

LibreOffice Online client side development

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A brief introduction



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- LibreOffice Online:
 - development started in April 2015
 - consists of two major parts:
 - the server
 - the client
 - Leaflet
 - JavaScript



Leaflet



A brief introduction

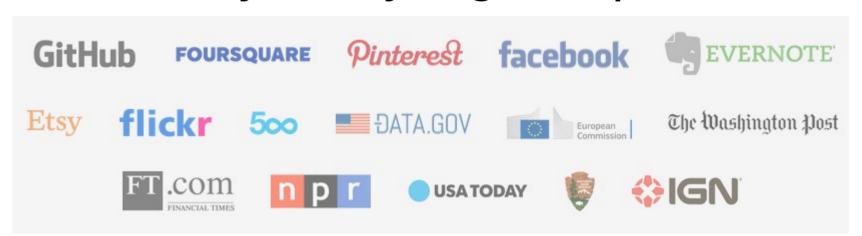
how Leaflet usually looks like





Leaflet

- an open-source JavaScript library
- interactive maps
- tile-based implementation
- used by many big companies





Leaflet

- What have we changed?
 - added web socket for communication with the server
 - binary images
 - caching more tiles









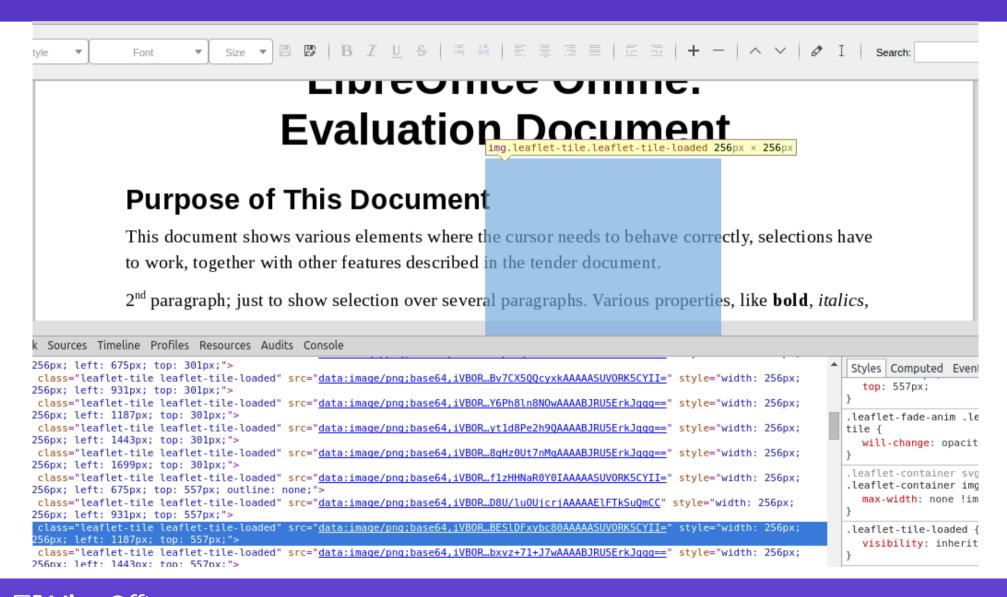
- used Leaflet's simple CRS (Coordinate reference system)
- the tile at (0, 0) is placed in the left top corner
- request images from server based on the coordinates of the visible area



- the server sends binary .png images → these are transformed into data URIs
- example: An HTML fragment embedding a picture of a small red dot:

<img src="data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAAAUA
AAAFCAYAAACNbyblAAAAHElEQVQI12P4//8/w38GIAXDIBKE0DHxgljNBAAO
9TXL0Y40HwAAAABJRU5ErkJggg==" alt="Red dot" />





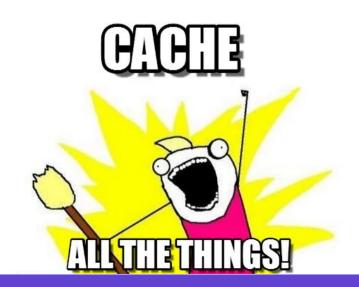


Caching



Caching

- tiles outside of the viewing area are pre-fetched and cached
- tiles are not deleted when removed from the DOM tree





Viewing the document



Viewing the document

- implemented a scroll API → scroll bars can be easily plugged in
- based on Leaflet's panning methods
- the document can also be panned with the mouse
- different zoom levels



Viewing the document

- selections are implemented as a SVG overlay
- text can be selected and copied from the document
- the user can shrink / enlarge the
 - selection

"LibreOffice is the world's premier Open Source office suite. Collabora is proud to be part of the LibreOffice community, and to build our supported product argeted at the enterprise on top of the freely available LibreOffice code."





 typical scenario: key strokes are sent to the server → tiles are invalidated → new tiles are requested and repainted → cursor is moved, etc.

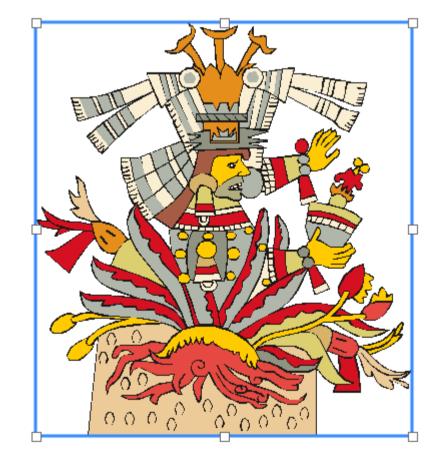


- how are key strokes captured?
 - we have a hidden text area in which the user types
 - keyboard events are intercepted
 - browser compatibility issues, the keyboard event is different across browsers



images and shapes can be moved and

resized





- copying
 - the ClipboardEvent is captured in the hidden text area
 - due to security issues, access to the user's clipboard is quite restricted
 - the event must be handled synchronously when captured, else it will 'expire'



- what's next for copying
 - there is ongoing work for a Clipboard API (current status: Working Draft)
 - very little support for rtf
 - plain text or html currently works better
 - alternatives: zeroclipboard library
 - but this uses flash which will soon be deprecated

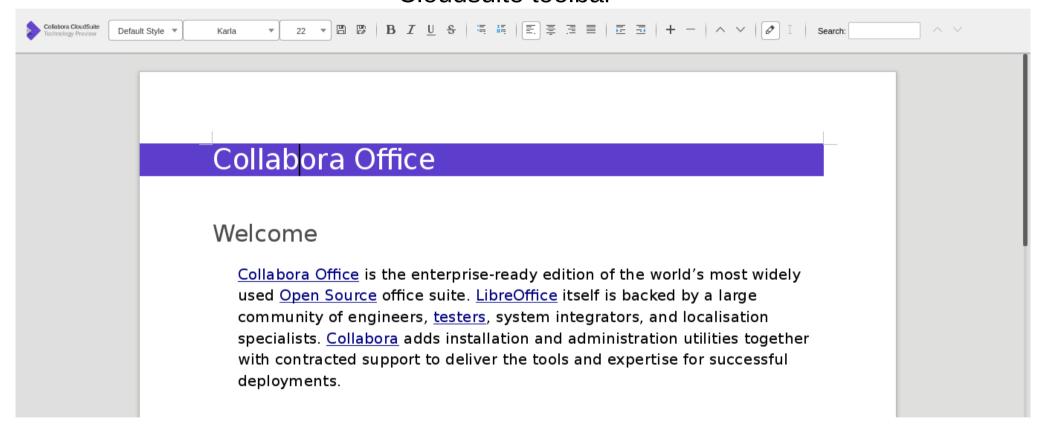




- we've extended Leaflet's API to provide methods for building / using the toolbar
- most of the methods work through a UNO command
- it's easy to plug in and out different toolbar components
- can be easily integrated in an already existing JavaScript application

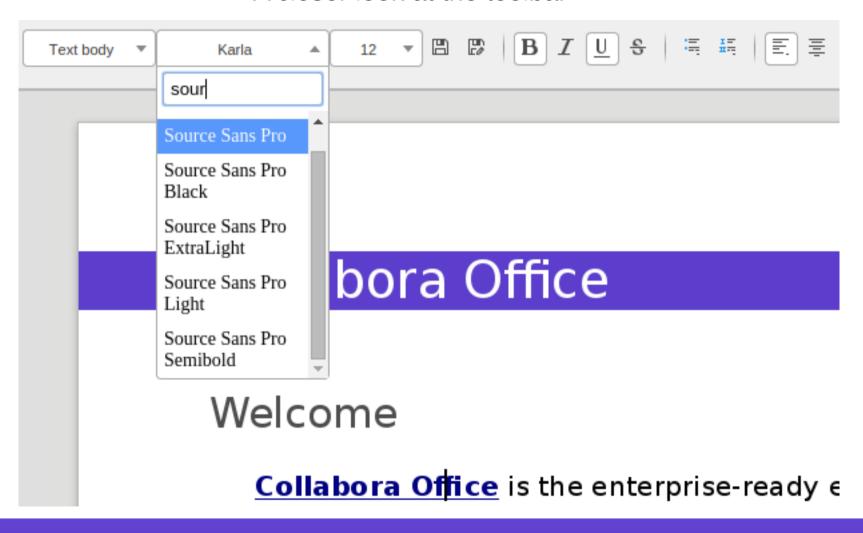


Cloudsuite toolbar



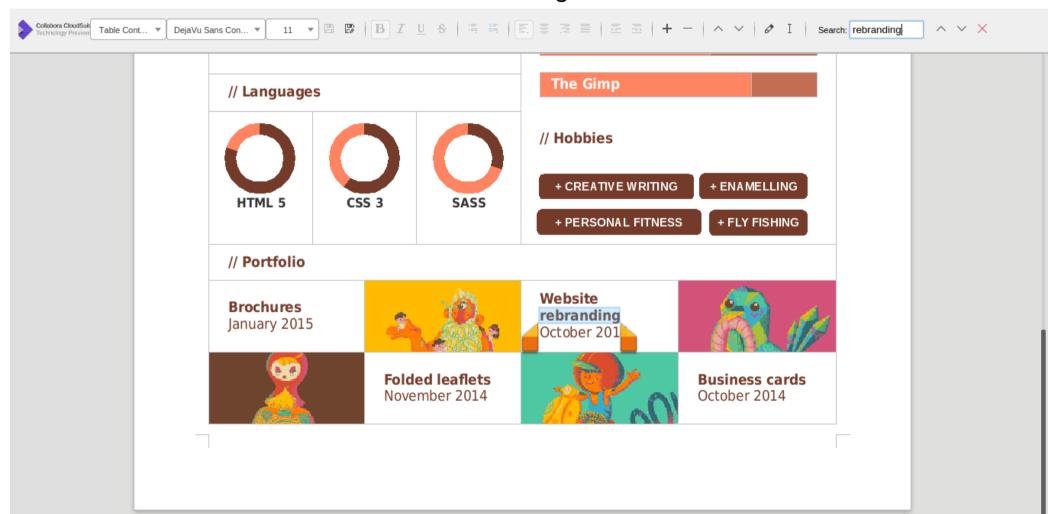


A closer look at the toolbar





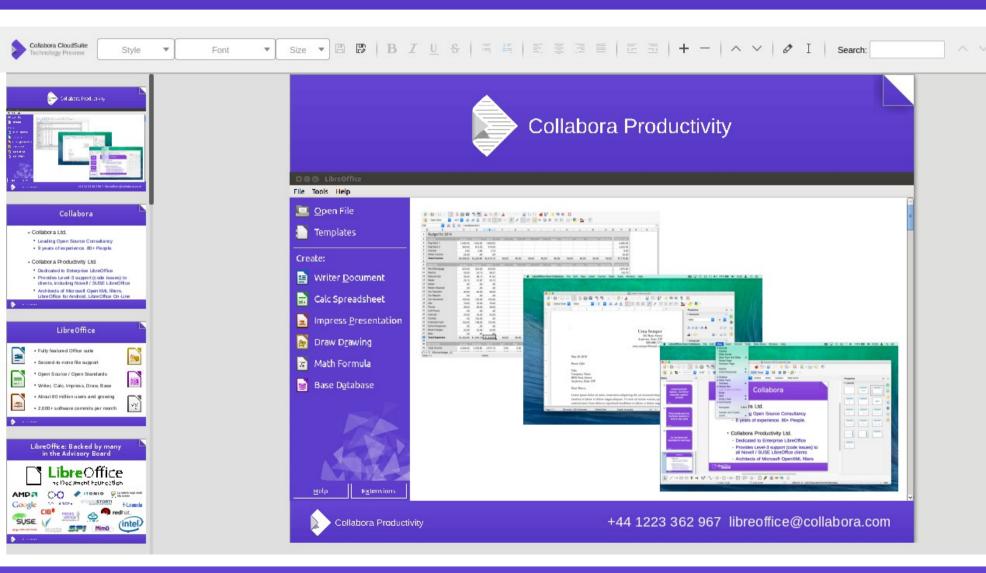
Searching





- a few other features not available through UNO commands:
 - goToPage / goToPart
 - Enable editing / viewing mode
 - Zoom in / out
 - Enable mouse selection or panning









- automated testing is possible
- Leaflet was already using the mocha JavaScript framework
- nice way of testing the new and the old features of Leaflet
- we can replay an editing session



LOLeaflet test

- Load all new tiles 45ms
- Set permission to "readonly"
- Set permission to "edit"
- Set permission to "view"
- Place the coursor by clicking
- ✓ Make a word Bold 602ms
- Get document size
- Get document type
- Check pages
- Go to the next page 114ms
- ✓ Search backwards (420ms)
- ✓ Search not found 131ms
- Scroll to the top
- Scroll to the middle.
- ✓ Check if pre-fetching works 6002ms



- the tests have to be run in the browser
- an alternative is to use PhantomJS, but it currently only has hixie-76 websockets
- PhantomJS 2.x promises RFC 6455 websockets, so this will be the way to go

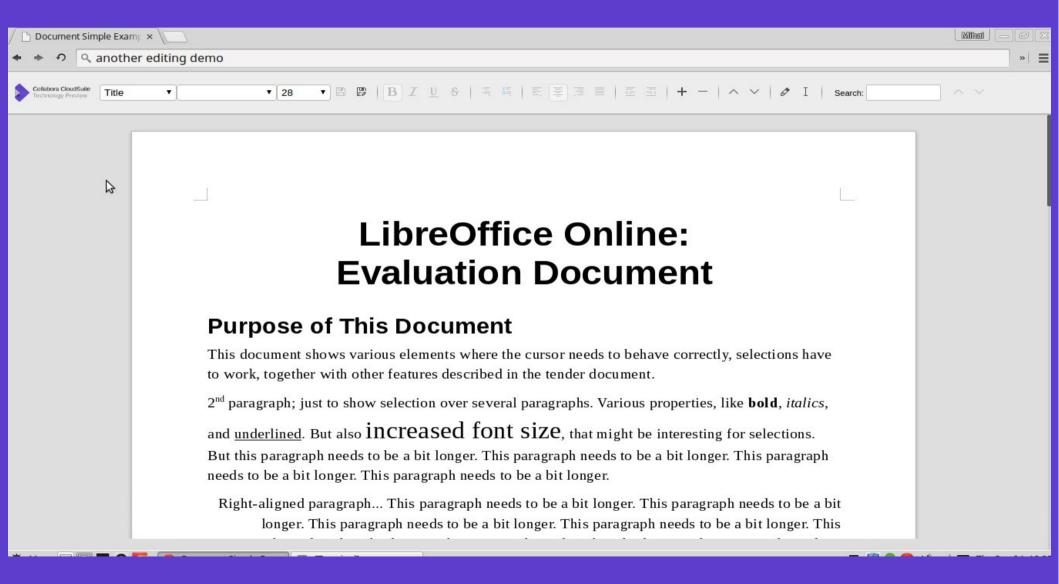


- performance while editing
- tile loading time it's really good on average (< 100 ms)
- we are still working on improving it
- might have to do with how binary images are loaded in the browser

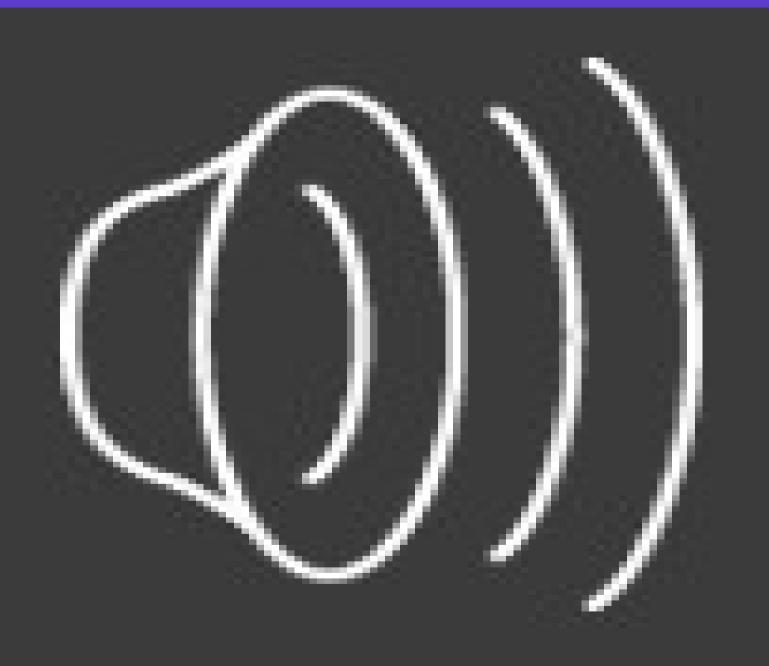


Demo











Thank you!

 Slides will also be available on http://mihai-varga.blogspot.com/ (sometime soon)

