Smart Mobile Studio

Stop. Demo time!

Demos

- Available project types:
  - Canvas game
  - Console
  - Visual components

VJL units
Visual JavaScript Library

- W3System
- W3Application
- W3Forms
- W3Components
- W3Button

- W3Graphics
- W3Fonts
- W3Borders
- W3Lists
- W3Effects
- W3Time
- W3C.*
- …

Hello World! (1)

- Project manager slightly different from Delphi
- Project is really straightforward XML
- Internal/External units
  - By default everything is in the .opp project
  - XML is version control friendly
  - CDATA is version control friendly
  - You can have external units too

Hello world! (2)

- Project
  - Main block is just a try/except/end one.
- Units
  - Are just that
- Forms
  - In *private* section of class declaration
    ```
    {$I 'MainForm:intf'}
    ```
   and in *procedure InitializeObject* body
    ```
    {$I 'MainForm:impl'}
    ```
- Resources
  - default.html
  - Android-Holo.css

Hello World! (3)

- On disk directory structure
  - Source files
  - Bin directory
- The *bin* directory is what:
  - Smart Mobile Studio compiles your project into.
  - Runs from within the Smart Mobile Studio server
  - You deploy to:
    - Your web server
    - PhoneGap
    - …

Hello World! (4)

- Inside the bin directory
  - Index.html is the HTML + CSS + JavaScript
  - CSS can be external
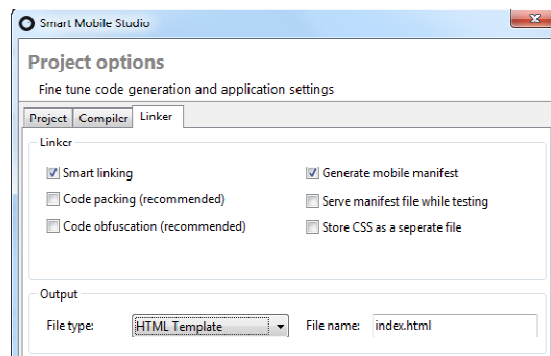
Clock demo: Galaxy Clock

- Methods for
  - Application start/end
  - Paint
    - Use classic game paint-loop
    - Connected GameView at app start
  - Resize

- A bit unlike a regular app, but very effective
- Deployment is simple upload to web server

Clouds + Sun demo: zenSky

- Uses a timer loop for updating
- Start form loads sprits; final form uses them
- 3D transformations used to reduce the code

Real game: MissileCommand

- Uses inline methods in the class definitions
- `TGameLogic` uses `Float` data type;
  - actually all numbers are floats on the JavaScript side.
- `TGameLogic.Detonate` has inline `var`
- `TApplication.Document` can be used to host regular controls (`FGameScore`, `FGameMenu` and `FGameScoreDialog`)
- `TApplication.ApplicationStarting` routes relevant events from `GameView` to methods, creates sprites and UI controls, then routes the events from the UI controls back to methods.
- `TGameScore` uses local storage to set/get high scores

GeoLocation

- Needs internet connection
  - If swisscom wants to cooperate (:

MultiFingerPaint

- `TApplication` is a `TW3CustomApplication` which has a `Display.View` for parenting forms.

Where to go from here

- Get the Smart Mobile Studio trial
  - http://smartmobilestudio.com/trial/
- Try the demos and showcases
  - http://smartmobilestudio.com/showcases/
- Browse the documentation online
  - http://smartmobilestudio.com/documentation/
- Read the blogs
  - http://www.smartprogrammer.org/
- Visit the forums
  - http://smartmobilestudio.com/forums/
- Buy the book
  - http://leanpub.com/asmartbook
- Follow on social media:
  - https://plus.google.com/114108549026060823053/posts
  - https://www.facebook.com/SmartMobileStudio
  - https://twitter.com/OP4JS

The End.

Yes. Really (: