

HTML



GAME CHANGERS

from appMobi {!}



The world's best JS game engine integrated with the leading HTML5 game development IDE

- ▶ Integrated HTML5 code/debug cycle
- ▶ Full PhoneGap support
- ▶ Simulate gameplay on various mobile devices
- ▶ Simulate user inputs from accelerometer, GPS, etc.
- ▶ Debug on device locally, via WiFi
- ▶ Debug remotely on device using free appMobi test containers
- ▶ Integrated Weltmeister visual game level editor
- ▶ Cloud-based build eliminates Mac requirement for iOS
- ▶ Build for iOS, Android and the Open Web
- ▶ Integrate cloud services for push, payments, analytics

Learn more about appMobi's GameDev XDK at www.appmobi.com/GetGameDev.



The mobile browser that delivers native performance & features for web-based games

- ▶ New browser specifically for web-based apps & games
- ▶ DirectCanvas technology for supercharged gaming
- ▶ Caches webapps for online or offline play
- ▶ Web-based push notifications enhance engagement
- ▶ Built-in eCommerce with appMobi 1Touch technology
- ▶ True full screen mode for game play
- ▶ Lockable orientation prevents unwanted screen flips
- ▶ THE OPEN WEB IS THE NEW APP STORE

Learn more about mobiUs at www.appmobi.com/GetMobiUs.



What is appMobi's DirectCanvas Technology Breakthrough?

Modern WebKit browsers perform an amazing amount of processing in order to convert HTML5 canvas commands into a fully rendered page. A typical game requires none of this functionality, but the processing overhead is still there.

appMobi has created a new canvas object that is streamlined and optimized for the drawing functions typically used for gaming, but has none of the normal rendering overhead mentioned above. DirectCanvas is accessed in exactly the same way as the Standard Canvas (same calls to a different object). So all an HTML5 game developer needs to do in order to use it is change their standard canvas drawing calls to use the DirectCanvas. DirectCanvas is available to game developers through the appMobi GameDev XDK and through the mobiUs browser.

See ImpactJS and DirectCanvas in action
Try "Private Joe" in the Apple App Store.