Mobile Safari Apps

Five things that make JS on iPhone/iPad unique
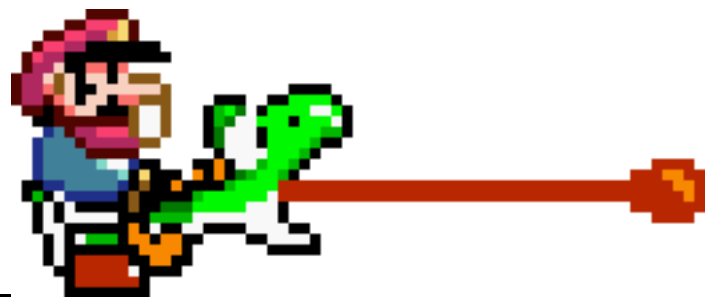
Allen Pike

Forget Limitations

1. Multi Touch

- Gestures (High Level)
- Touches (Low Level)

A Pinch Gesture

- touchstart #1.
- gesturestart.
- touchstart #2.
- gesturechanges and touchmoves.
- gestureend.
- touchend #1.
- touchend #2.

2. Effects

`-webkit-transition: opacity ease-out 0.5s;`

Transforms

```
-webkit-transform: rotate3d(0, 1, 0, 180deg);
```

Holy CSS3

- gradient

- mask-box-image

- border-radius

- box-reflect

- border-image

- box-shadow

- text-shadow

- rgba

- Multiple Backgrounds

- Advanced Selectors

Scrolling Panes

3. Viewports

- width
- initial-scale
- user-scaleable
- maximum-scale
- minimum-scale

Magic Viewports

```
<meta name="viewport"
  content="width=device-width,
      maximum-scale=1.0,
      user-scaleable=no" />
```

1:1 App

```
<meta name="viewport"
  content="width=720,
      maximum-scale=1.0" />
```

Hybrid Page

Rotations

4. Debugging

Meet Mobile Safari

Mozilla/5.0 (iPad; U; CPU OS 3_2 like Mac OS X; en-us)

AppleWebKit/531.21.10 (KHTML, like Gecko)

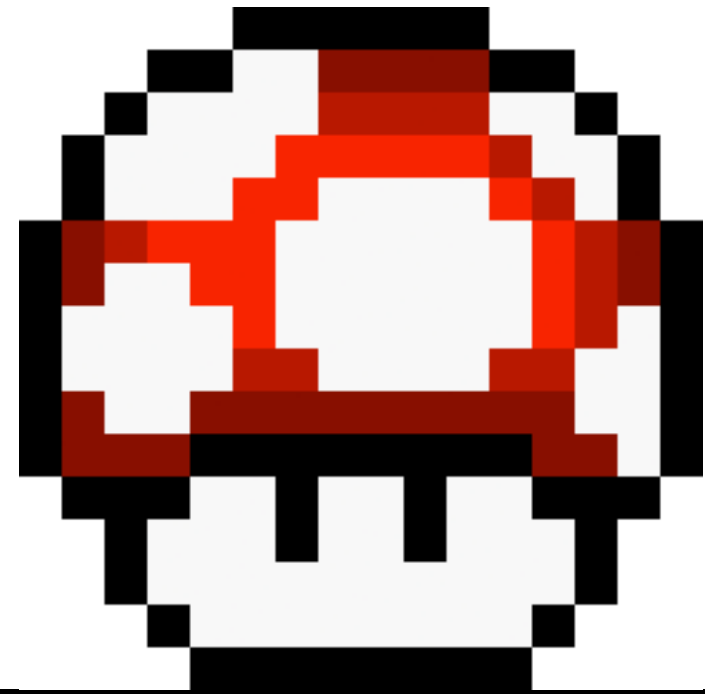Version/4.0.4 Mobile/7B334b Safari/531.21.10

Don't Kill Yourself

- Limit on quantity and size of images
- focus() limitations
- ContentEditable
- Aggressive script timeouts
- Race conditions
- Out of memory

5. Fitting In

Webkit

- audio
- video
- Canvas
- SVG
- App Cache
- Local Storage
- Location

Go Native

Thanks!

@apike

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