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Scaleform Deployer User Guide

This document describes the Scaleform Deployer tool and how to use it to generate the Scaleform Shipping Mobile Player with Flash content.

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Version: 1.00
Last Edited: April 26, 2013

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1 Introduction

The Scaleform Deployer is a front-end user interface for our make-based build system. It is intended for setting up a complete Xcode project or Android APK with all of the necessary application assets and settings.

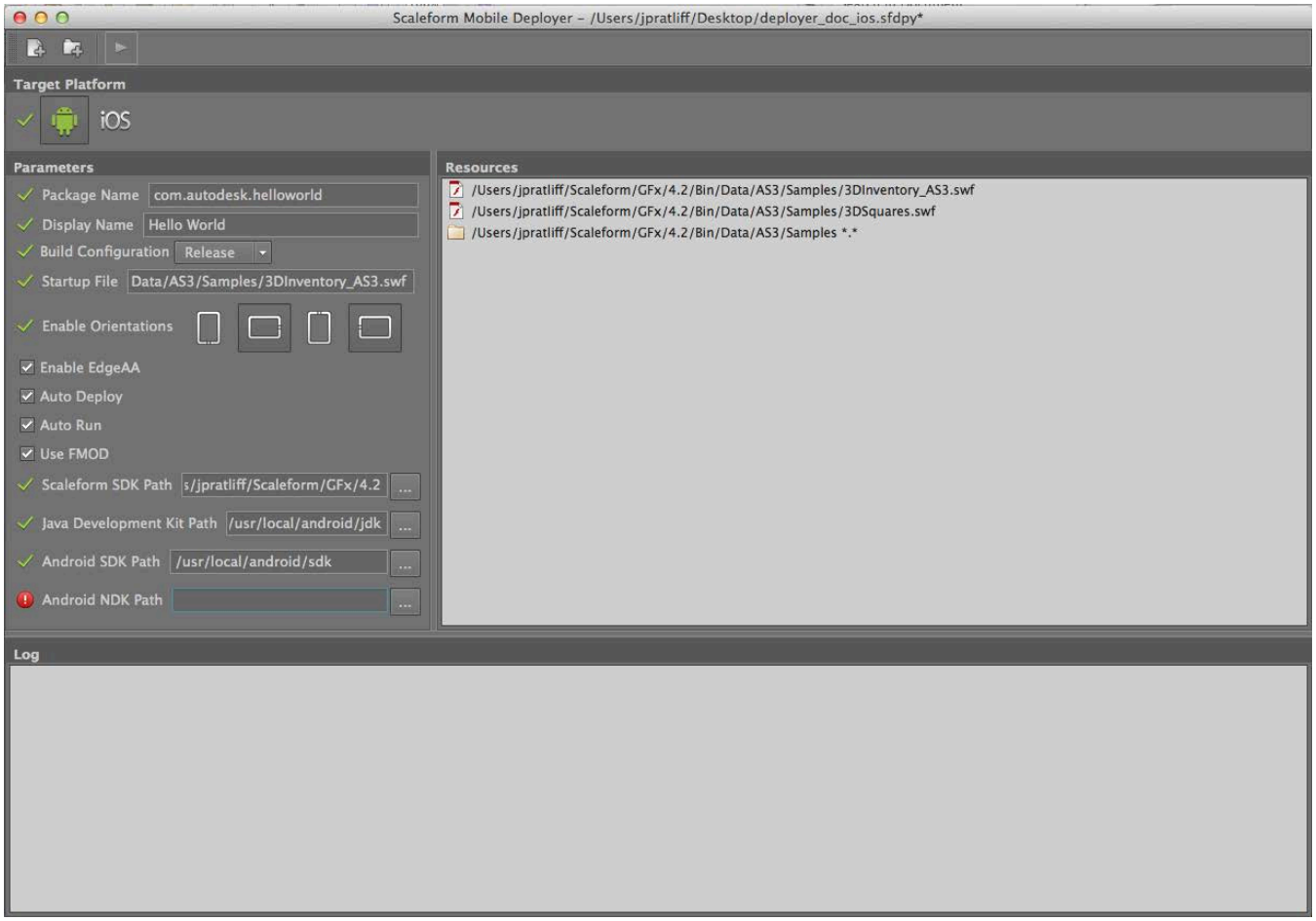

Figure 1: Scaleform Deployer

The tool provides users with an intuitive GUI based project management system and faster iteration when testing different assets and settings. The tool also provides an easier way to manage a project creation process by allowing the ability to save and open the resource entry list and configuration options to a project (.sfdpy) file. The tool can accept a .sfdpy file path as an argument and will open the project on startup.

The Scaleform Deployer is available with Scaleform 4.1 and higher versions.

2 Interface Overview

2.1 Resource Entry Manager

The Resource Entry Manager allows users to add GFx, SWF, image and audio resources for packaging. The manager can add individual resources as well as specific directories, in which case all assets in those directories will be included in the project (see Figure 2).

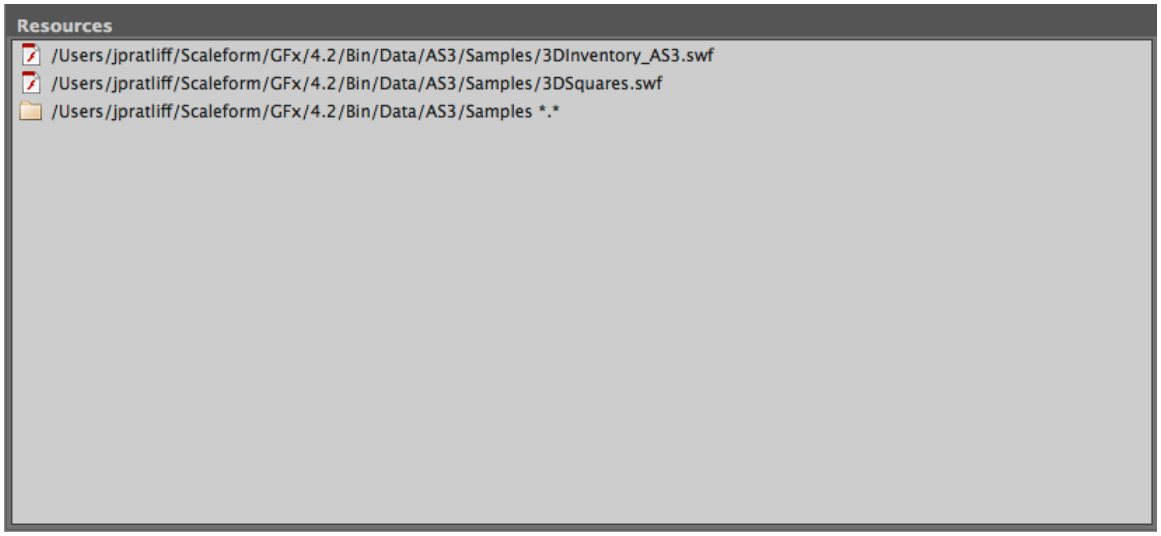

Figure 2: The Resource Entry Manager

Resources can be added via the following methods:

1) The context menu that is displayed when the right mouse button is pressed on the resource list
2) The toolbar buttons: 
3) The Project menu item in the main menu

When the export process is run, all of the assets either get packaged in an Android APK or get added to an iOS Xcode project.

2.2 Configuration Panel

The configuration setup panel allows users to define custom executable/project settings. (see Figure 3 for iOS and Figure 4 for Android).

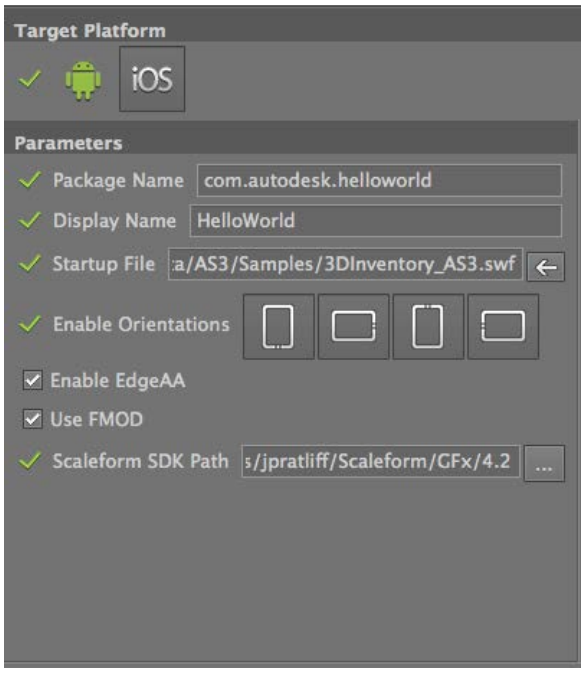

Figure 3: The Configuration Setup Panel (iOS)

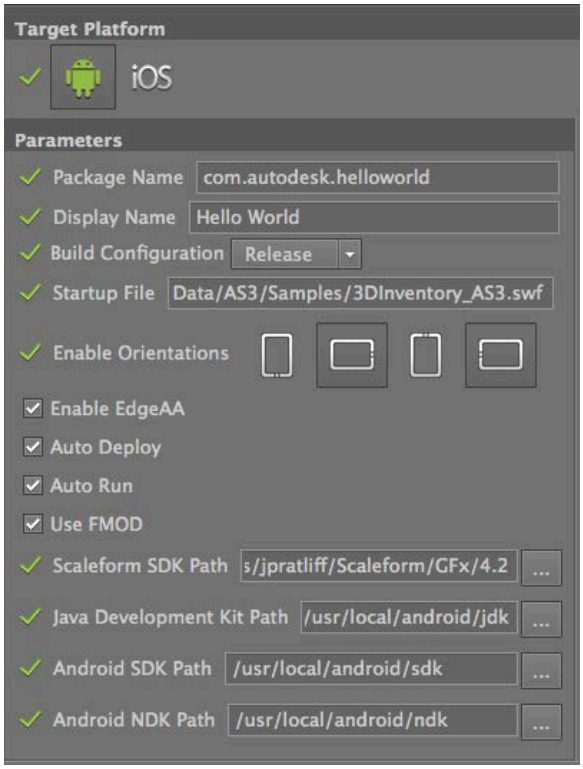

Figure 4: The Configuration Setup Panel (Android)

The deployment options displayed in the panel should be familiar to users of the command line build system for iOS and Android, as the Deployer exposes many options directly from the command line build system. Options are categorized logically for ease of use. Several options are elective – the user has to click the

appropriate checkbox to enable them. Others display sample values used by the deployment process. If any of these parameters has a red exclamation text to it, then it must be filled in.

Following are the list of parameters available as deployment options.

- Package Name: The name of the package that is to be built. Package name must follow dot syntax. Eg:com.autodesk.helloworld.
- Display Name: The display name of the package.
- Build Configuration: Available build configuration options – Debug, DebugOpt, Release and Shipping.
- Startup File:Name of the file to begin the build.
- Enable Orientations: The screen orientation (Portrait, Landscape, Reverse Portrait, and Reverse Landscape).
- Enable EdgeAA : Whether to enable EdgeAA or not.
- Enable Gesture Recognizer : Flag to enable recognition of gesture events by Scaleform gesture recognizer. Default value is 1 which is the enabled state and can be disabled by changing 1 to 0. When enabled, this flag allows gesture events to be recognized and triggered by our internal gesture recognizer. When disabled, it will default to the current platform's native gesture recognition system. Currently only supported on iOS.
- Auto Deploy: Whether to automatically deploy the package.
- Auto Run: Whether to automatically build the package.
- Use FMOD: Whether to use FMOD for audio files or not.
- Scaleform SDK Path: The path to Scaleform SDK in the package.
- Java Development Kit Path: The path to Java Kit in the system.
- Android SDK Path: The path to Android SDK in the system.
- Android NDK Path: The path to Android NDK in the system.

2.3 Deployment Results

Pressing the Play button ( ) in the toolbar runs the deployment process for the listed resources with the appropriate configuration options. The build output is displayed in a simple text log (Figure 5).

Figure 5: Log Output View

The log output is a basic plain text dump of the processing output. This output should be familiar to users of our command-line build system.

2.3.1 Android

The deployment process for Android creates an APK file in the following location "Scaleform SDK/LocalApps/PROJECT_NAME/Android/" for example:

Scaleform/GFx/4.4/LocalApps/StarforceTD/Android/StarforceTD.apk

If "Auto Deploy" was selected as a parameter, then the newly created APK will be installed on all connected devices. The APK will also start automatically if "Auto Run" was selected as a parameter.

There are four types of configurations that can be selected in the configuration panel, Debug, DebugOpt, Release and Shipping. Each configuration will create its own separate version of the APK.

2.3.2 iOS

The deployment process for iOS creates an Xcode project in the Scaleform SDKs LocalApps folder, for example:

Scaleform/GFx/4.4/LocalApps/StarforceTD/StarforceTD.xcodeproj

Once the deployment process is complete, the newly created Xcode project will automatically open in the foreground and will be ready to run on a device.