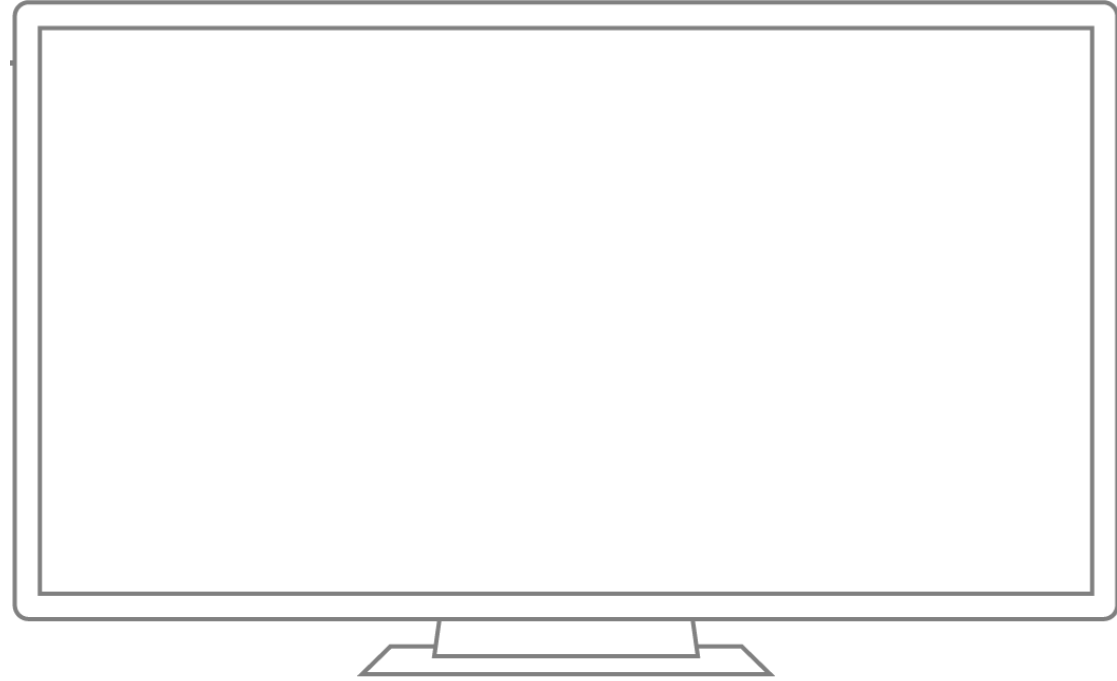
IoT



But there's still a lot in there that's not converged...



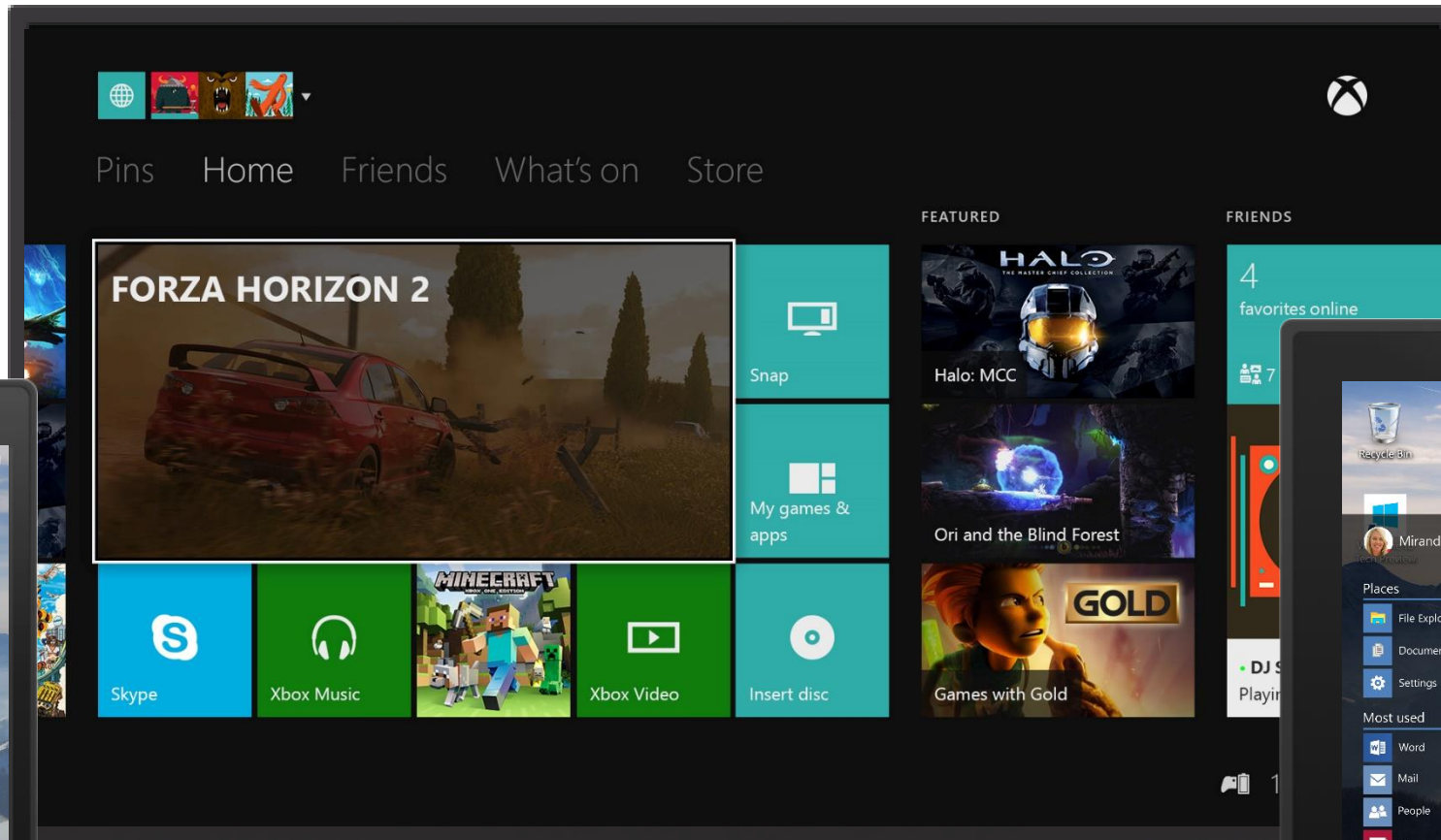
“Phone optimized UI”



“Big Screen optimized UI”

How much of what's not converged is due to deep, fundamental differences between form factors?

# Optimized Shells for each device





How much of what's different is due to our limited thinking, or legacy, or ...?

Can applications be built to 'adapt' to what I need at a given moment, independent of form factor?

If so, how far can we take that adaptation before things start to break down and it makes more sense to have fundamentally different applications?

# Build one app for all Windows devices



## One operating system

One Windows core for all devices

## One developer platform

Apps run across phone, tablet, PC, Xbox and more

## One Dev Center

Single submission flow and dashboard

## One Store

Global reach, local monetization

Business and Education

Consumers,



# Build one app for all Windows devices



Really?

One operating system

Windows core for all devices

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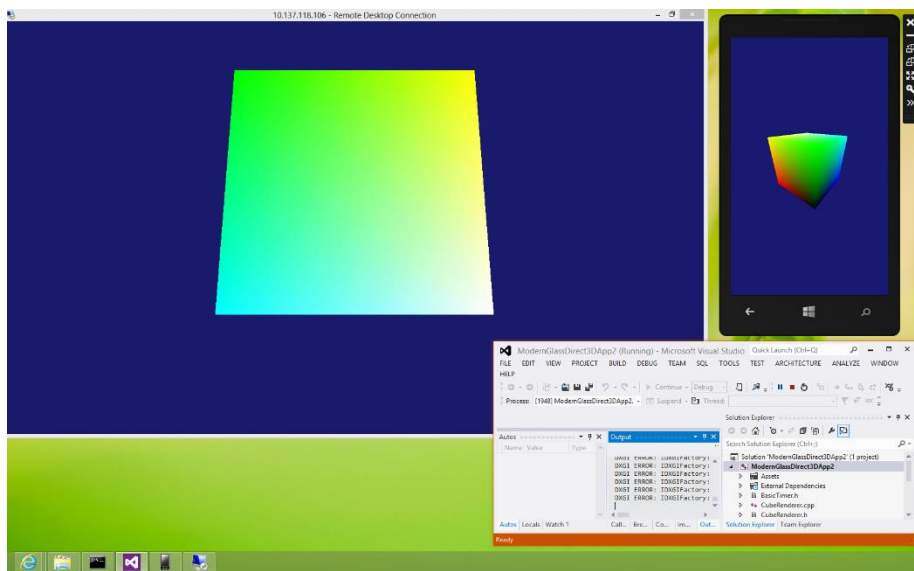
Consumers,



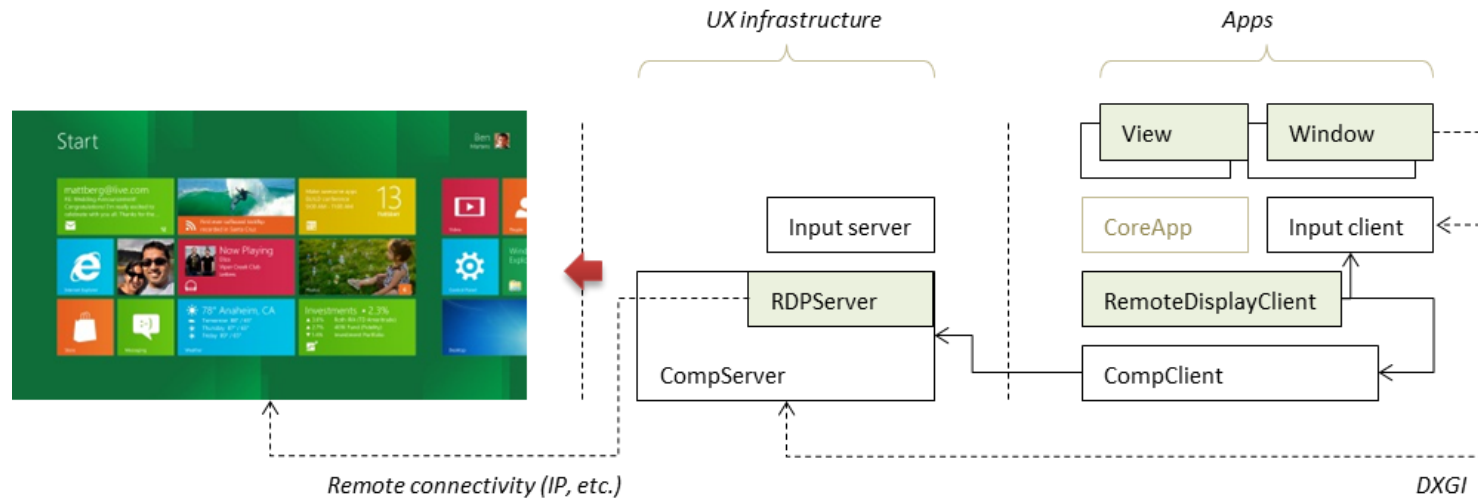
# “Modern Glass” Prototype

Dynamically extend a phone’s display and interaction to another interaction surface

... and look for obstacles.



# “Modern Glass” Building Blocks



1. Port multi-monitor code from PC to phone
2. Connect display output to RDP encoder
3. Capture remote input for routing back to phone
4. Add multi-view support for apps

Modern Glass was renamed Wizard /  
Tinman.



Wizard / Tinman was rebranded  
Continuum.

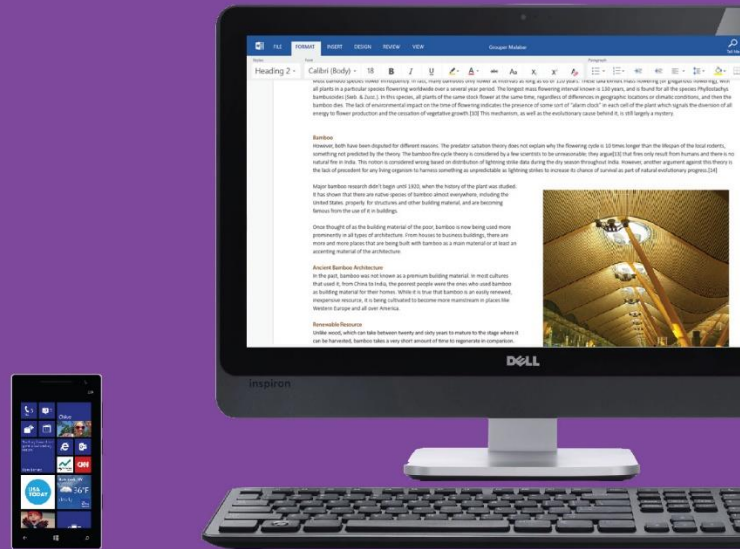
Is it a smartphone or is it a gaming console?  
Yes.



Your Windows Phone now powers other screens like a TV or a computer monitor while still working as a Windows Phone.



The phone that thinks it's a PC.



Your Windows Phone now powers other screens like a TV or a computer monitor while still working as a Windows Phone.



Many screens, one brain.

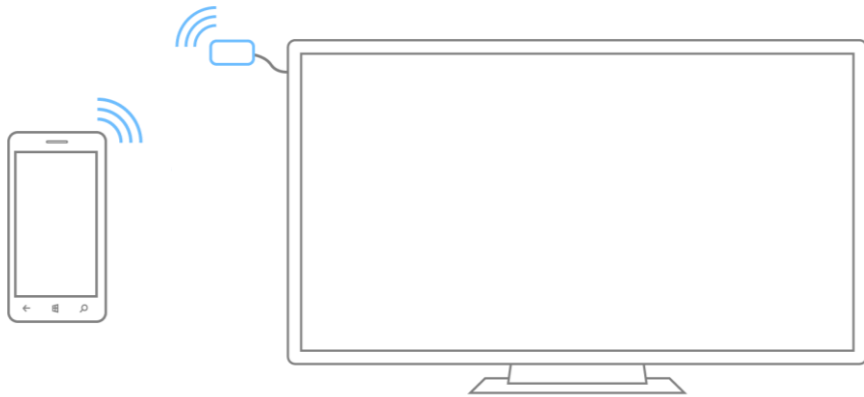


Your Windows Phone now powers other screens like a TV or a computer monitor while still working as a Windows Phone.



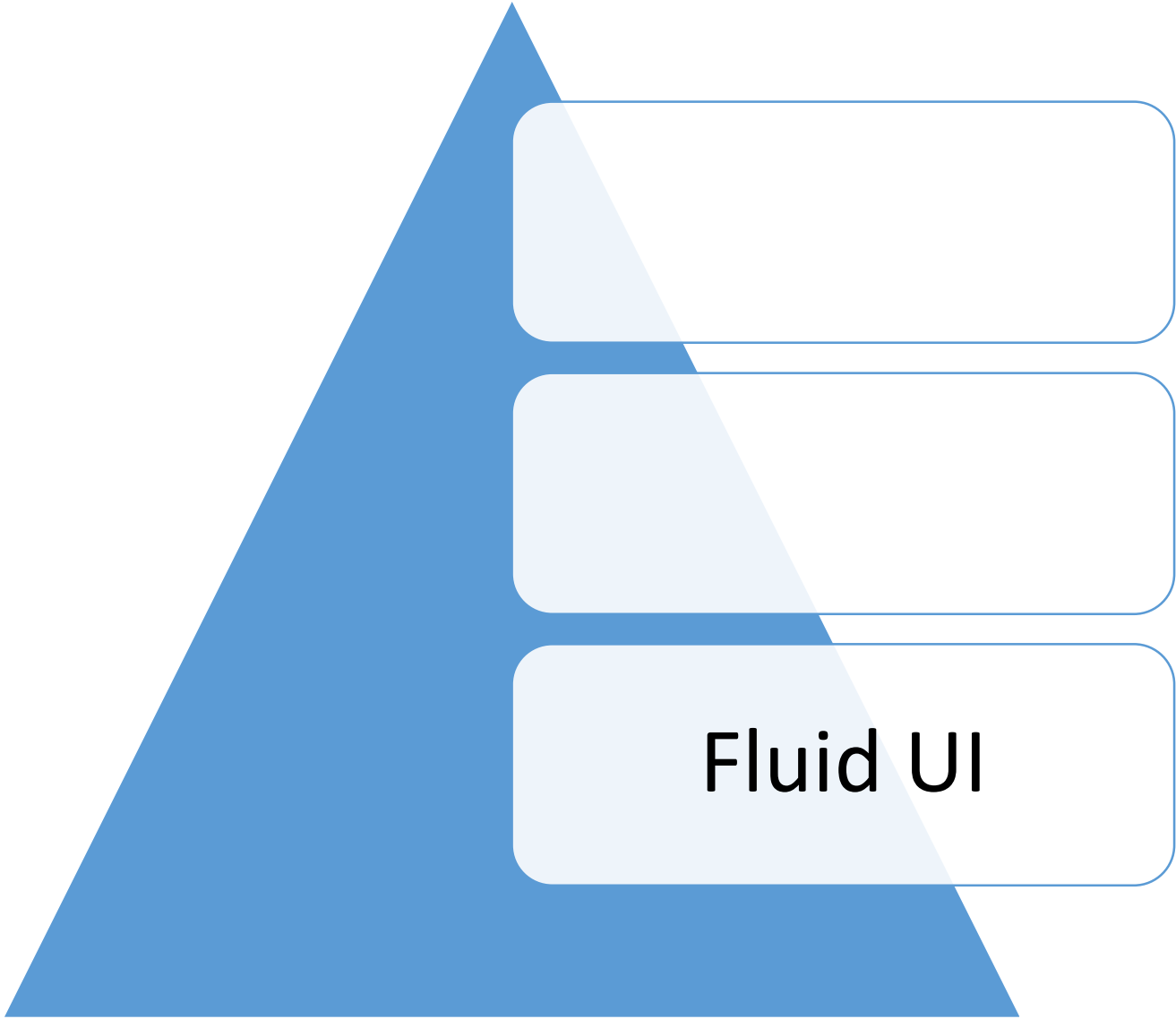
Demo.

# Challenges



- Platform features missing on mobile, e.g. USB host, drivers
- Inappropriate platform & UX behavior, e.g. back stack, multi-tasking
- Adapting existing apps with minimal changes
- Battery life

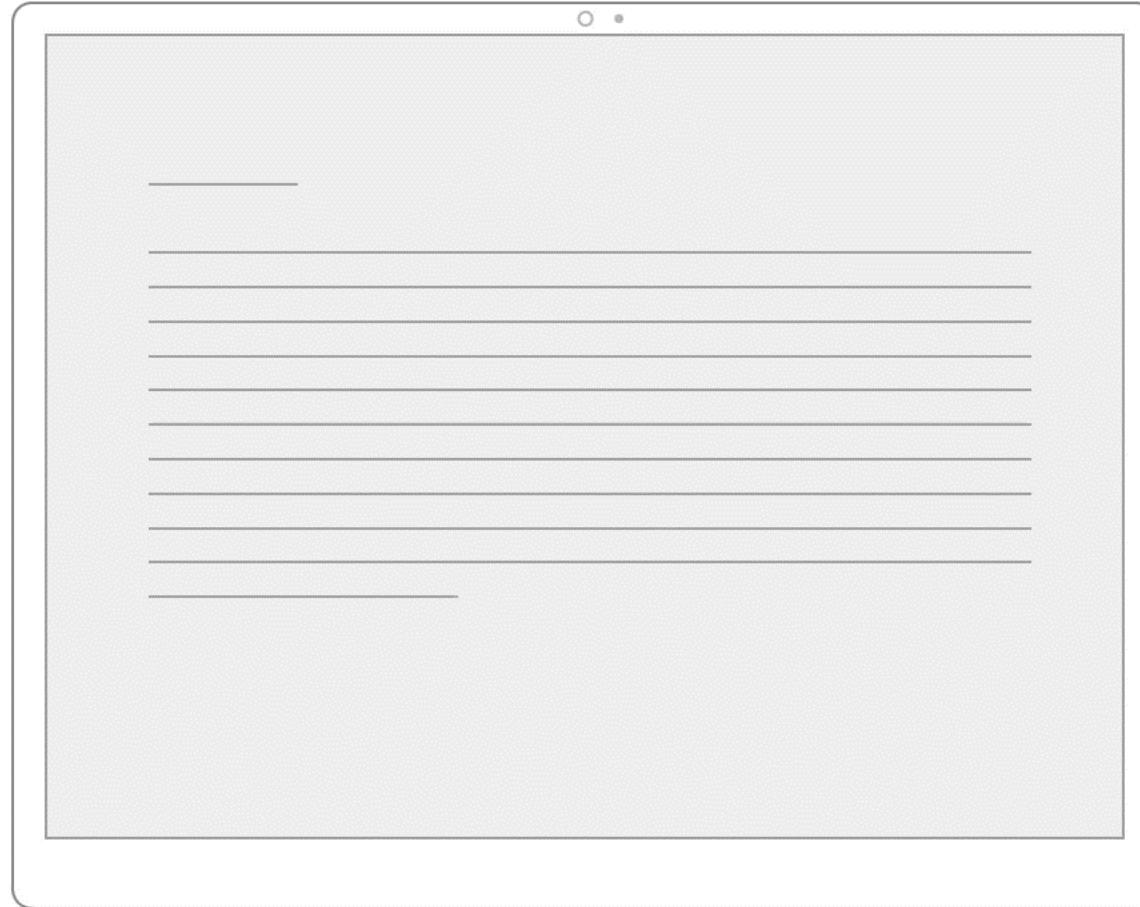
Some of the developer features.



**Fluid UI**

# Fluid UI

Given a window size change, your app should **resize** to any screen .



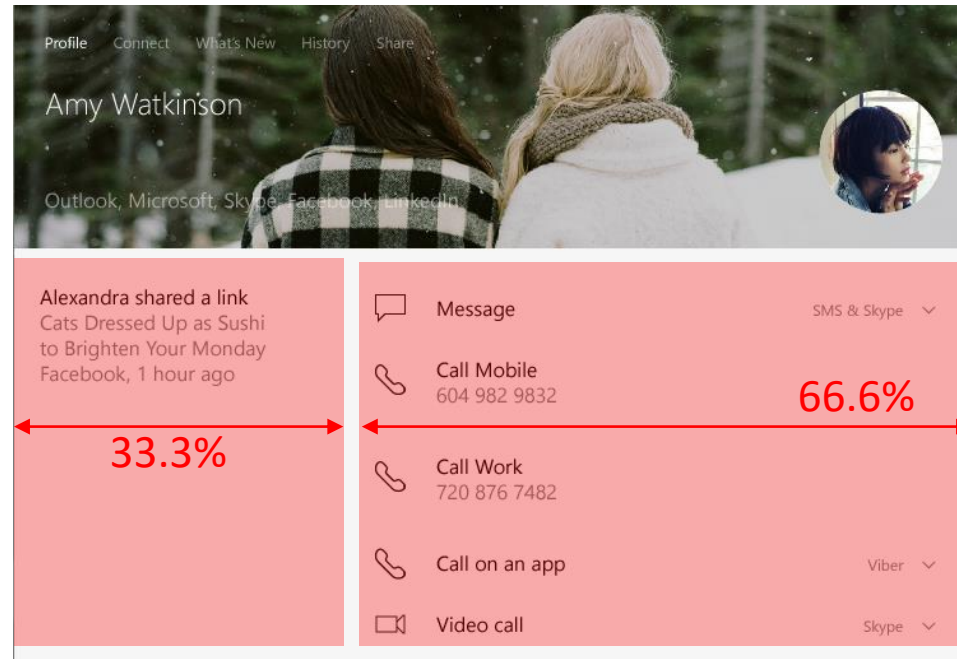
# Fluid UI

Use WrapGrid style controls to **reflow** app content to better fit any screen.

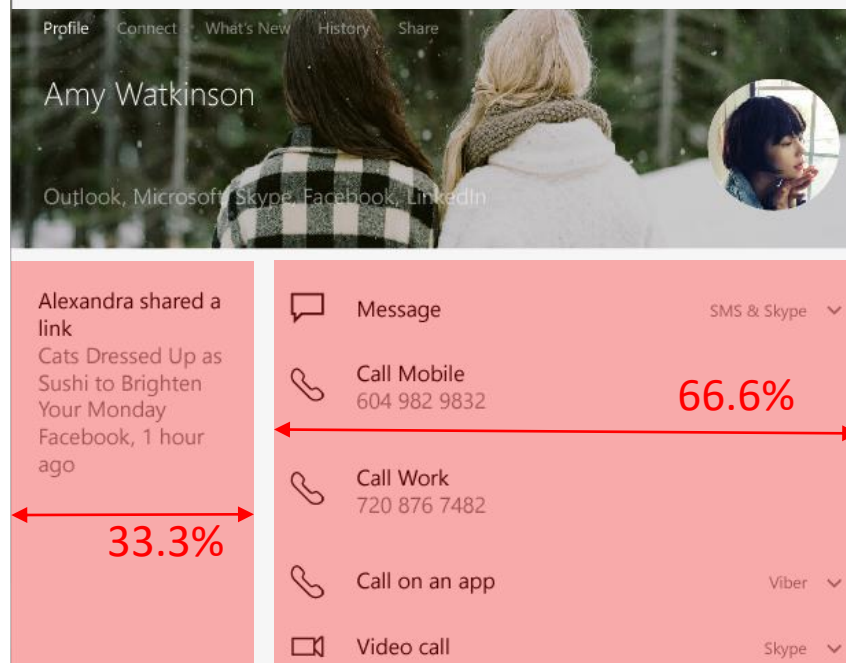
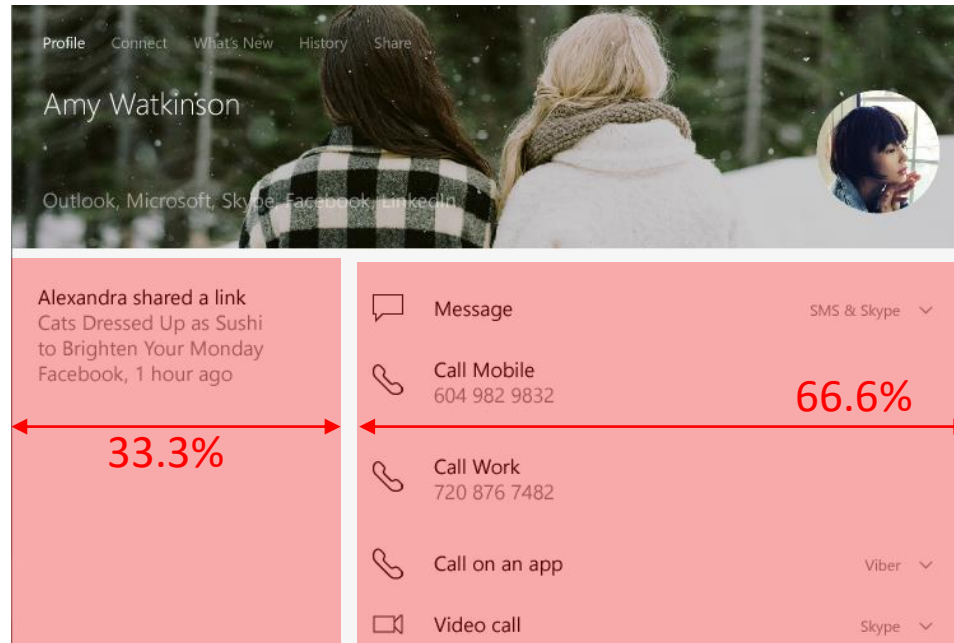




# Fluid UI



# Fluid UI



- › API reference
- › Windows APIs
- › Windows.UI.Xaml.Controls
- › Windows.UI.Xaml.Controls classes

#### RelativePanel class

RelativePanel constructor

RelativePanel.Above  
attached property

RelativePanel.AlignBottomWi  
attached property

RelativePanel.AlignBottomWi  
attached property

RelativePanel.AlignHorizontal  
attached property

RelativePanel.AlignHorizontal  
attached property

RelativePanel.AlignLeftWith  
attached property

RelativePanel.AlignLeftWithPi  
attached property

RelativePanel.AlignRightWith  
attached property

RelativePanel.AlignRightWith

# RelativePanel class

[This documentation is preliminary and is subject to change.]

Defines an area within which you can position and align child objects in relation to each other or the parent panel.

## Inheritance

### Object

DependencyObject

UIElement

FrameworkElement

Panel

**RelativePanel**

## Syntax

C#

C++

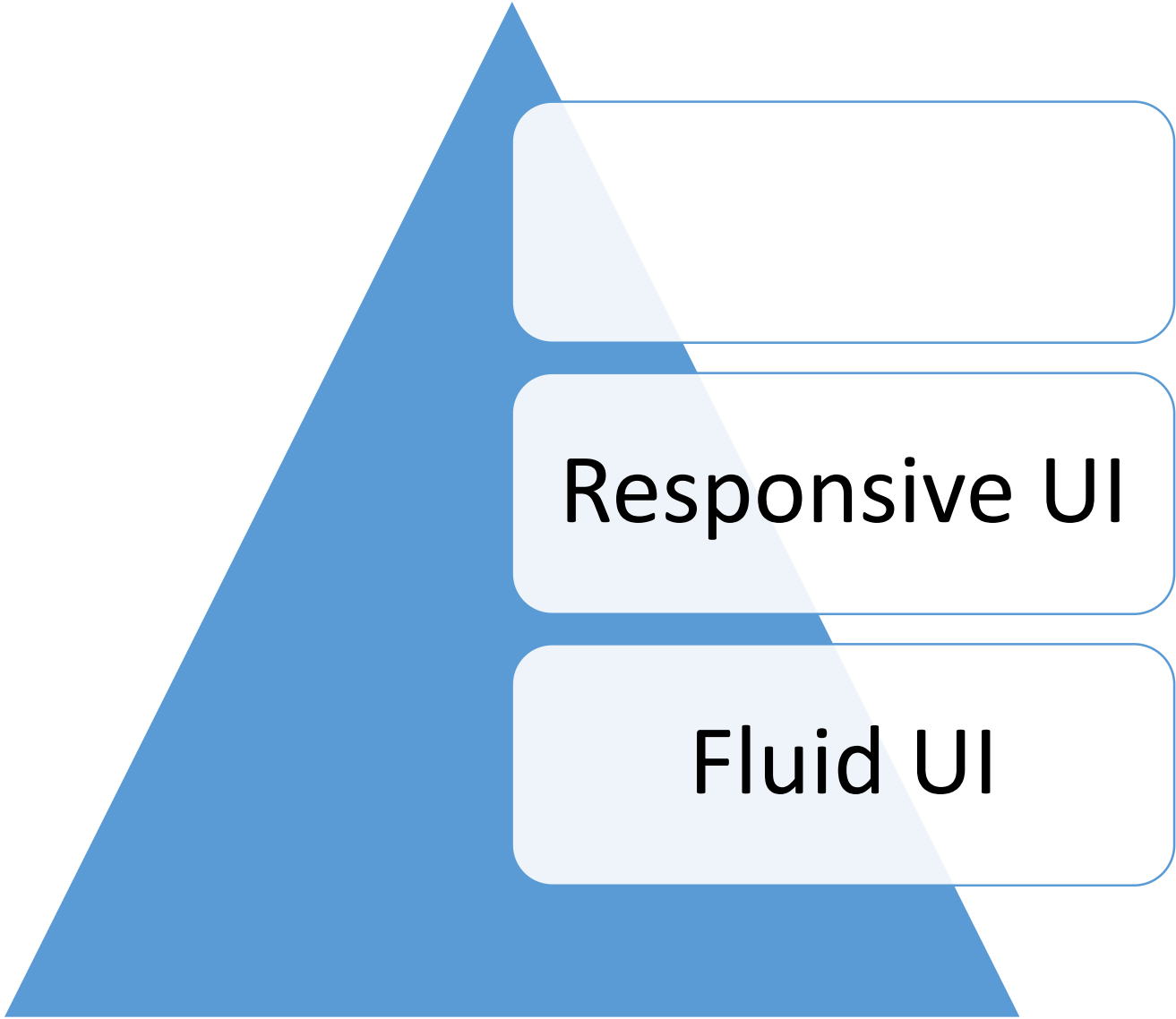
VB

Copy

```
public class RelativePanel : Panel
```

# Example



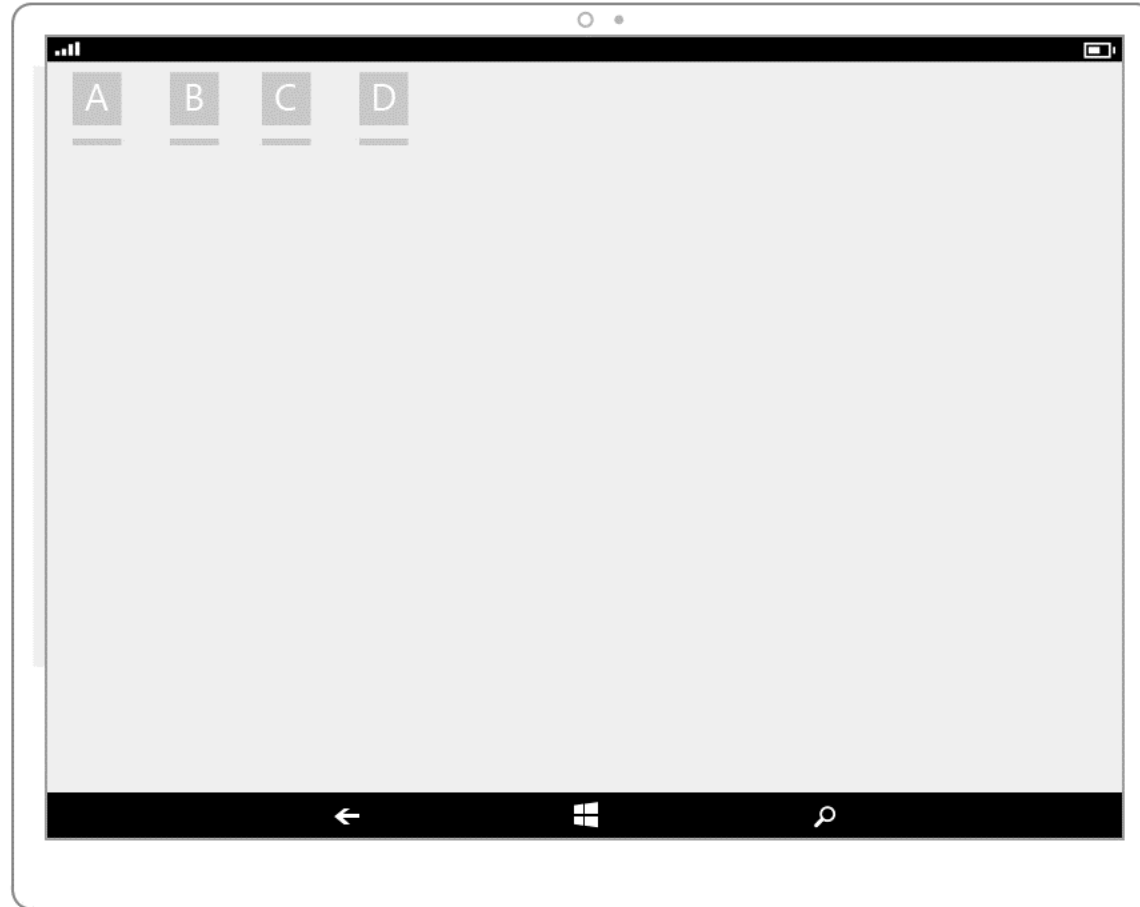


**Responsive UI**

**Fluid UI**

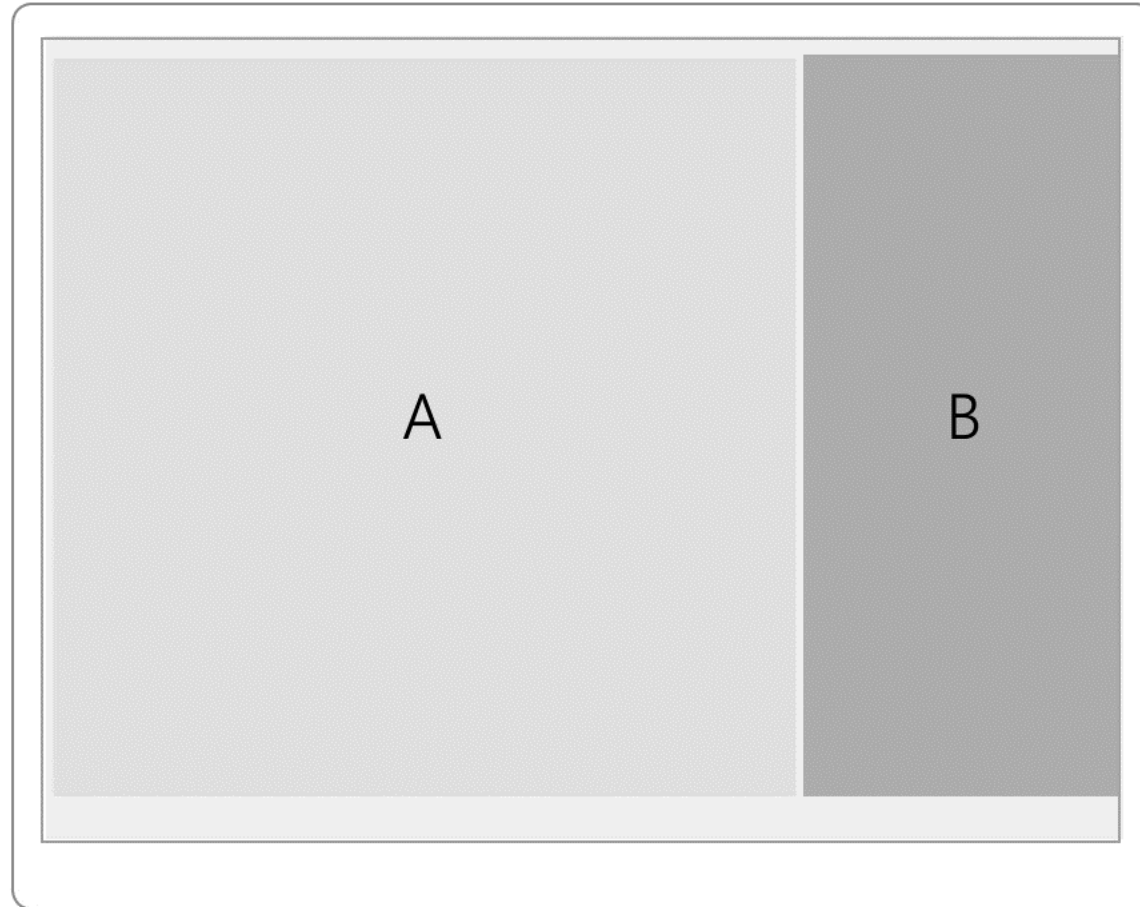
# Responsive UI

Use  
AdaptiveTriggers to  
**reveal** or hide  
content at set snap  
points.



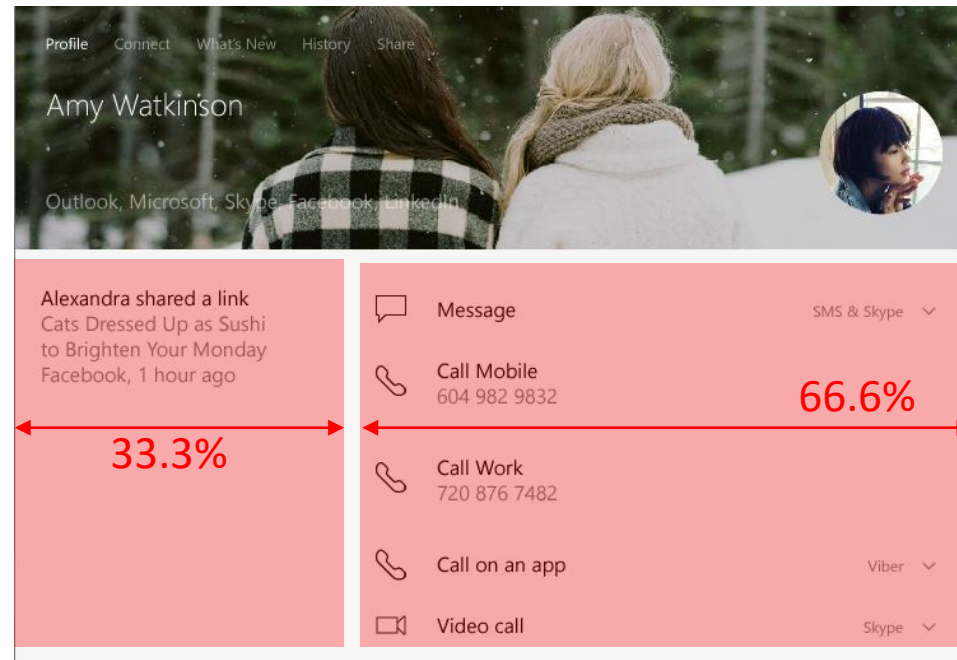
# Responsive UI

Use  
AdaptiveTriggers to  
**reposition** UI at  
specific snap points.



# Responsive UI

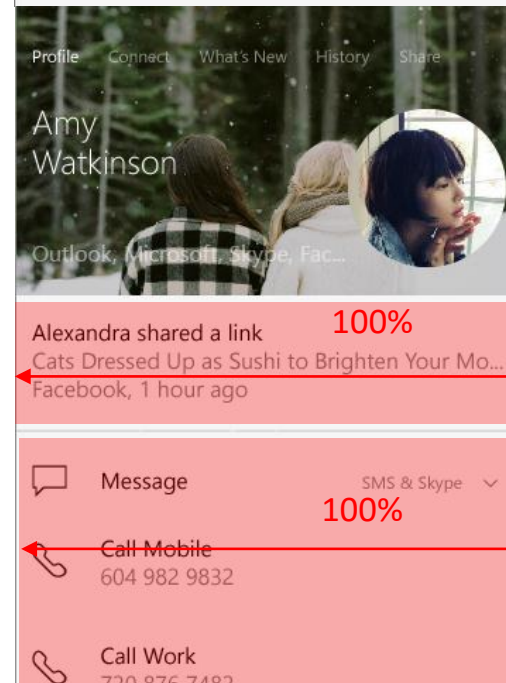
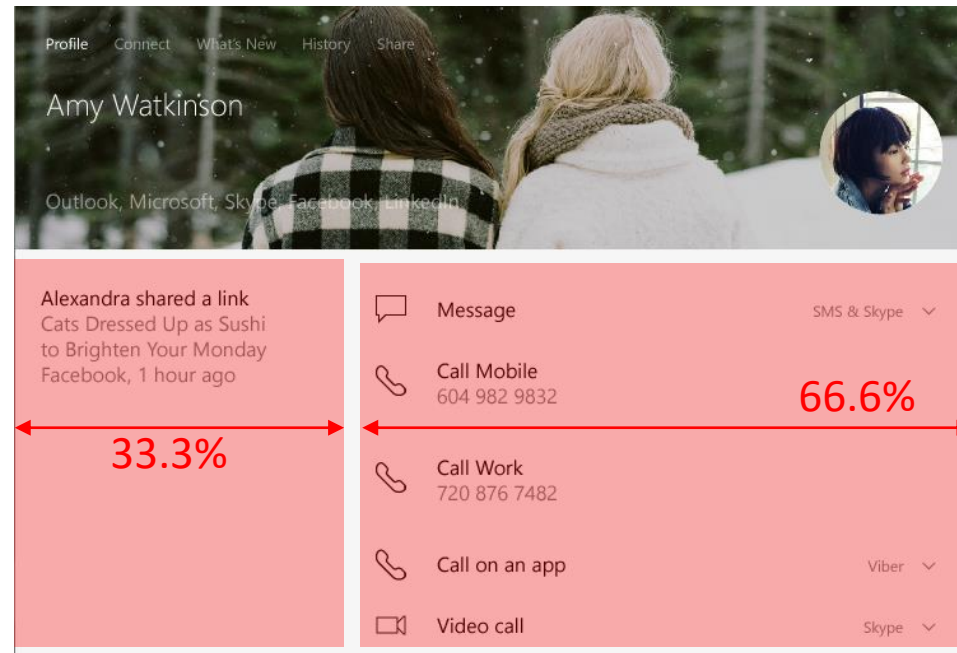
## Reposition





# Responsive UI

## Reposition



# Adaptive Triggers

```
<VisualState>
```

```
  <!-- VisualState to be triggered when window width is >768 effective pixel-->
```

```
  <VisualState.StateTriggers>
```

```
    <AdaptiveTrigger MinWindowWidth="769" />
```

```
  </VisualState.StateTriggers>
```

```
  <VisualState.Setters>
```

```
    <Setter Target="Button1.Content" Value="Wide"/>
```

```
  </VisualState.Setters>
```

```
</VisualState>
```

```
<VisualState>
```

```
  <!-- VisualState to be triggered when window width is between 0 to 768 effective pixels-->
```

```
  <VisualState.StateTriggers>
```

```
    <AdaptiveTrigger MinWindowWidth="0" />
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```
  </VisualState.StateTriggers>
```

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```

```
    <Setter Target="Button1.Content" Value="Narrow"/>
```

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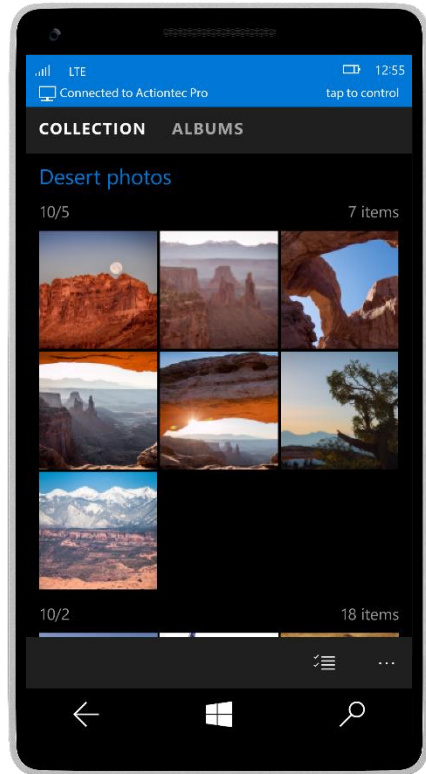
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```

# Example





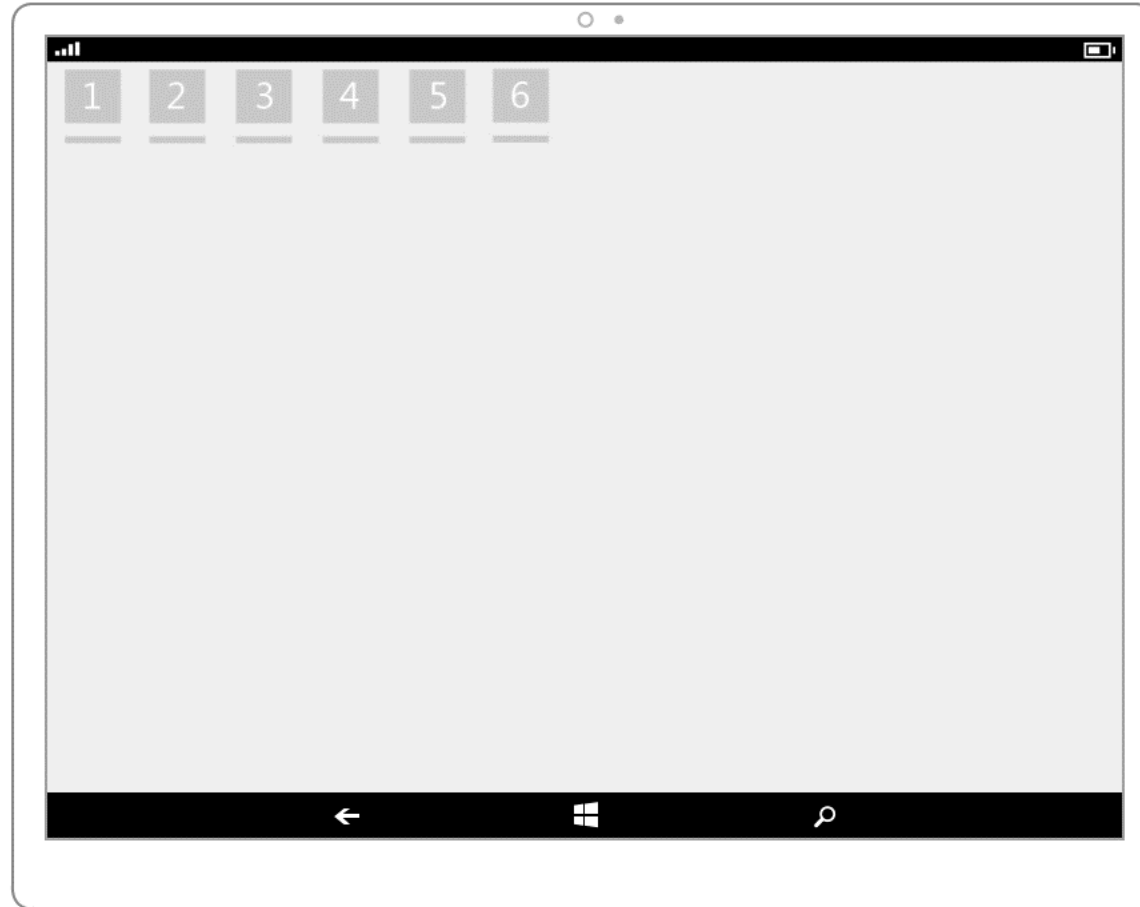
Tailored UI

Responsive UI

Fluid UI

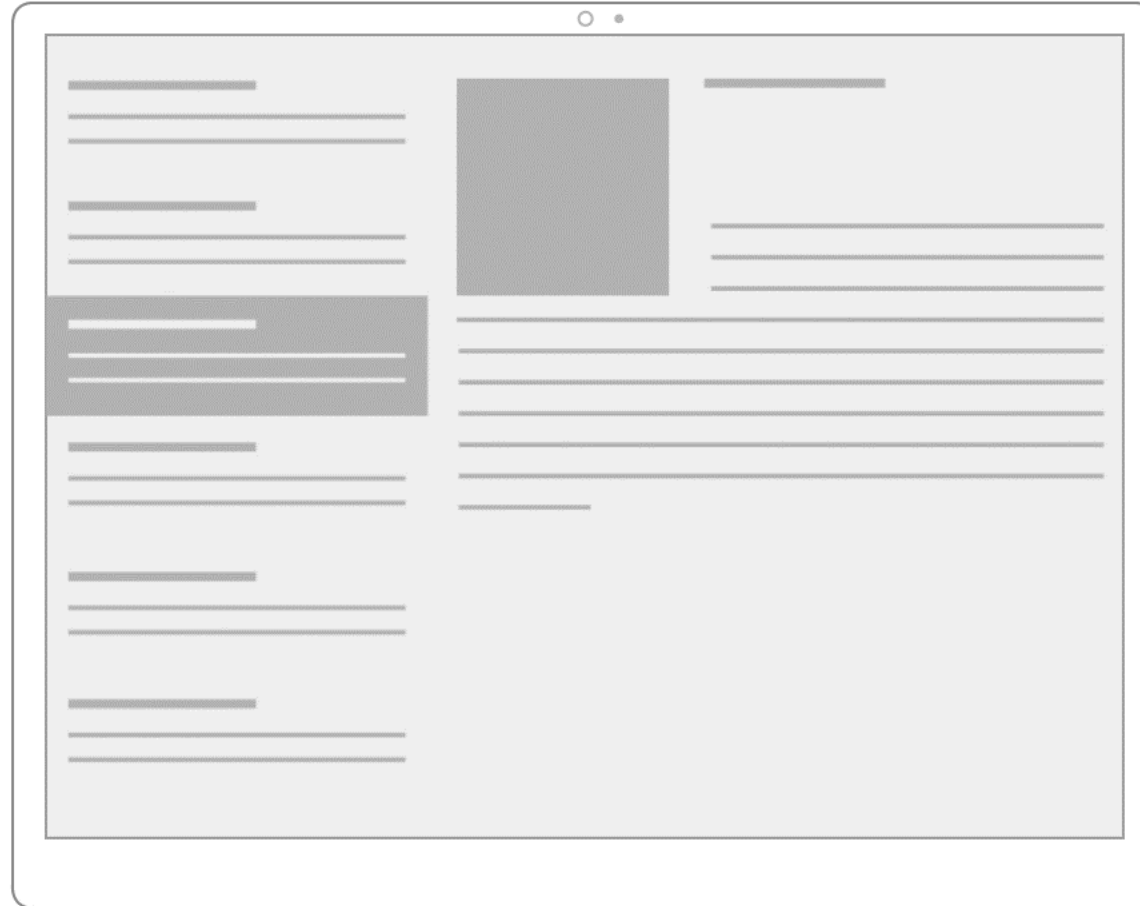
# Tailored UI

**Replace** controls  
and UI elements.



# Tailored UI

**Re-architect** the navigation and layout of your application.





# Adaptive Triggers

```
<VisualState>
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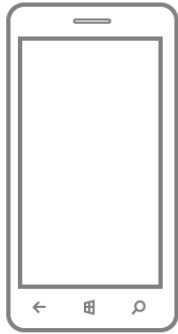
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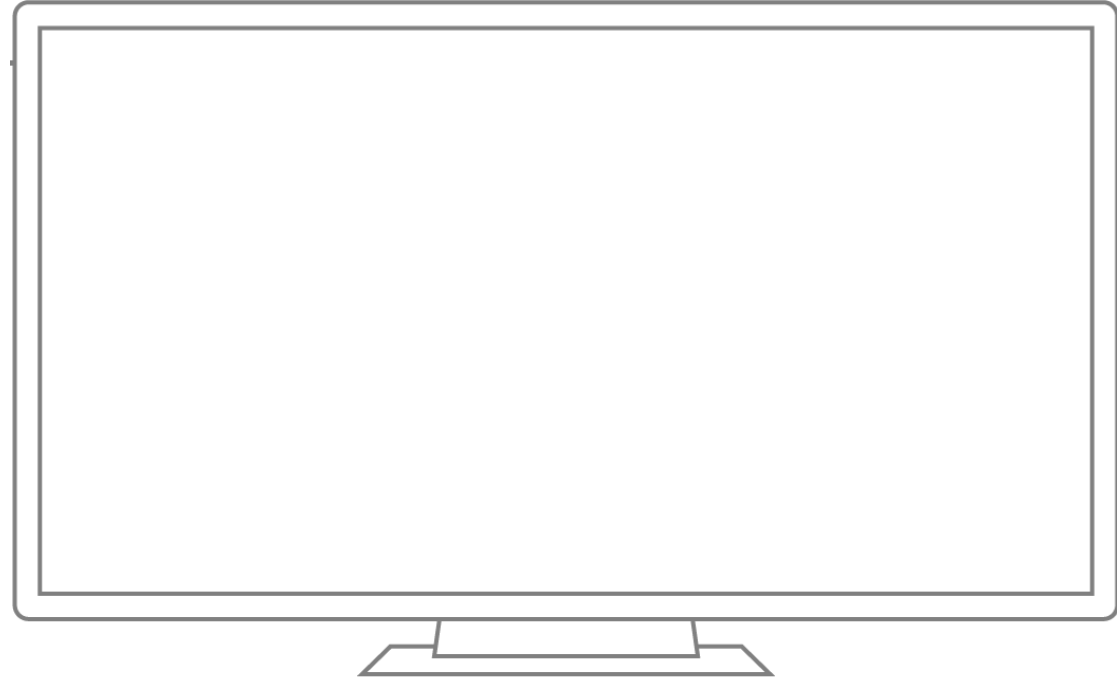
```
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```

```
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```

# UserInteractionMode API

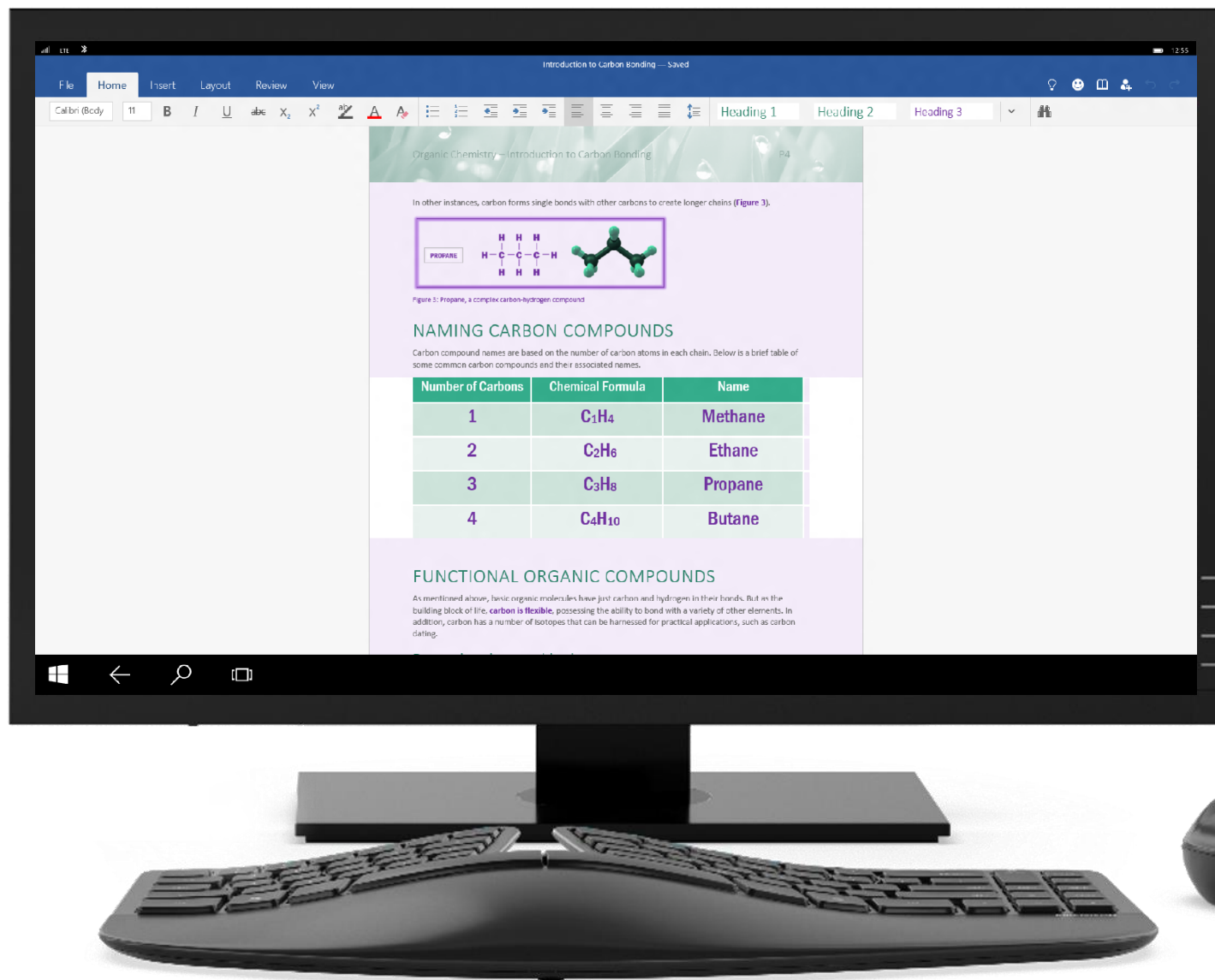
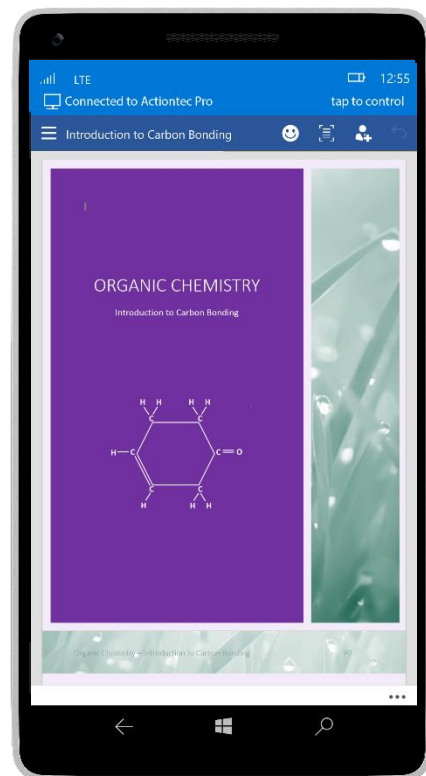


“Phone Optimized UI”  
UserInteractionMode.Touch



“Big Screen Optimized UI”  
UserInteractionMode.Mouse

# Example



# Mobile-Only App Package



---

## Default

App will reflow and adapt to any display

# Mobile-Only App Package



## Default

App will reflow and adapt to any display

## A little work

Further optimize large screen layout

# Mobile-Only App Package



## Default

App will reflow and adapt to any display

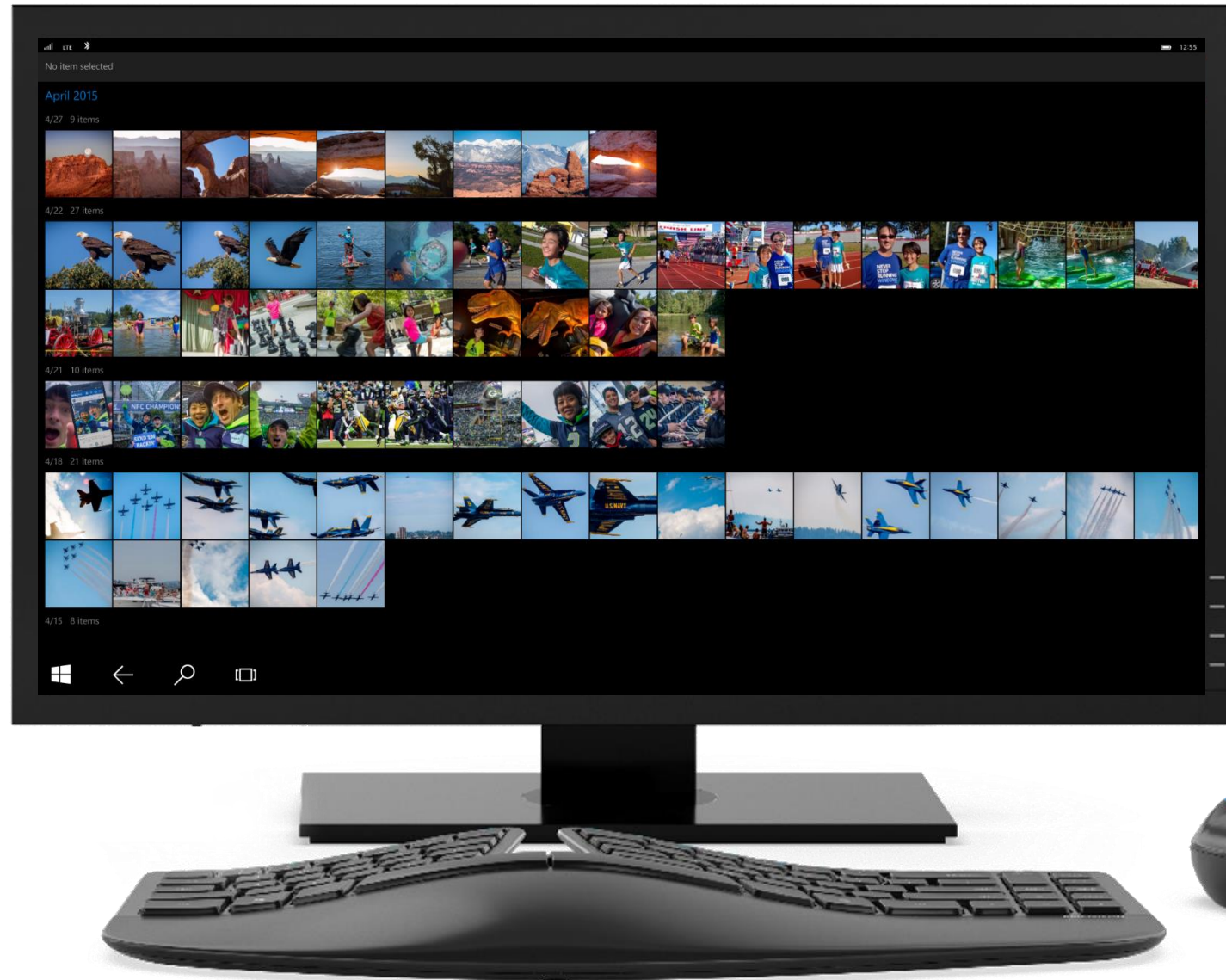
## A little work

Further optimize large screen layout

## More work

Build a Universal Windows App

# Example



# Separate App Packages



## Default

Mobile app will reflow and adapt to any display

## A little work

Further optimize large screen layout

## More work

Build a Universal Windows App



# Separate App Packages



## Default

Mobile app will reflow and adapt to any display

## A little work

Further optimize large screen layout

## More work

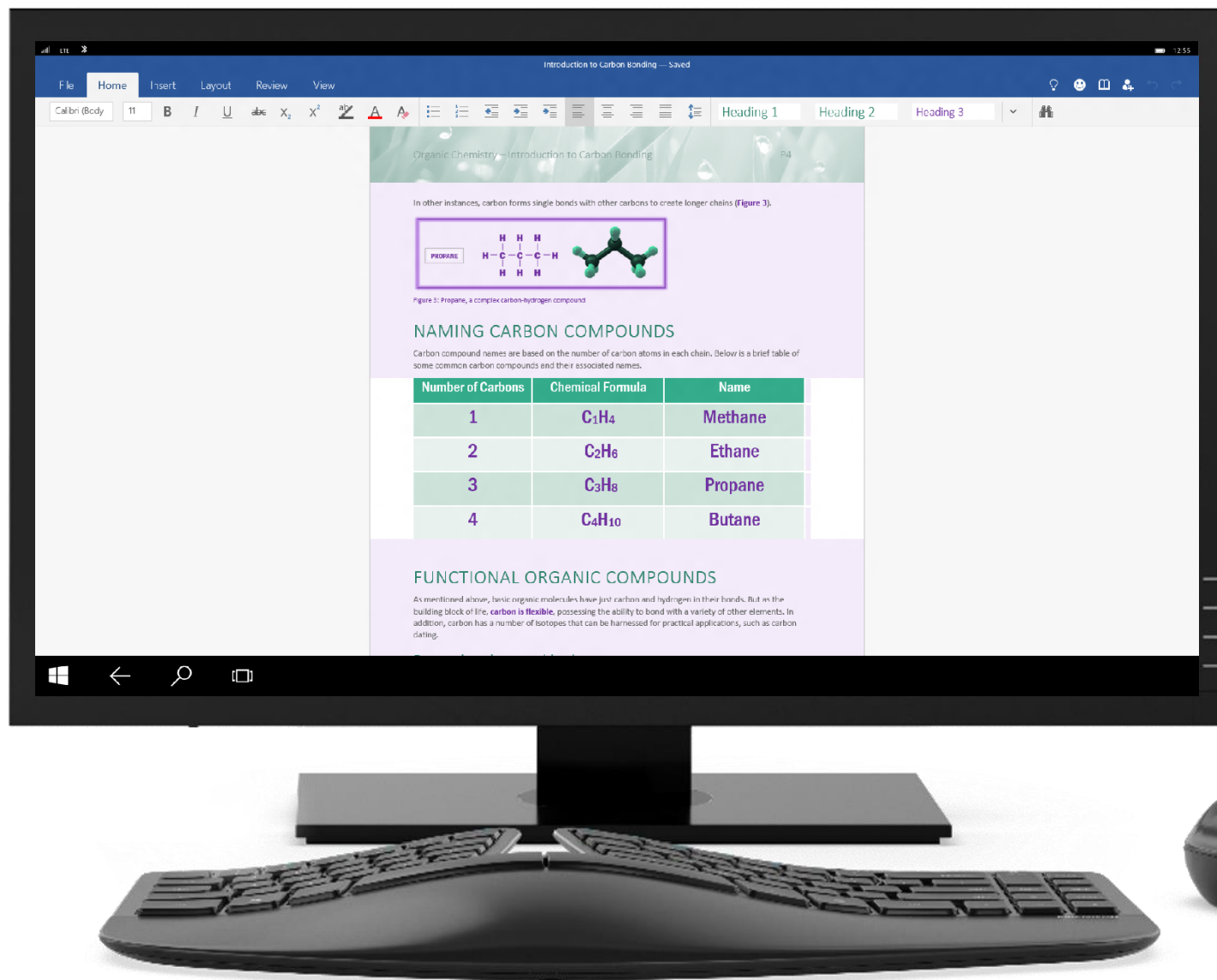
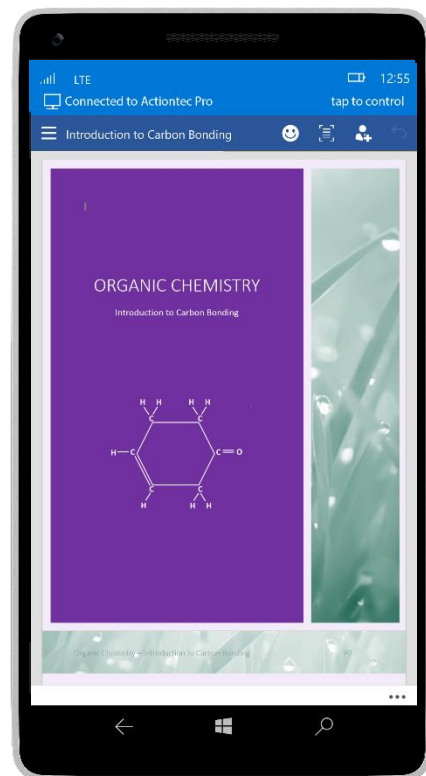
Build a Universal Windows App

**Pull PC views/assets into mobile package**



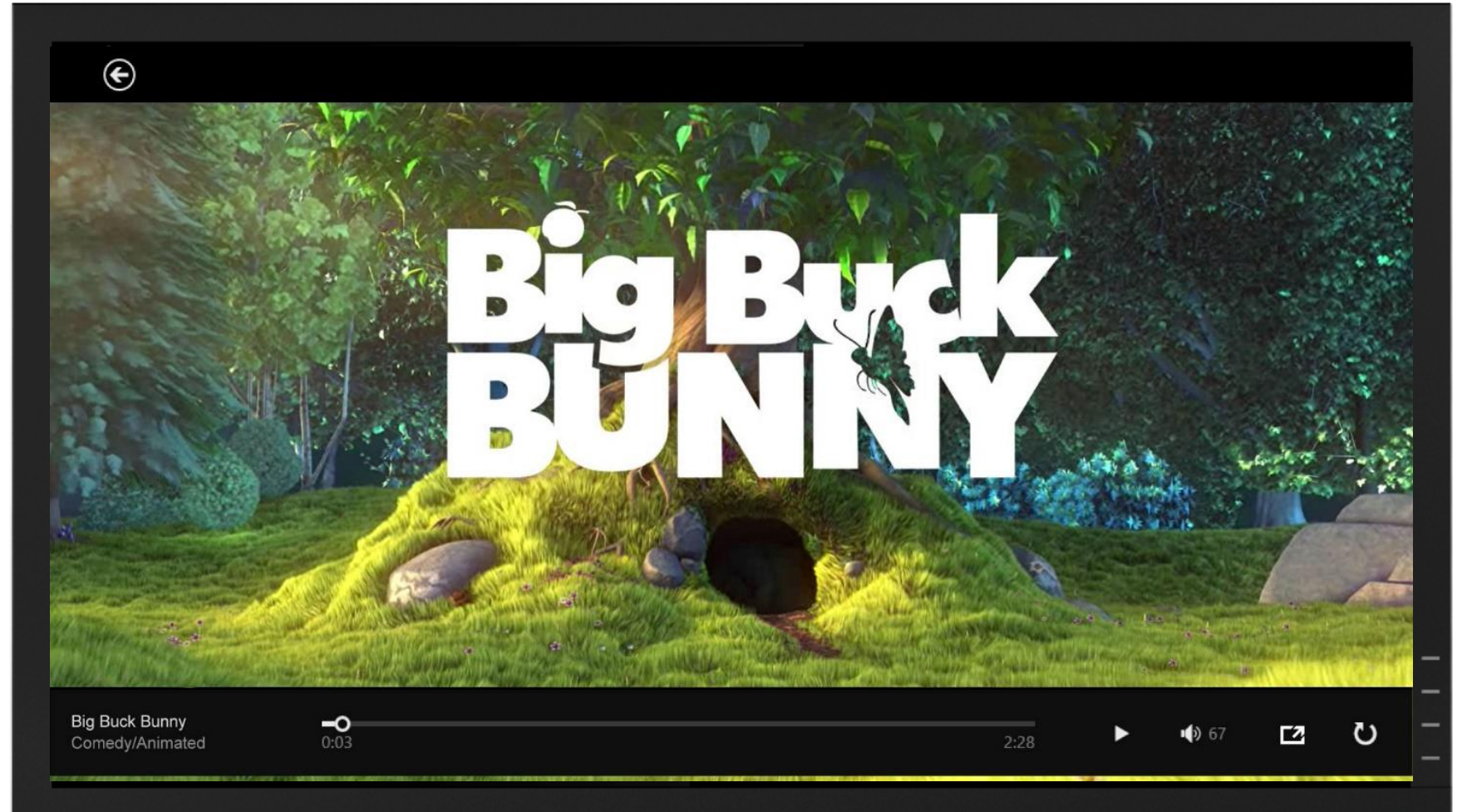
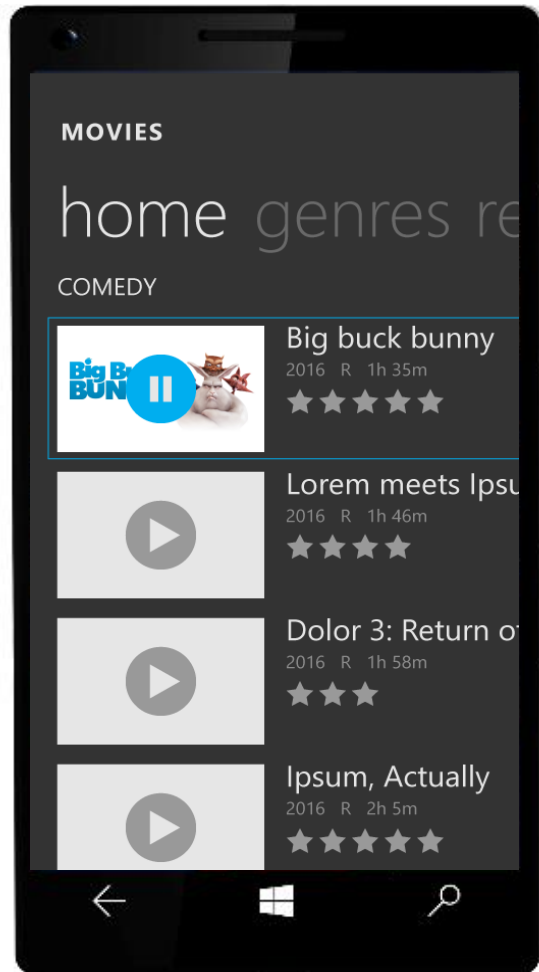
Including assets for multiple scales improves the appearance of your app across screens.

# Example

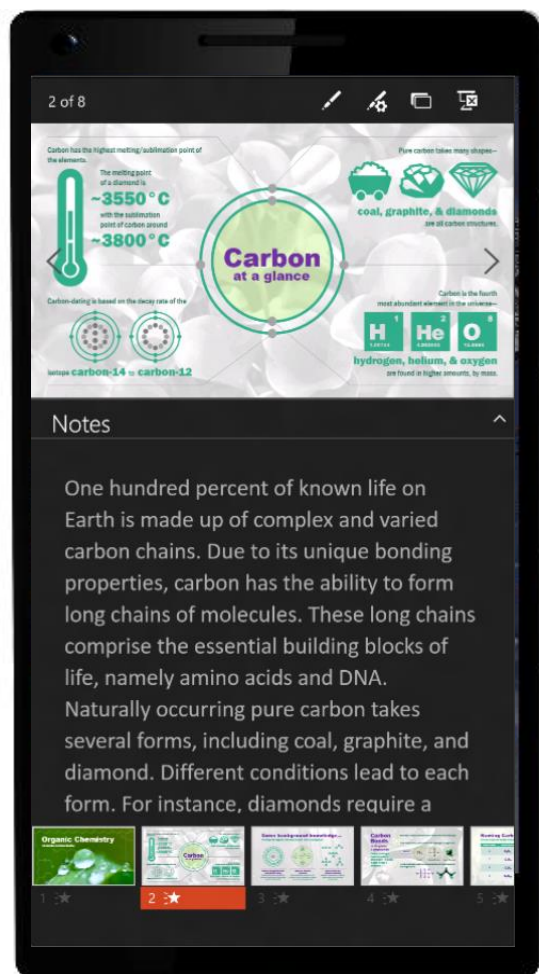


Take advantage of the phone and big screen simultaneously.

# Cast API



# ProjectionManager API



Carbon has the highest melting/sublimation point of the elements.

The melting point of a diamond is  $\sim 3550^\circ\text{C}$  with the sublimation point of carbon around  $\sim 3800^\circ\text{C}$ .

Pure carbon takes many shapes—coal, graphite, & diamonds are all carbon structures.

Carbon is the fourth most abundant element in the universe—hydrogen, helium, & oxygen are found in higher amounts, by mass.

Carbon-dating is based on the decay rate of the isotope carbon-14 to carbon-12.

Carbon is the fourth most abundant element in the universe—hydrogen, helium, & oxygen are found in higher amounts, by mass.

<b>H</b> 1 1.00794	<b>He</b> 2 4.002602	<b>O</b> 8 15.9994
--------------------------	----------------------------	--------------------------

**hydrogen, helium, & oxygen** are found in higher amounts, by mass.

Future directions

Future directions:

Very large physical displays (80"+)



Future directions:  
Virtual displays (HoloLens)

Future directions:  
Voice-driven interaction

Future directions:

Disaggregated inputs, sensors, outputs

Future directions:  
Multi-user interaction

Questions?

& thanks

Abolade Gbadegesin  
Software Engineer, Windows

