

Av! Styrtlanding!

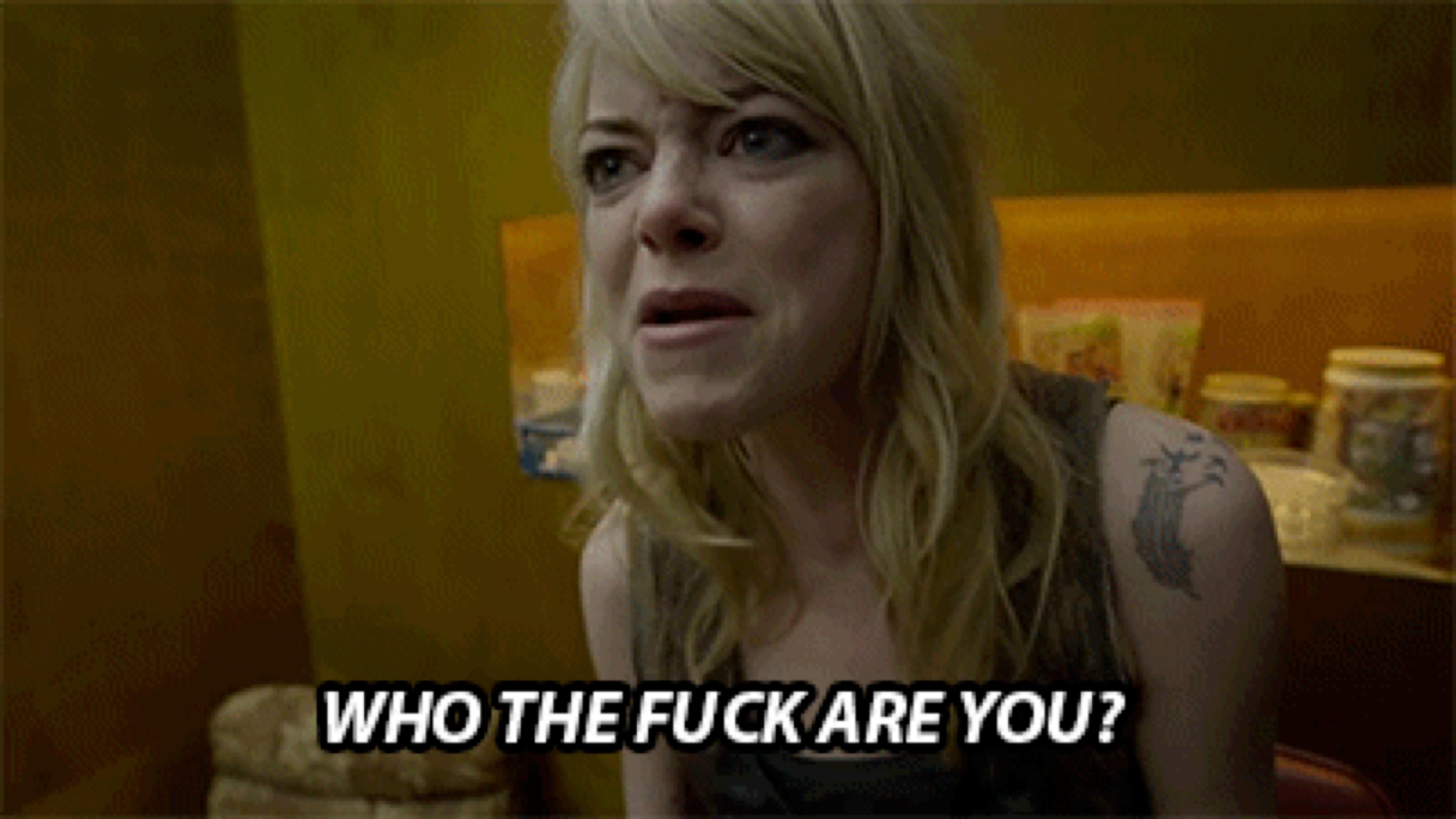
Fortsæt

SPRITZKIT

ON

APPLE TV



A close-up photograph of a woman with long, wavy, light-colored hair. She has a shocked or surprised expression, with wide eyes and her mouth slightly open. She is wearing a dark-colored top. The background is blurred, showing what appears to be an indoor setting with warm lighting.

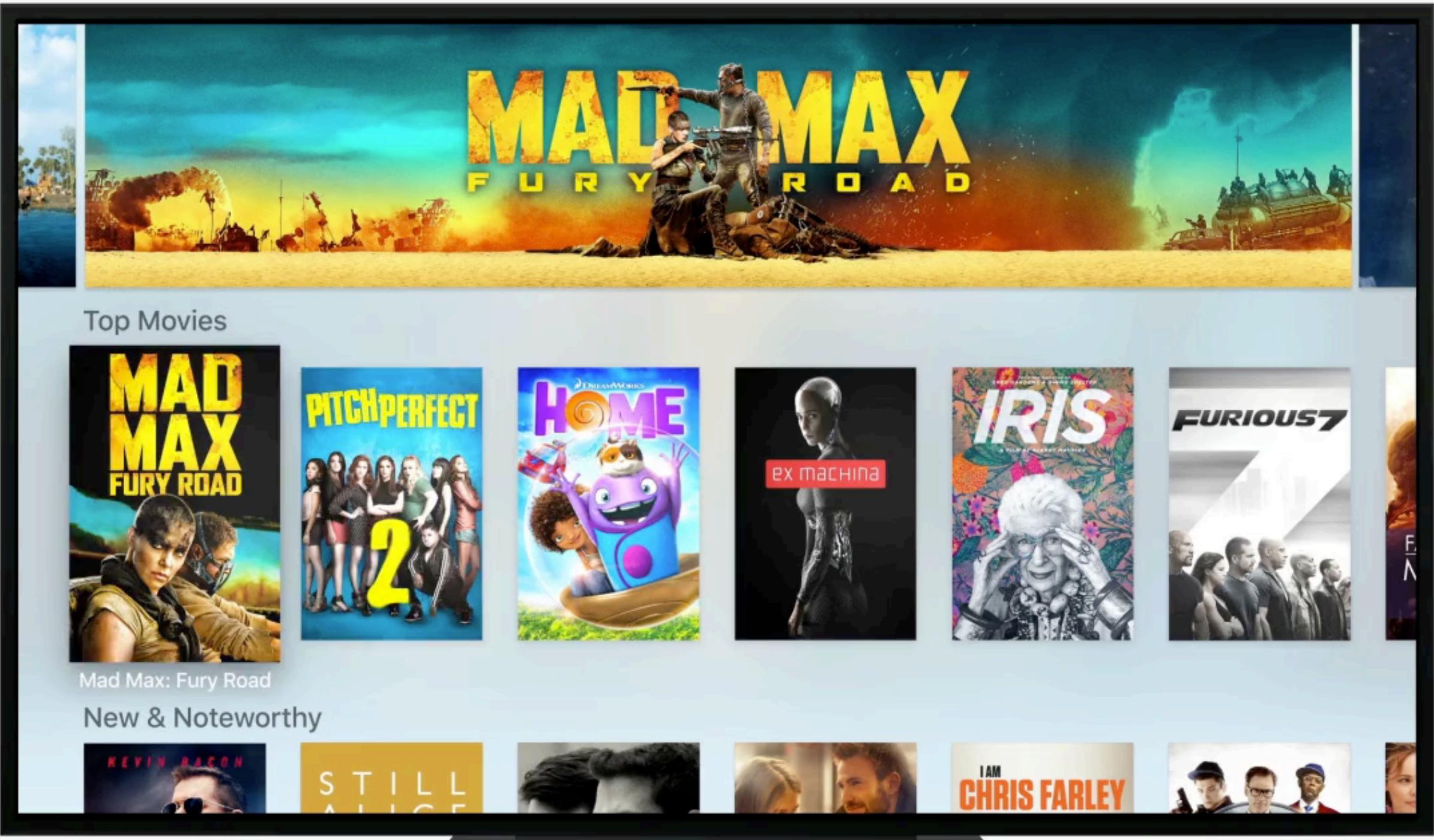
**WHO THE FUCK ARE YOU?**



TOBIAS DUE MUNK  
@TOBIASDM  
GITHUB.COM/DUEMUNK  
DEVELOPMUNK.DK



**DEMO TIME**  
**UI FOCUS ENGINE**



# Summer Dance Vibes

Playlist by Apple Music Pop

All Genres ▾

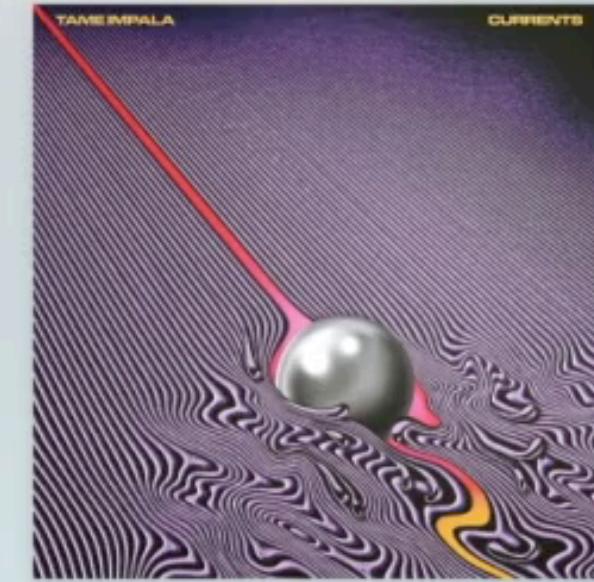
## New Releases



Blood  
Lianne La Havas



Badlands  
Halsey



Currents  
Tame Impala

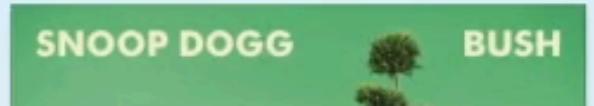
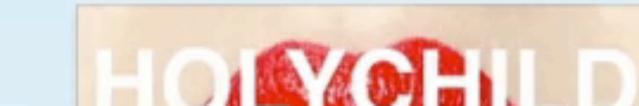


Dreams  
Beck



One of a Kind  
Aer

## Top Songs



**BU** **E**

WASN'T THIS TALK ABOUT SPRITEKIT?

YES  
BUT STUFF LIKE

UI FOCUS ENGINE  
ONLY WORKS IN UIKIT

NO BUILTIN <sup>TVOS</sup> STYLE NAVIGATION

# APPLE SAMPLE CODE

DEMO BOTS

- > SPRITEKIT GAME
- > TVOS + IOS + MOS

WITH MENUS AND NAVIGATION THAT  
WORKS ON . . .

APPLE TV REMOTE  
3RD GAME CONTROLLERS  
TOUCH  
KEYBOARD  
MOUSE

APPLE TV REMOTE (TVOS)

3RD GAME CONTROLLERS (TV+||+MOS)

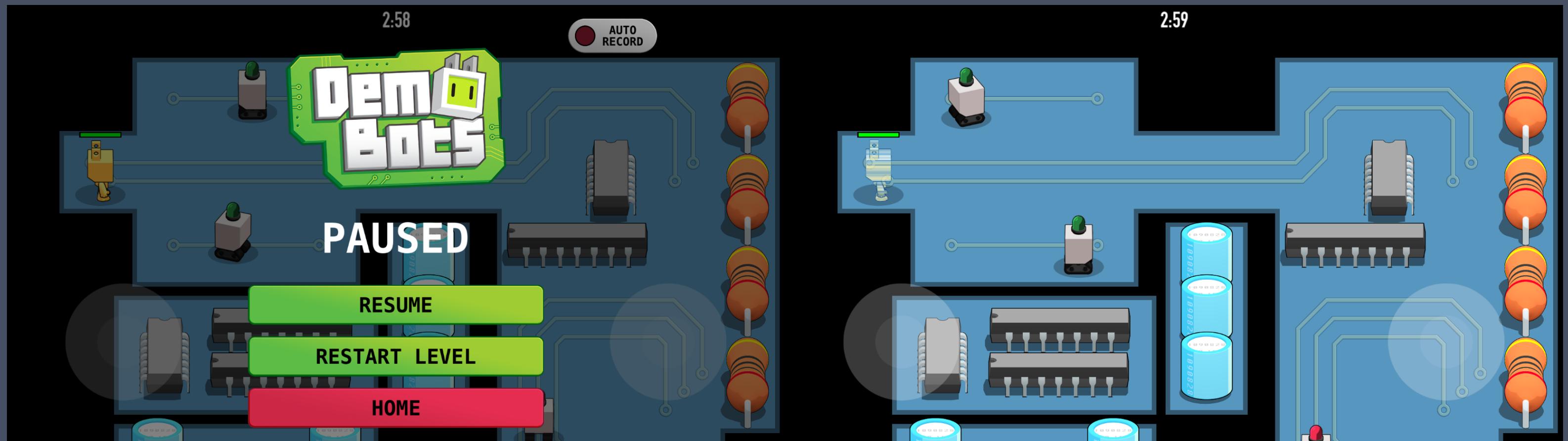
TOUCH (TV+||OS)

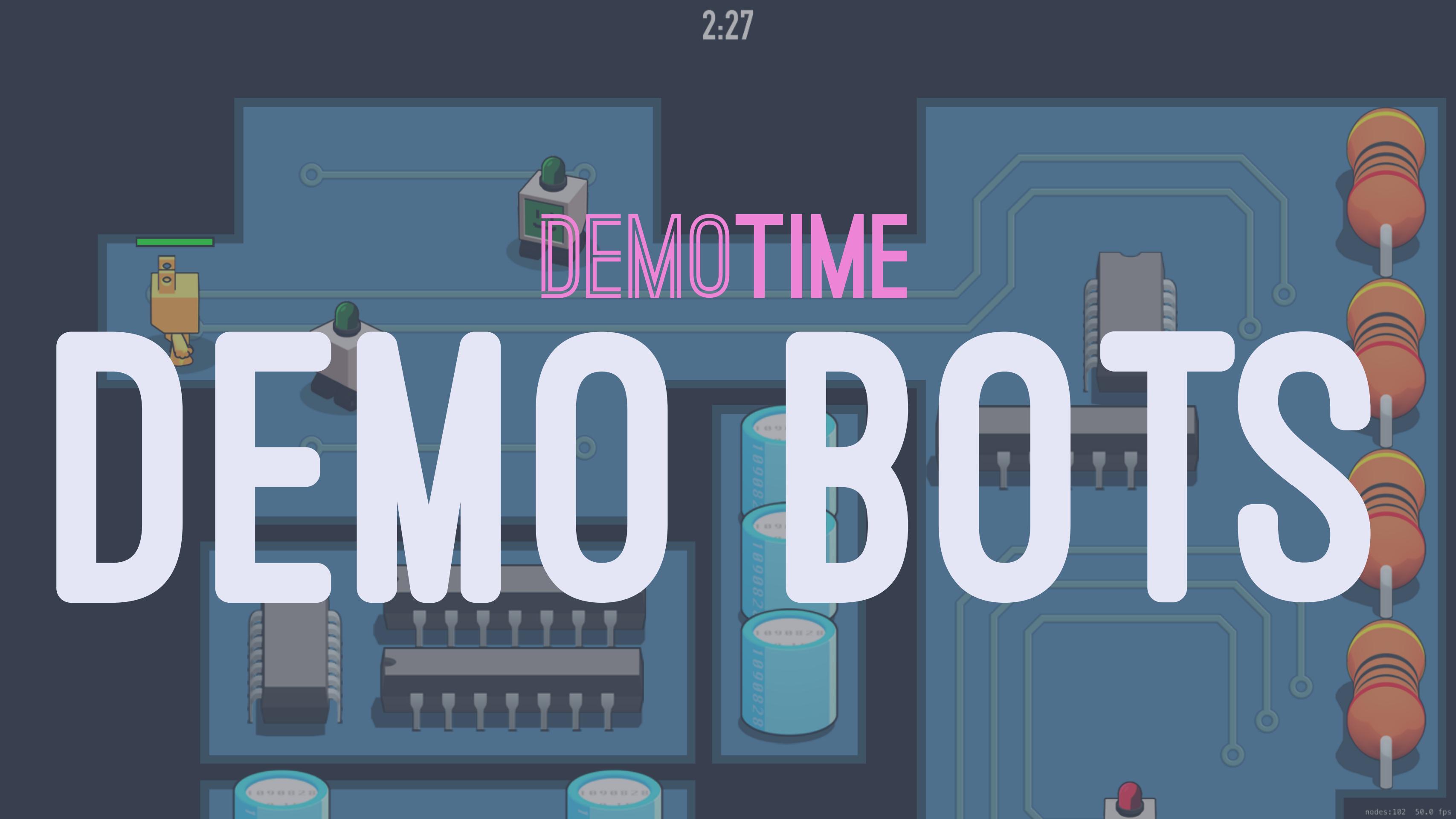
KEYBOARD (MOS)

MOUSE (MOS)

# FOR CONSOLE STYLE GAMING

CHECK OUT DEMO BOTS SAMPLE CODE





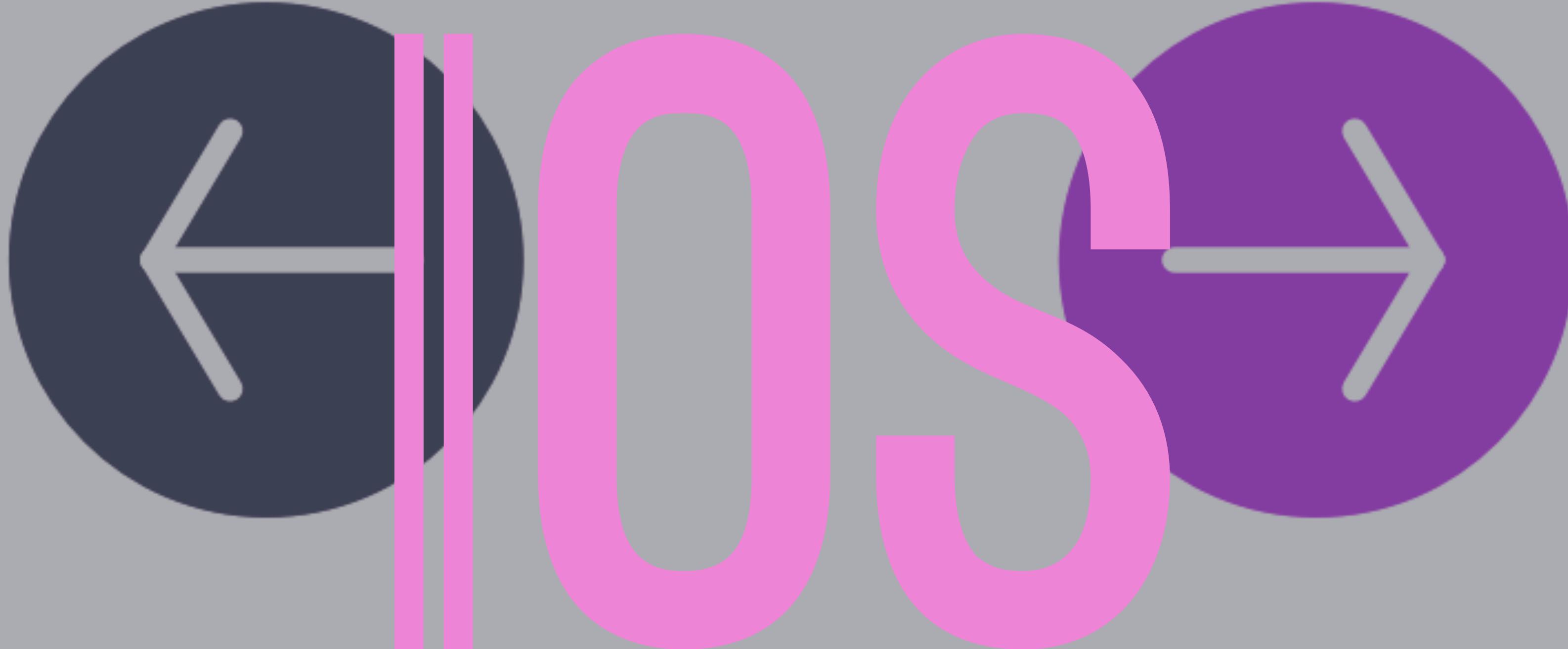
# DEMO TIME DEMO BOOTS

# MY EXAMPLE

"JUST" TWO DIRECTIONS

LEFT & RIGHT

# TOUCH



KEYBOARD (+ MOUSE)

MOUSE



APPLE TV REMOTE  
TAPS ON TOUCHPAD



LET'S LEAVE ||OS AND MOS



# APPLE TV REMOTE

# TAPS ON TOUCHPAD

- › touchesBegan
- › pressesBegan
- › GCController

# APPLE TV REMOTE

touchesBegan / UIResponder

- > ALL TOUCHES ARE RELATIVE 
- > SUCH LOW LEVEL. SO 2008 



NO!

# CONTROLLER: 3RD PARTY CONTROLLERS

LOTS OF BUTTONS 😊

- > A. B. X. Y.
- > SHOULDERS
- > D-PADS
- > THUMB-STICKS

# CONTROLLER: 3RD PARTY CONTROLLERS

BUT NOT ALL 😛

- › PLAY PAUSE
- › TV / APP SWITCHER
- › Siri / DICTATION

# CONTROLLER: 3RD PARTY CONTROLLERS

```
public class GCController : NSObject {  
    public var gamepad: GCGamepad? { get }  
    public var extendedGamepad: GCExtendedGamepad? { get }  
}
```

# CONTROLLER: 3RD PARTY CONTROLLERS

```
public class GCGamepad : NSObject {  
    public var dpad: GCControllerDirectionPad { get }  
    public var buttonA: GCControllerButtonInput { get }  
    public var buttonB: GCControllerButtonInput { get }  
    public var buttonX: GCControllerButtonInput { get }  
    public var buttonY: GCControllerButtonInput { get }  
    public var leftShoulder: GCControllerButtonInput { get }  
    public var rightShoulder: GCControllerButtonInput { get }  
}
```

# CONTROLLER: 3RD PARTY CONTROLLERS

```
public class GCExtendedGamepad : NSObject {  
    // Same as GCGamepad +  
    public var leftThumbstick: GCControllerDirectionPad { get }  
    public var rightThumbstick: GCControllerDirectionPad { get }  
    public var leftTrigger: GCControllerButtonInput { get }  
    public var rightTrigger: GCControllerButtonInput { get }  
}
```

# CONTROLLER: REMOTE

```
public class GCController : NSObject {  
    public var gamepad: GCGamepad? { get }  
    public var extendedGamepad: GCExtendedGamepad? { get }  
    @available(tvOS 9.0, *)  
    public var microGamepad: GCMicroGamepad? { get }  
}
```

# CONTROLLER: REMOTE

```
public class GCMicroGamepad : NSObject {  
    public var dpad: GCControllerDirectionPad { get }  
    public var buttonA: GCControllerButtonInput { get }  
    public var buttonX: GCControllerButtonInput { get }  
    public var reportsAbsoluteDpadValues: Bool // Yay!  
    public var allowsRotation: Bool // Horizontal vs. landscape  
}
```

# CONTROLLER: REMOTE

- › buttonA == TOUCHPAD CLICK
- › buttonX == PLAY PAUSE 😊



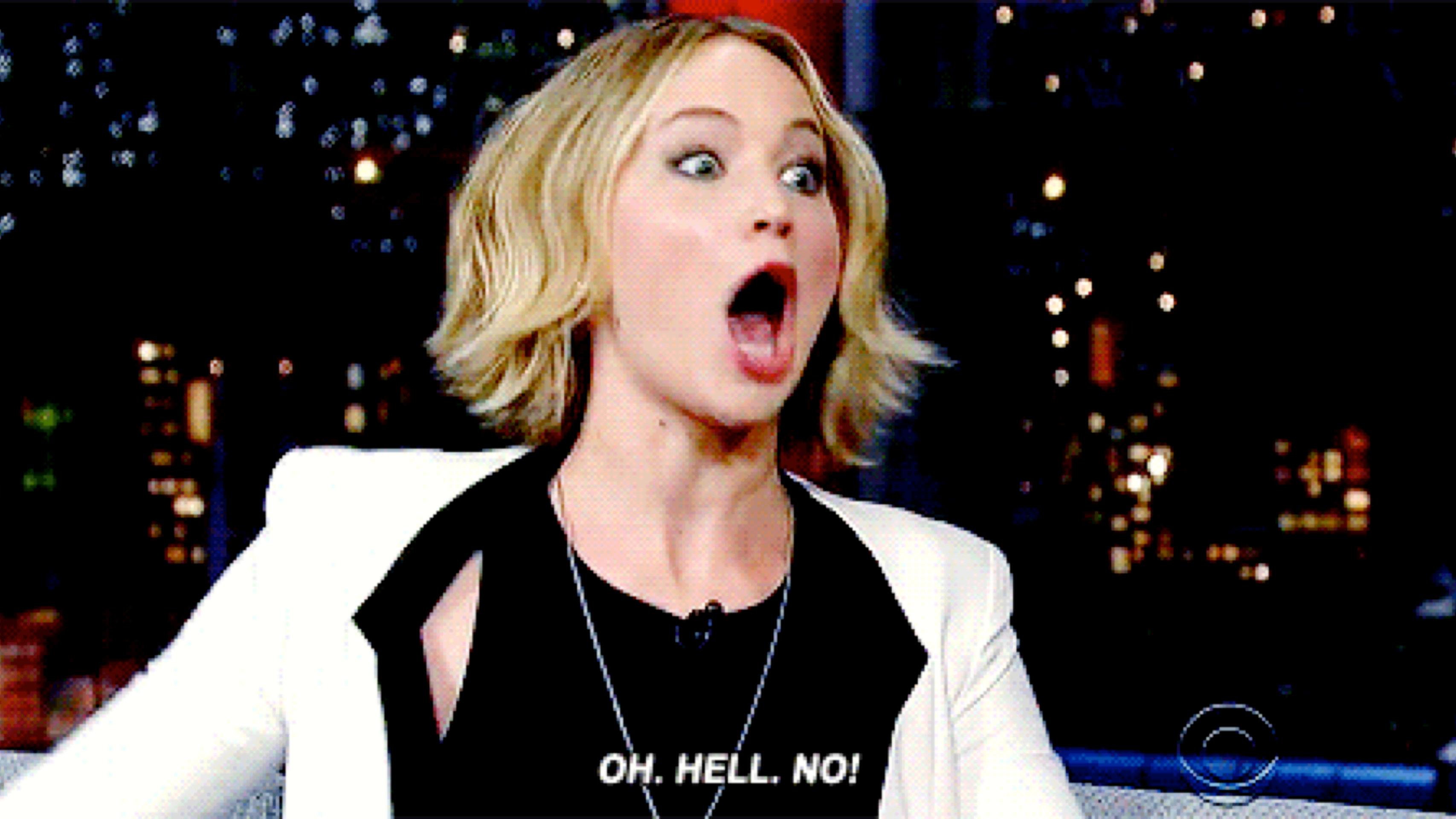
# CONTROLLER: MULTIPARTY !

- > 3RD + 3RD PARTY
- > 3RD + REMOTE
- > 3RD + 3RD + 3RD PARTY
- > 3RD + REMOTE + 3RD PARTY

A woman with short brown hair, wearing a green sleeveless dress, stands in front of a large, colorful mural of a woman's face. The mural features warm tones like orange, red, and yellow. The woman in the foreground is looking towards the camera with a slight smile.

I CAN DO THIS.

DO I?



OH. HELL. NO!

A wide-angle landscape photograph of a tropical island. In the foreground, dark blue ocean water with small whitecaps stretches across the frame. Behind it is a long, narrow strip of light-colored sand or a rocky shoreline. The middle ground is dominated by a deep, narrow valley with steep, rocky walls covered in dense, bright green tropical vegetation. The sky above is a clear, pale blue with a few wispy white clouds.

OK BACK TO SOMETHING MORE SANE

# pressesBegan / UIResponder

```
override func pressesBegan(  
    presses: Set<UIPress>,  
    withEvent event: UIPressesEvent?) {  
    guard let aPress = presses.first else { return }  
    switch aPress.type {  
        case .Menu, .Select, .PlayPause:  
        case .LeftArrow, .RightArrow, ...: // ?  
    }  
}
```

# ONLY WAY TO PASS "HOME" ON TO OS

```
override func pressesBegan(...) {  
    switch ... {  
        case .Menu:  
            if shouldHandleInApp { } else {  
                super.pressesBegan(presses, withEvent: event)  
            }  
    }  
}  
  
override func pressesEnded(...) {  
    // DO ABSOLUTE NOTHING  
}
```

YEAH, IT SEEKS TO BE THE MOST  
COMMON REASON FOR REJECTION . . .

- JAMES THOMSON

# DEMO TIME MAZE

A close-up photograph of a person's hand holding a smartphone. The screen of the phone displays a custom menu with large, semi-transparent white text. The text includes "DEMOTIME" at the top, followed by "SHADOWMATIC" in a large font, and "AWESOME CUSTOM MENU" below it. The background of the phone's screen shows a dark, abstract image of a person's legs and feet. The overall lighting is low, with the phone's screen being the primary light source.

DEMOTIME

SHADOWMATIC

AWESOME CUSTOM MENU

ITUNES

THE END



TOBIAS DUE MUNK  
@TOBIASDM  
GITHUB.COM/DUEMUNK  
DEVELOPMUNK.DK