# **Tanny** A modular Matrix messenger

connect2x, 20.09.2024

### Introduction



Michael



• TI-Messenger client: Timmy



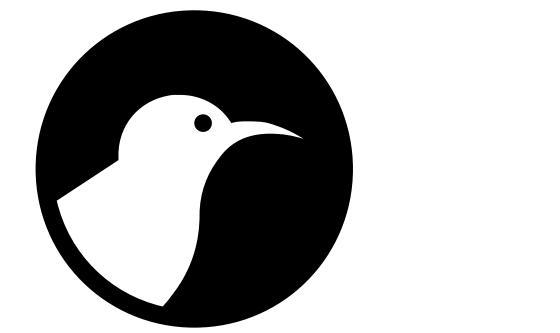


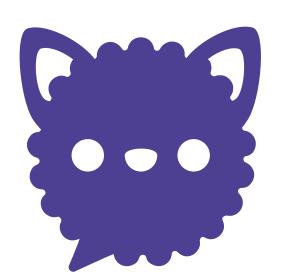






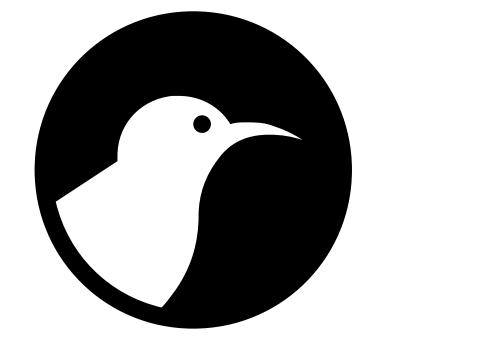




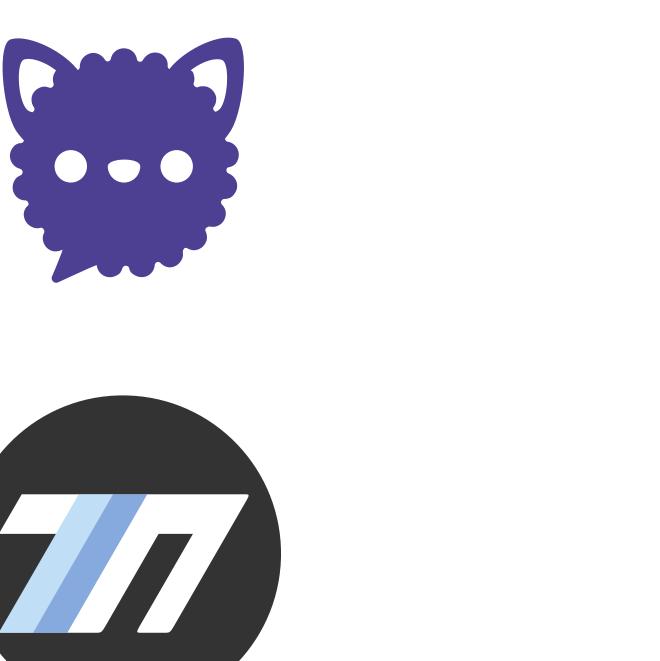


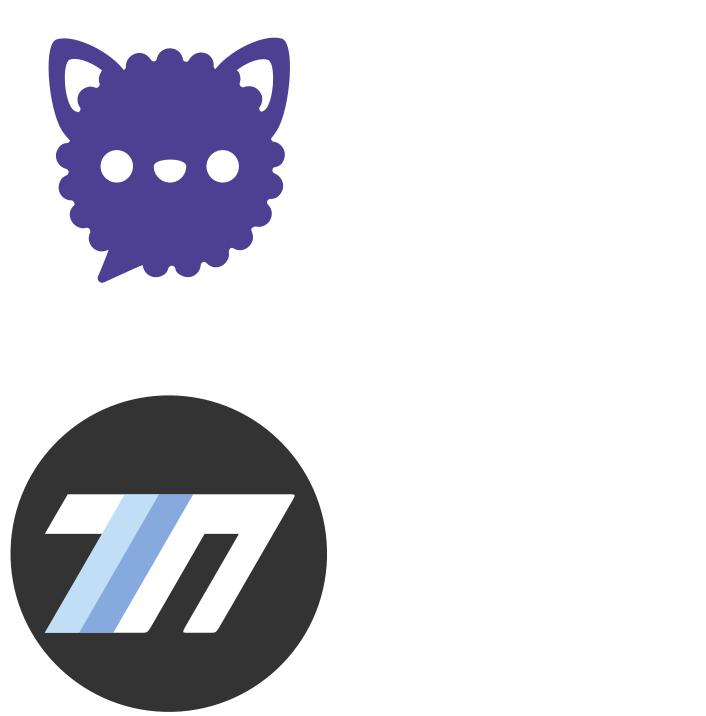




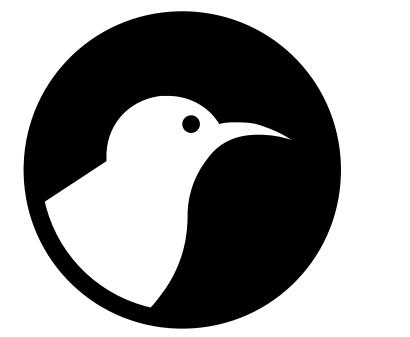




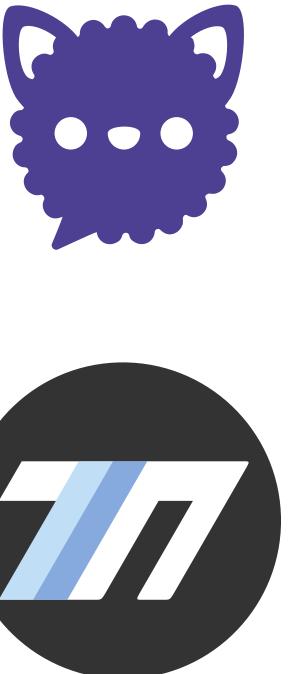








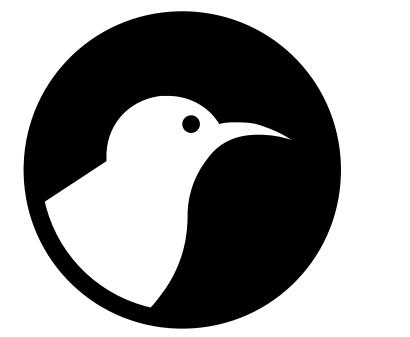




















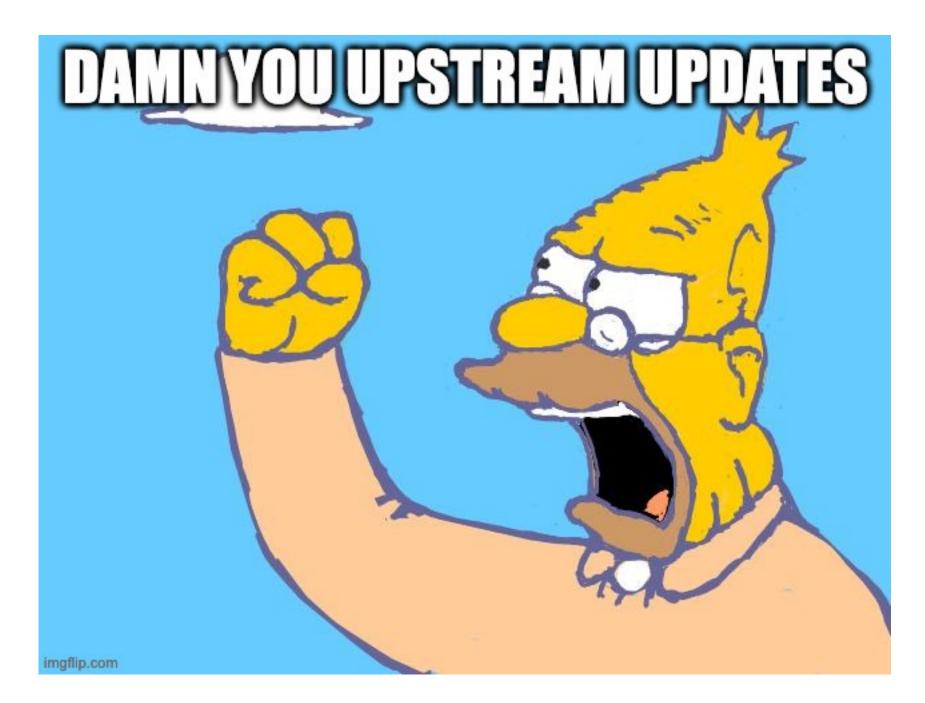


- domain
- Fiddling around with messengers is fun, but then...

• Messengers sometimes need the special "oomph" to be really useful in your

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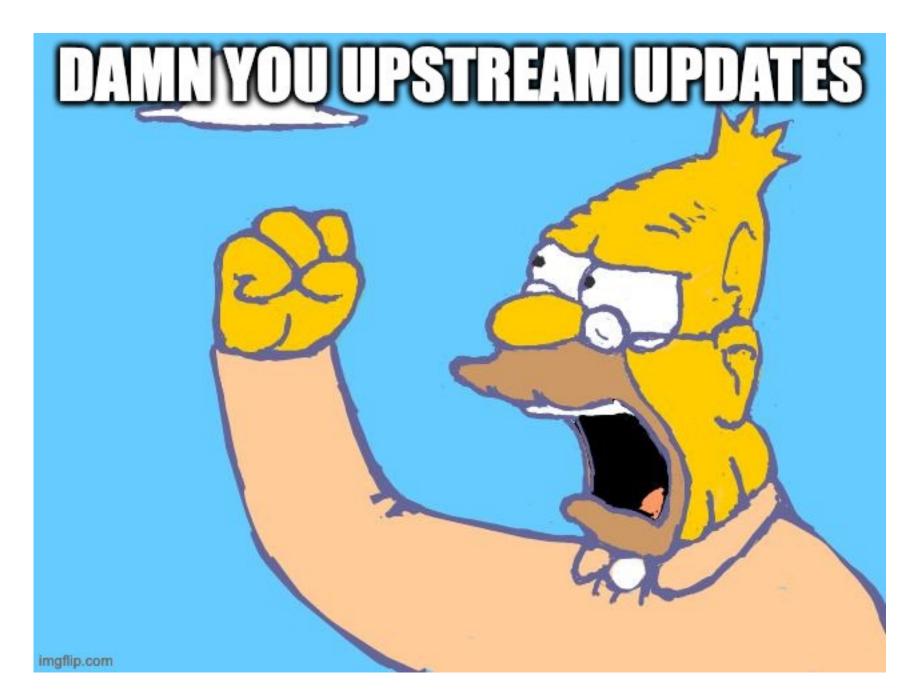
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 How to make extending a messenger both fun and long-living?

### • Messengers sometimes need the special "oomph" to be really useful in your



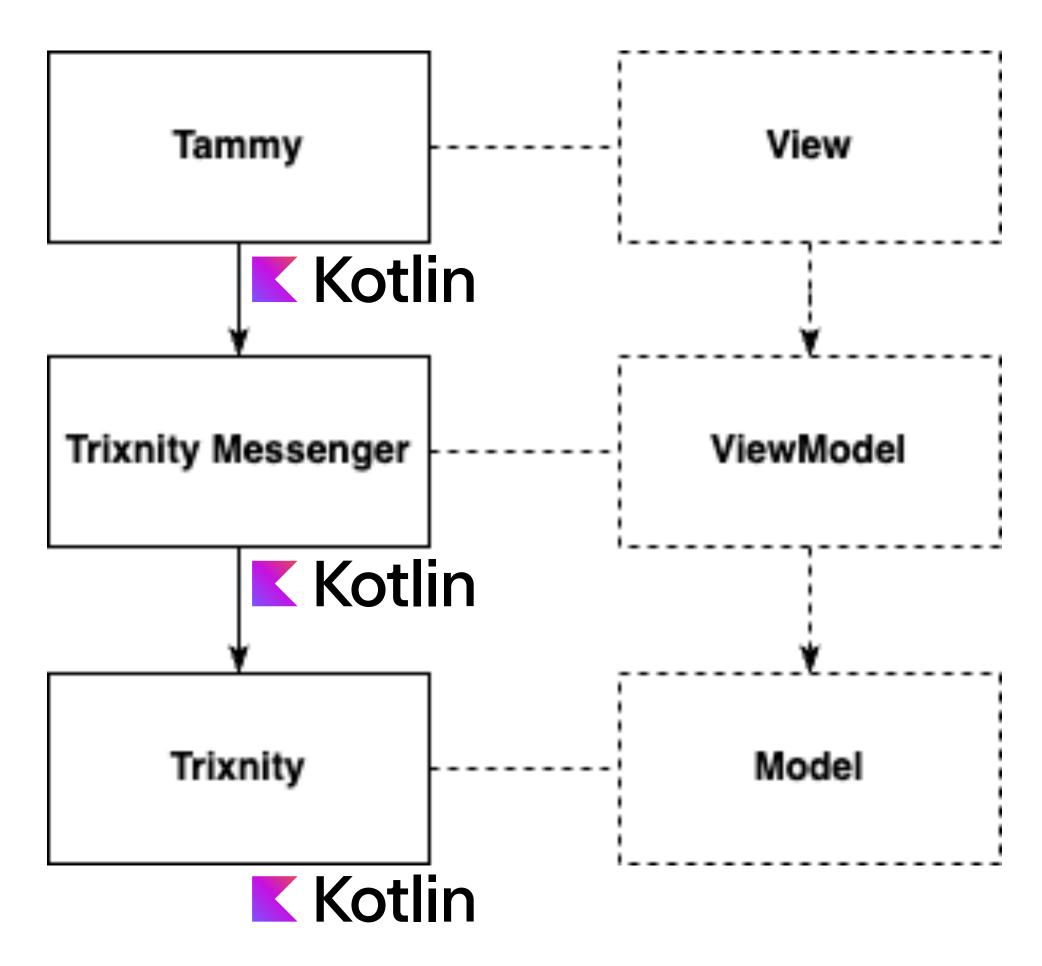
### Matrix Summit 23: Trixnity Messenger

#### Matrix Summit-Conference 24: Tammy

### Matrix Summit 23: Trixnity Messenger

#### Matrix Summit Conference 24: Tammy

### Matrix Summit 23: Trixnity Messenger





### • No really, no text here. Please look at the demo app. Thank you!

# Can you spot the difference?

```
fun main(args: Array<String>) = startMessenger(
    appName = BuildConfig.appName,
    version = BuildConfig.version,
    configuration = messengerConfiguration(),
    args = args,
)
```

```
fun main(args: Array<String>) = startMessenger(
    appName = BuildConfig.appName,
    version = BuildConfig.version,
    configuration = timConfiguration(),
    args = args,
)
```

# Tammy vs Timmy

- ~ 20 features added or changed
  - Access control
  - Search
  - QR code, etc.
- ~ 15 new or altered view components
- White labeling different

### What just happened?

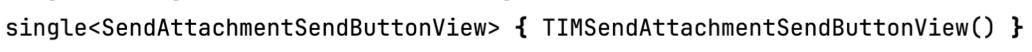
# What just happened?



# Tammy vs Timmy

```
fun timMatrixMessengerModule(configuration: TIMConfiguration.() → Unit = {}): Module {
    val config = TIMConfiguration().apply(configuration)
    return module { this: Module
        singleOf(::CheckMatrixMessengerConfiguration) { createdAtStart() }
        singleOf(::CheckTIMConfiguration) { createdAtStart() }
        single { config }
        single<RootViewModelFactory> { this: Scope it: ParametersHolder
            object : RootViewModelFactory {
                override fun create(componentContext: ComponentContext, di: Koin): RootViewModel =
                    TIMRootViewModel(componentContext, di)
        single<TimeZone> { TimeZone.of( zoneld: "Europe/Berlin") }
        single<TimelineEventSubViewmodelFactory> { this: Scope it: ParametersHolder
            TIMTimelineEventSubViewmodelFactory(DefaultTimelineEventSubViewmodelFactory())
        includes(platformPinManagerModule())
       includes(platformDeviceIntegrityScannerModule())
       includes(platformHttpClientFactoryModule())
        includes(platformPinSecurityDeviceInfoModule())
        includes(platformSessionHandlerModule())
       includes(i18nTimModule())
```

```
fun timViewModule() = module { this: Module
    includes(i18nViewModule())
    single<ClientView> { TIMClientView() }
    // common
    single<MatrixUsernameView> { TIMMatrixUserNameView() }
    single<ServerInputFieldView> { TIMServerInputFieldView() }
    // profiles
    single<ProfilesView> { TIMProfilesView() }
    single<ProfileSelectionView> { TIMProfileSelectionView() }
    // timeline
    single<RoomSettingsView> { TIMRoomSettingsView() }
    single<SearchUsersView> { TIMSearchUsersView() }
    single<MessageBubbleView> { TIMProsilesView() }
```



### **Deconstruction and Construction again**



### Logic





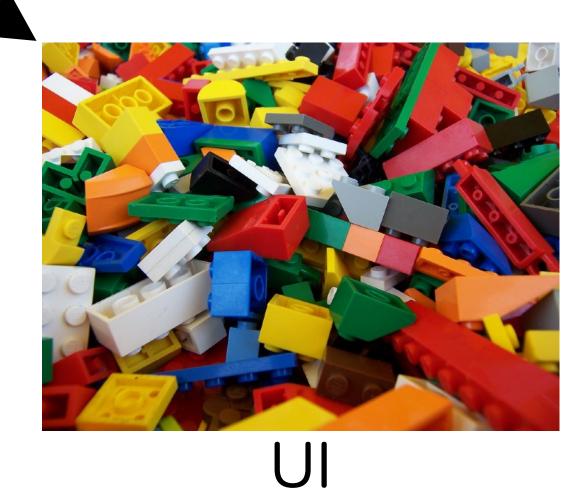
#### UI

### **Deconstruction and Construction again**

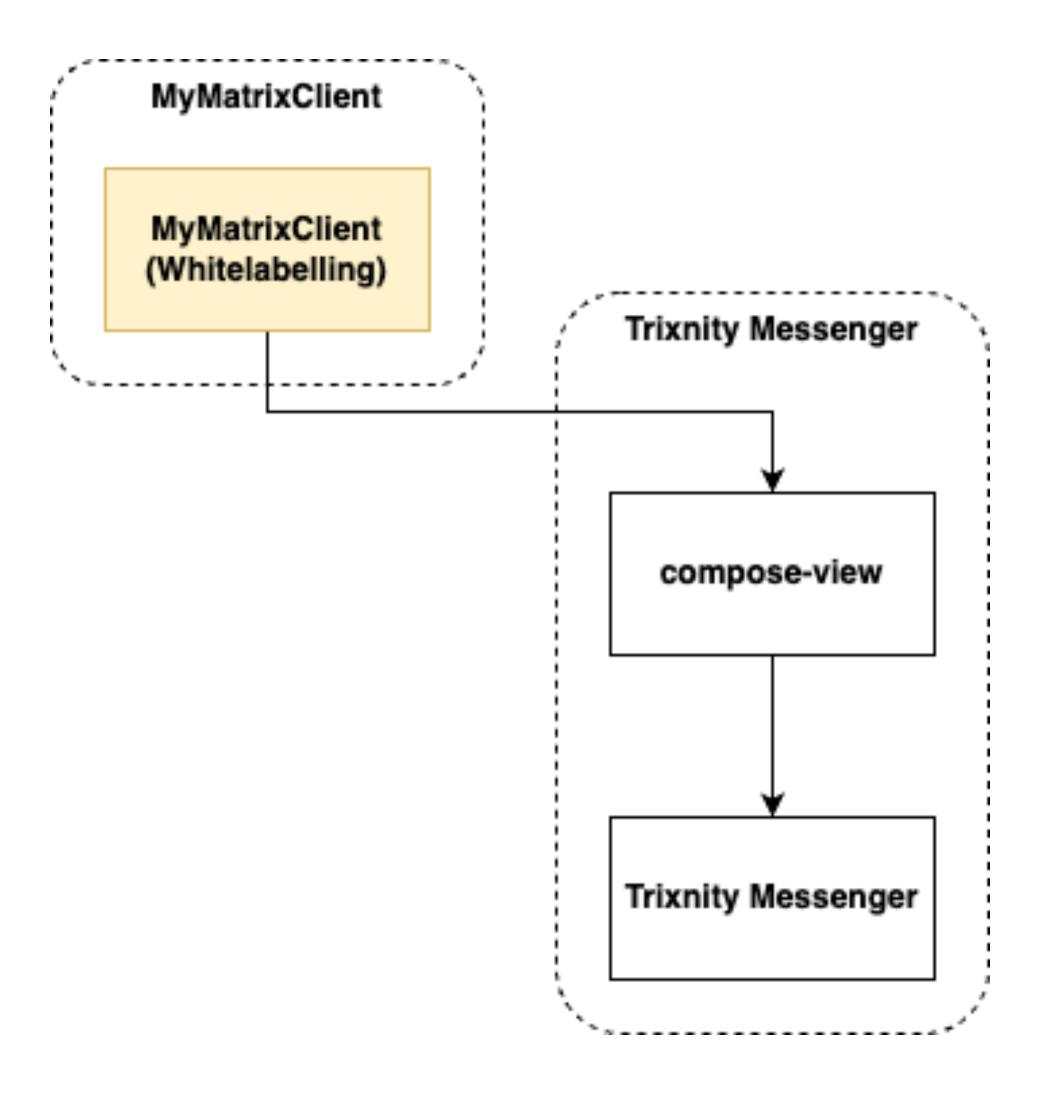


### Logic

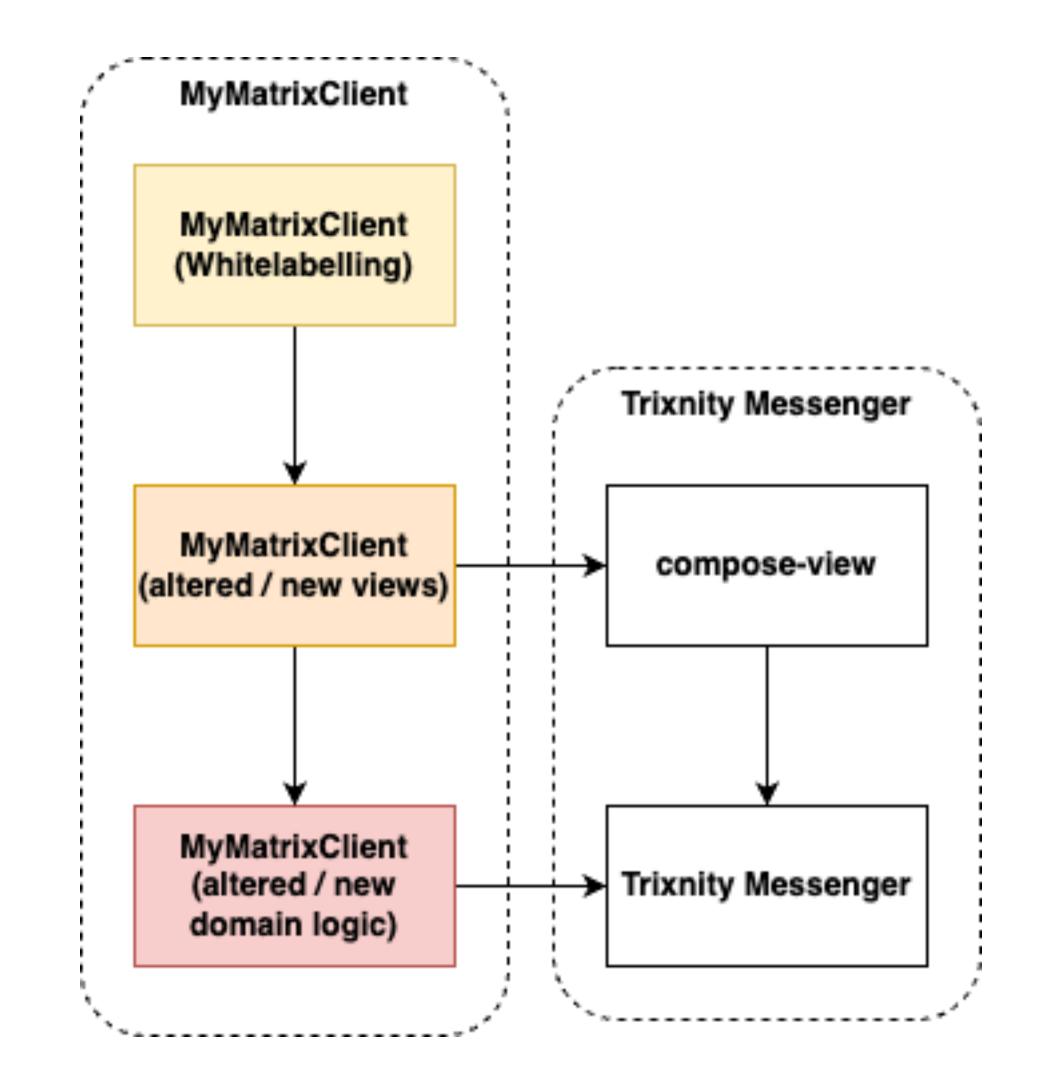




### White Labelling

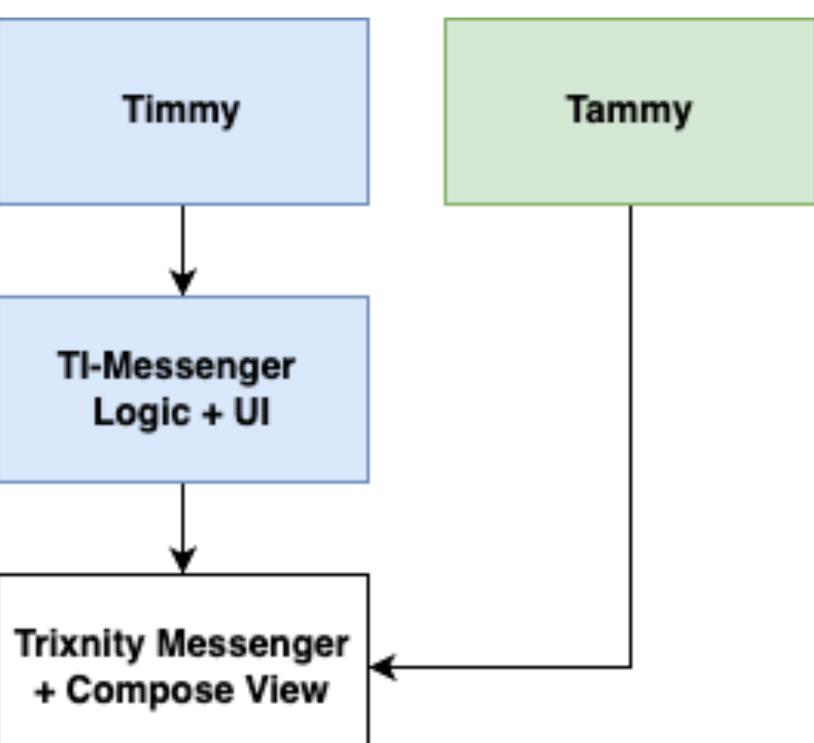


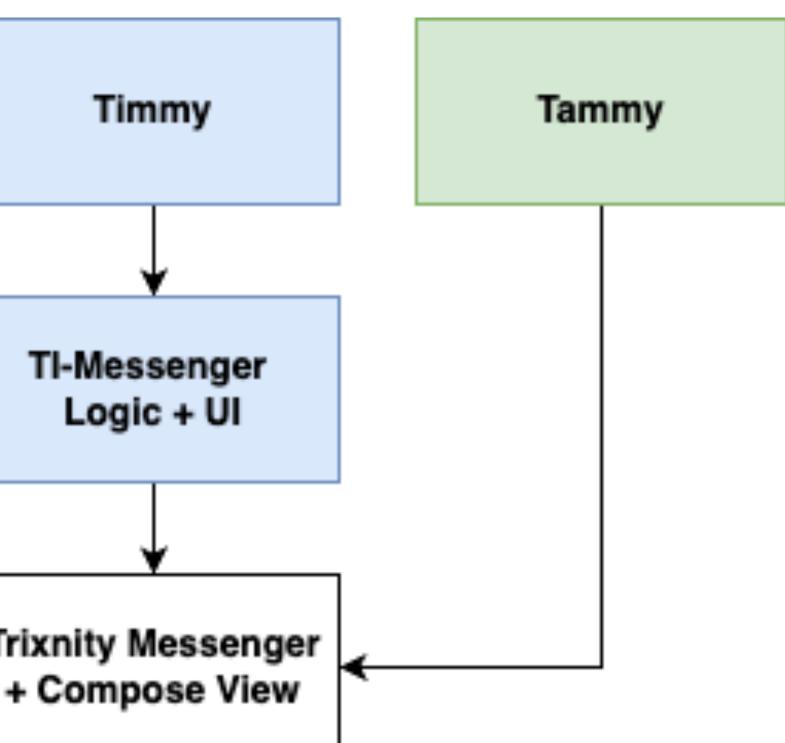
# Changing the Logic & UI





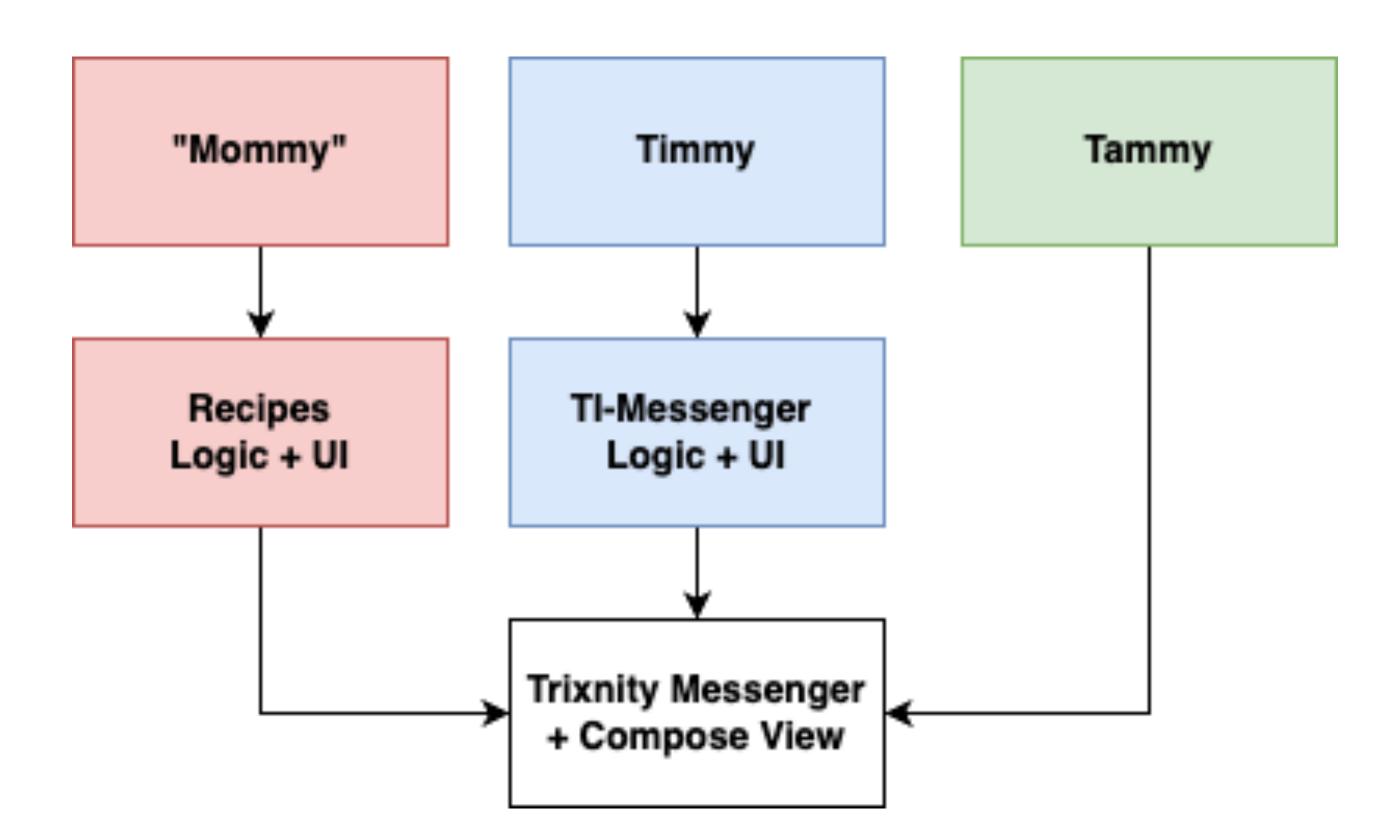
### Build your own messenger!







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### Where to find all this stuff

- https://gitlab.com/connect2x/tammy
- #trixnity-messenger:<u>imbitbu.de</u>



### • <u>https://gitlab.com/connect2x/trixnity-messenger/trixnity-messenger</u>