

From 0 to UI with



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Rustlab.it 2024
<https://slint.dev/>

Who am I?

- Software Engineer, works on Slint
- C++, Rust (plus Python and a pinch of Shell)
- Tooling around Languages and Frameworks
 - IDEs, build tools, linter, VCS,



What is Slint?



UI Toolkit written in Rust

- Scalable
- Lightweight
- Native
- License Optionen: GPLv3, Royalty Free or Commercial

CHAdEMO500kWhCCS 1500kWh

Ad

More Chargers =
Less Carbon Emissions

※ Disclaimer : 20,000g/charge session + 3.3 charge sessions/day
+ 365 days + 2,276 chargers = 54,828 tons carbon emission reduction

Guide

01

Plug in
connector



02

Authorize
payment



03

Charging
will start



SK signet

PM 1:20

Plug In
First to Start



CHAdEMO

Cargo UI

Project / WorkspaceToolchainsAbout

Manifest: /home/rust/sixtyfps/sixtyfps/Cargo.toml

Package: sixtyfpsProfile: debug

Run

Command line arguments

Build

Check

Test

Show Dependencies

Features

☒ Enable Default Features

☐ backend-gi (enabled b

☐ backend-qt (enabled b

☐ wayland

☐ x11 (enabled by defau

Cargo.toml loaded

Demo



Design to Deploy

Modern
Graphical User Interfaces

Questions?

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