



Your Short Cut to Knowledge

# Adobe® Apollo in Flight

Michael Givens



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# Chapter 1

## Welcome to Apollo

### What Is Apollo?

**Apollo** is the code name for Adobe's innovative new technology that consists of a cross-platform system runtime that enables developers to leverage their existing web development skills, such as Flex, Flash, HTML, JavaScript, and AJAX, to create rich desktop applications that can be deployed on Windows and Mac operating systems. A Linux version is slated to follow shortly after the 1.0 release. The Apollo technology enables developers to take their established web-based projects, and all the benefits that are inherent in deployment on the web, and further enhance the feature set by adding interaction with the desktop's local resources. Apollo enables such features as file I/O, online/offline capabilities, native windowing, network API support, drag-and-drop support, interaction with the Clipboard, and desktop shortcuts for existing web applications redeployed on the desktop or new hybrid web-enabled desktop applications. By writing a bit of additional code, the developer can have his desktop application detect a loss of network connectivity and smoothly transition to offline-only features. Imagine an MP3 desktop application that has access to both an online music library and a local music repository. When the user is online, the MP3 can play from both music sources, but even when the user is offline, the local music store is still available—loss of connectivity does not break the application. Figure 1.1 shows a sample Apollo application that includes a network connectivity visual indicator (a smiley icon smiles while connected and frowns when disconnected).