SDK – App Game Canvas Interface

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Purpose

The purpose of this document is to walk you through the contents of this SDK, how to load the sample application(s) provided in the XDK, and then how to build the sample application(s) on an actual device.

SDK Contents

This SDK includes the following:

- A copy of this document
- 3 Sample applications for using AppMobi.canvas
    - DCDemo_iPhone – simplified version specific to the iPhone
    - DCDemo_iOS – a more complicated sample which handles both iPhone and iPad
    - DCDemo_Android – application showing AppMobi.canvas for Android. This includes a Getting Started guide.

Other items associated with the SDK that you can access are:

- A video that describes the implementation of AppMobi.canvas
  http://www.youtube.com/watch?v=HwujyIBBWL8

- A slide presentation made by our CTO at the Google New Game Conference in November, 2011
  http://www.slideshare.net/appmobi/coding-html5-games-for-direct-canvas

- A document detailing the performance test results we achieved when using AppMobi.canvas
  http://www.html5m.com/documentation/index.php?DOC=DC_PERFORMANCE_TEST

Viewing the iOS Samples Within the XDK

Within this SDK, you'll find sample applications that demonstrate how AppMobi.canvas is implemented for iOS devices. The steps below guide you through loading the iPhone sample in the XDK.

To get the template code into the XDK, follow these instructions:

- Open the XDK. If you haven't installed the XDK yet, find instructions for doing that here: http://www.html5m.com/documentation/index.php?DOC=TUTORIAL_GETTING_STARTED
- Create a new HTML5m application by clicking the "New Application" button () in the upper left hand side of the XDK, select the HTML5m radio button and follow instructions on the screens provided.

- Open the code folder for your new application by clicking on the folder icon in the XDK.
- Replace all the code in this folder with the code included in the "DCDemo_iPhone" folder found in the SDK.

- Reload the application with the reload button. 

NOTE: If you prefer to look at the iOS example (includes iPhone and iPad), use the contents of the "DCDemo_iOS" folder after creating your initial blank project.

Running the Sample on Your Device

In order to view how AppMobi.canvas performs on an actual device versus the XDK emulation, you'll need to perform an "adhoc" build of the application by clicking on the "Build for app store" button (), and following the instructions on the screens presented. You will then need to load the application on the device for testing. Further instruction materials for building and installing adhoc builds on a device can be found at the following locations:

http://www.html5m.com/documentation/index.php?DOC=TUTORIAL_BUILD_BINARY

http://www.html5m.com/documentation/index.php?DOC=TUTORIAL_INSTALLING_ADHOC

Once you have completed the build and installed the application on your device, you can then view/test on that device.

Development Outside the XDK

If you decide you want to develop outside of the XDK using your own IDE, you can load the contents of the sample application(s) in your IDE and develop there. You can then test your application by running it from your own webserver.

Running/Testing the Sample from Your Webserver

In order to view how AppMobi.canvas performs when running the DCDemo_iOS sample applications provided from your own webserver, you'll need to perform the following:

- Set up your local webserver
- Copy the "DC_Demo_iOS" directory and contents contained in the SDK to your webserver location (example: http://YourServerLocation/DCDemo_iOS)
- Run the application by entering the following from your computer browser, or from a Safari Browser on an iOS device: http://YourServerLocation/DCDemo_iOS
  This will cause the demo drawing application to launch on your computer or device.

Using AppMobi.canvas for Game Development

If you are a game developer and want to get the benefits of accelerated canvas, we recommend you use the Impact GameDev XDK. For more details and to download the ImpactJS GameDev XDK, visit our web page at:

http://www.html5m.com/?q=HTML5-game-dev-engine

Working with AppMobi.canvas Android Sample

To work with the DCDemo_Android example, follow the instructions provided in the *"GettingStarted_dcAndroid.pdf"* file contained within this SDK.

Additional Resources

AppMobi.canvas API documentation
http://www.html5m.com/documentation/gamingAPI/directCanvas/index.html

AppMobi.canvas Information
http://www.html5m.com/index.php?q=content/directcanvas-accelerates-html5-game-performance