

xwidgets is a framework to embed native widgets in an emacs buffer

- buttons (mostly for testing)
- sliders (for multimedia control)
- webkit
- sockets

placement and clipping

The entire emacs frame is a gtk window. The fixed layout manager is used to place xwidgets on the frame. Coordinates are supplied by the emacs display engine. Widgets are placed inside an intermediate window, called the widgetwindow. The widgetwindows are placed on the Emacs frame.

This way was chosen to simplify clipping of the widgets against emacs window borders.

building

```
bzc co bzc+ssh://bzc.savannah.gnu.org/emacs/xwidget/  
export CFLAGS="-g"  
./configure --with-xwidgets --with-x-toolkit=gtk3  
make -j4  
gdb -ex run src/emacs
```

what's the point?

Deep integration of Emacs and other applications, similar to the proven process management API in scope.

- xwidget-webkit allows JS injection and (ATM limited) DOM access
- xwidget-socket embeddees can be handled with the process API as usual
- Elisp-DBus is also proven (Inkmacs)

we're still sceptical

OK, demos then:

- buttons in a buffer
- sliders
- webkit
- sockets
- inkmacs

FAQ

- How stable is it?

I use it as my daily Emacs. It crashes a bit though, but only slightly more than I'm used to

- Reimplement the Emacs Display Engine on top of HTML5 canvas

Well. My opinion is that the HTML5 canvas is not sufficient for Emacs. This is evidenced by the difficulties of providing an MVC layer on top of Webkit. That said, the Shangri-La future goal of xwidgets is a port on top of a sufficient canvas, maybe Clutter.

- Webkit should have been socket instead of GTK embedded

Multiple views of a socket is not possible ATM. Component embedding proceeded much smoother than the socket attempt. Sockets are still important though.

- I'm too lazy to try out a branch. When will it hit trunk?

Hmm. Emacs 25. Ish...