

Objective-C ==> RubyMotion
A fly in the ointment

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RubyMotion is a Buzzword



Marc Lainez @mlainez

Yesterday: Xcode => nothing
good came out of it.

Today: Rubymotion => almost
finished an app.



After years of iOS work,
RubyMotion seems like a
thousand kittens playing the
piano while sliding down a
double-rainbow.

Johannes Fahrenkrug
Founder, Springenwerk

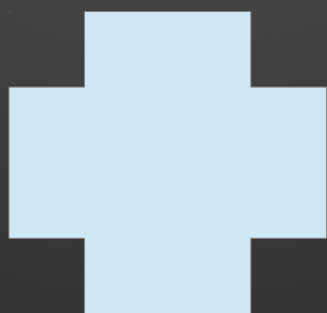


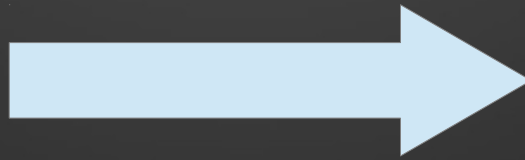
Matt Brewer @macfanatic

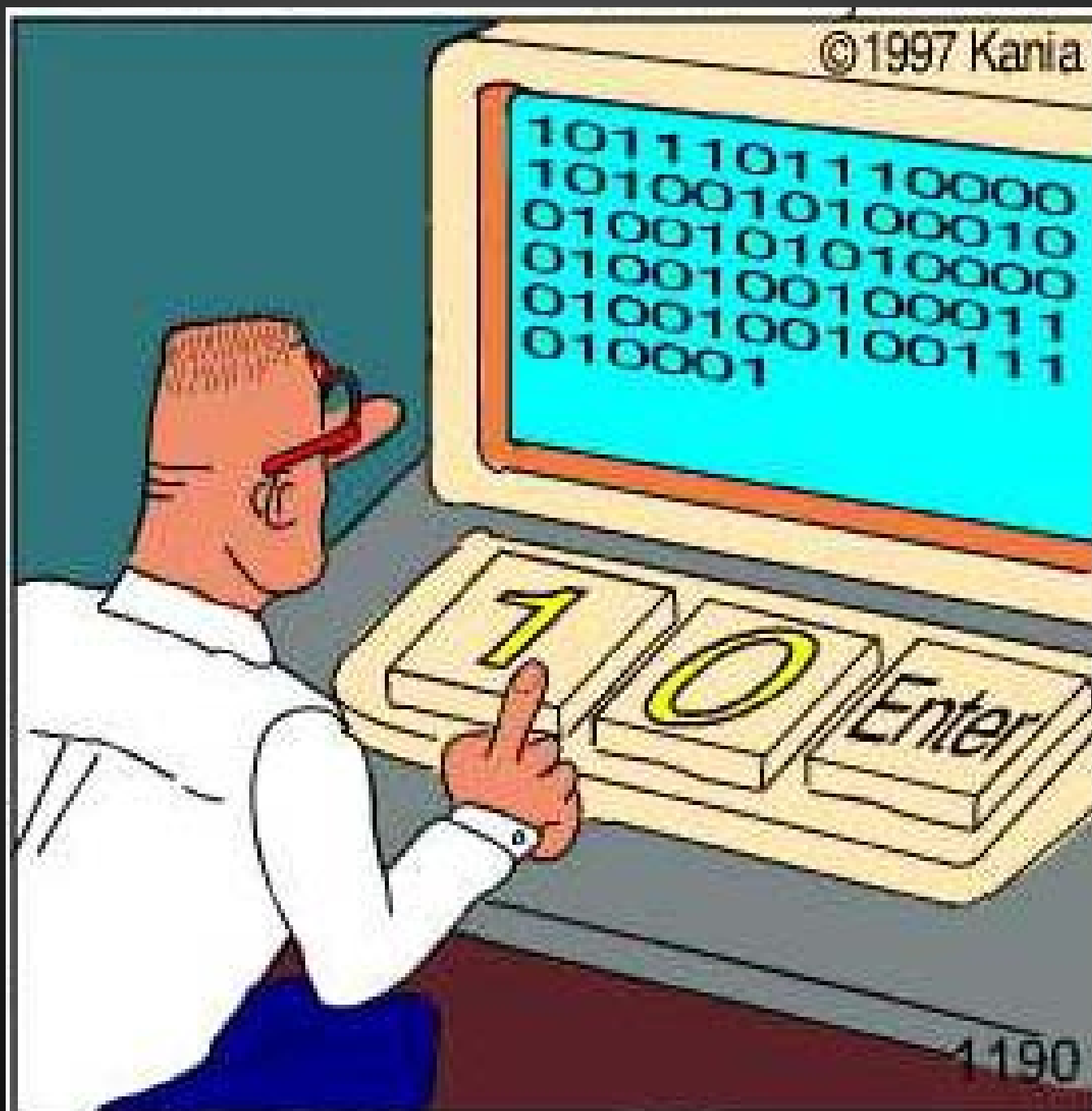
@RubyMotion Love,
absolutely needed.



Introducing RubyMotion I had
3 goals in mind







Real programmers code in binary.

Preconditions



Sitecore MobileSDK



Choose a template for your new project



iOS

Application

Framework & Library

Other



OS X

Application

Framework & Library

Application Plug-in

System Plug-in

Other



Master-Detail
Application



OpenGL Game



Page-Based
Application



Single View
Application



Tabbed Application



Utility Application



Empty Application



Master-Detail Application

This template provides a starting point for a master-detail application. It provides a user interface configured with a navigation controller to display a list of items and also a split view on iPad.

Cancel

Previous

Next

Problem #1 : Memory leaks



Object cycles, when two or more objects refer to each other, are currently not handled by the runtime, but will be in future releases.

Ruby

MyController

+model():MyModel*

MyModel

+delegate():WeakRef*

Native

WeakRef

+target():id

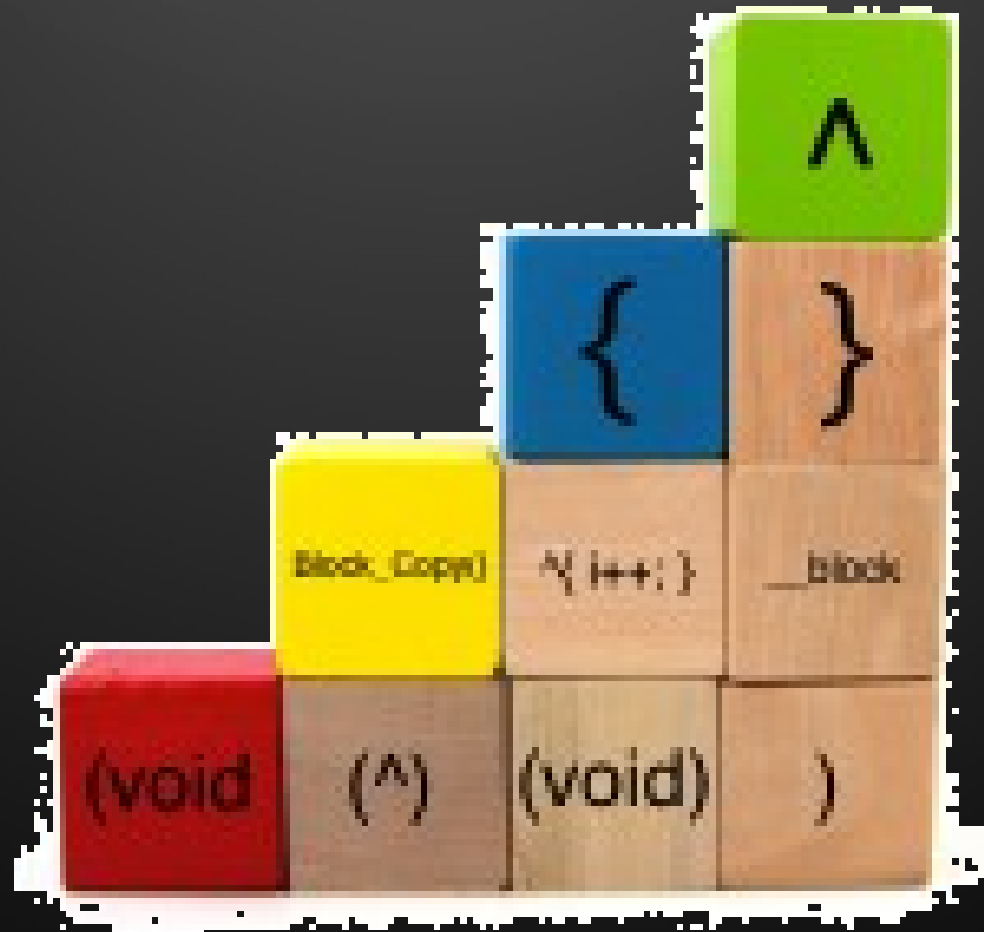


Farcaller/motion-memorymanagement
Dodikk/MotionBlocks

SOLD

Problem #2 :

Block API do not compile



```
typedef void (^BBAsyncOpResult)(id result, NSError
*error);
typedef void (^BBAsyncOp)(BBAsyncOpResult handler);
```

```
@interface BlockBuilder : NSObject
```

```
-(BBAsyncOp)itemsReader;
-(BBAsyncOpResult)itemsReaderCallback;
```

```
@end
```

Objective-C stub for message
`itemsReader' type `@?
`@(angry)' not precompiled.

Make sure you properly link
with the framework or library
that defines this message.

Use **id** instead of block
typedefs


```
typedef void (^BBAsyncOpResult)(id result, NSError  
*error);
```

```
typedef void (^BBAsyncOp)(id handler);
```

```
@interface BlockBuilder : NSObject
```

```
-(id)itemsReader;
```

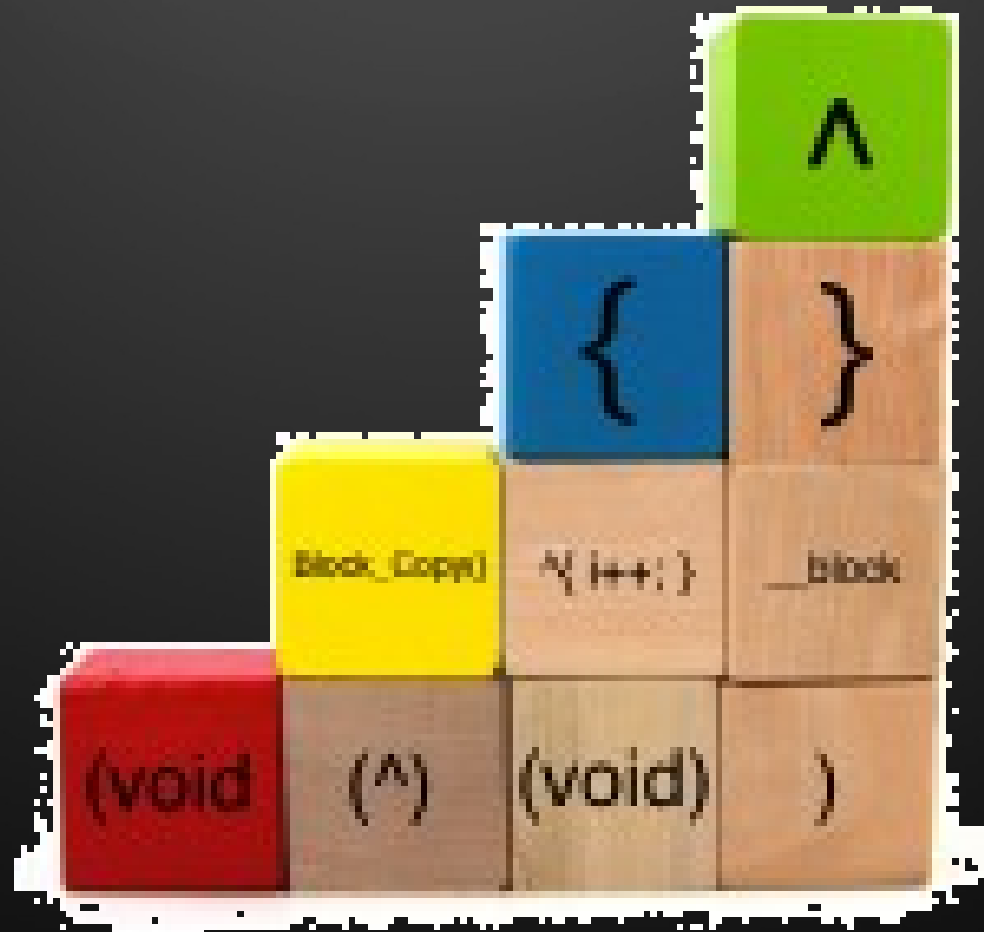
```
-(id)itemsReaderCallback;
```

```
@end
```

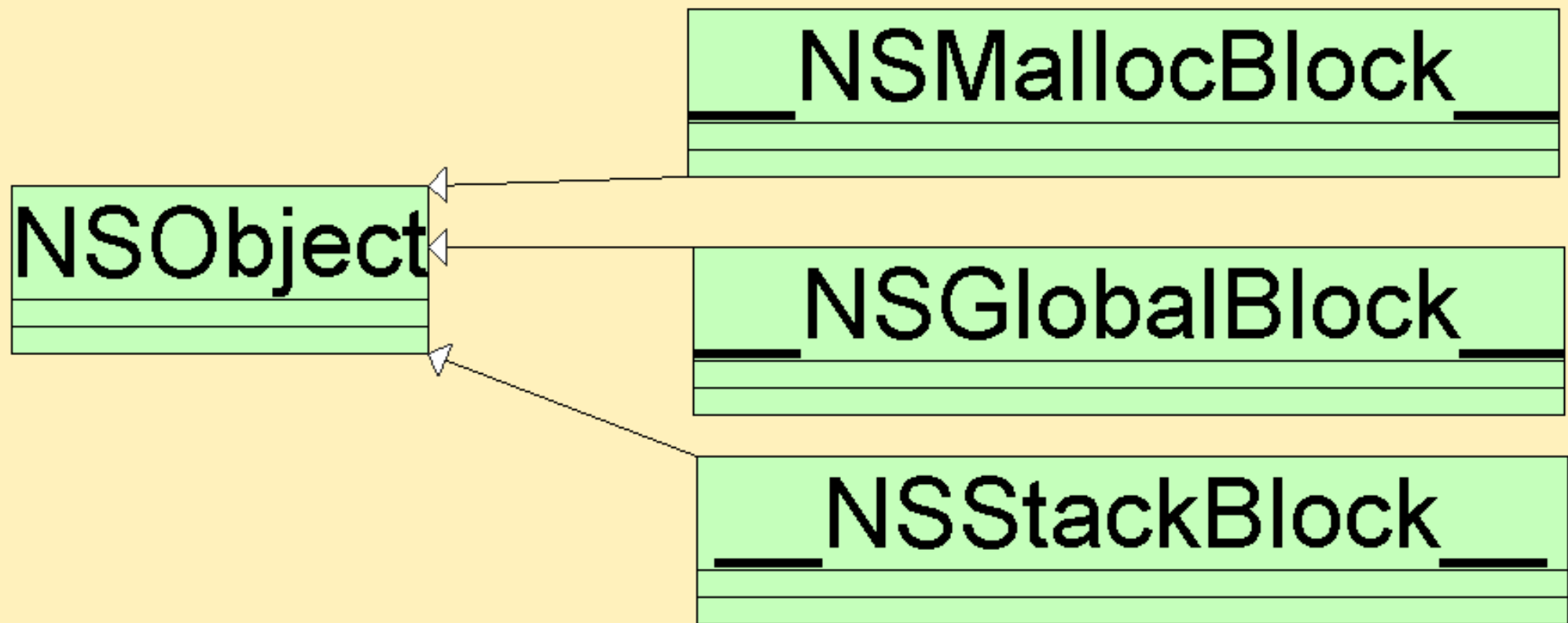
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Problem #3 :

How to Invoke an ObjC Block?



Foundation



BLACKJACK



AND HOOKERS

@implementation NSObject (BlockForRuby)

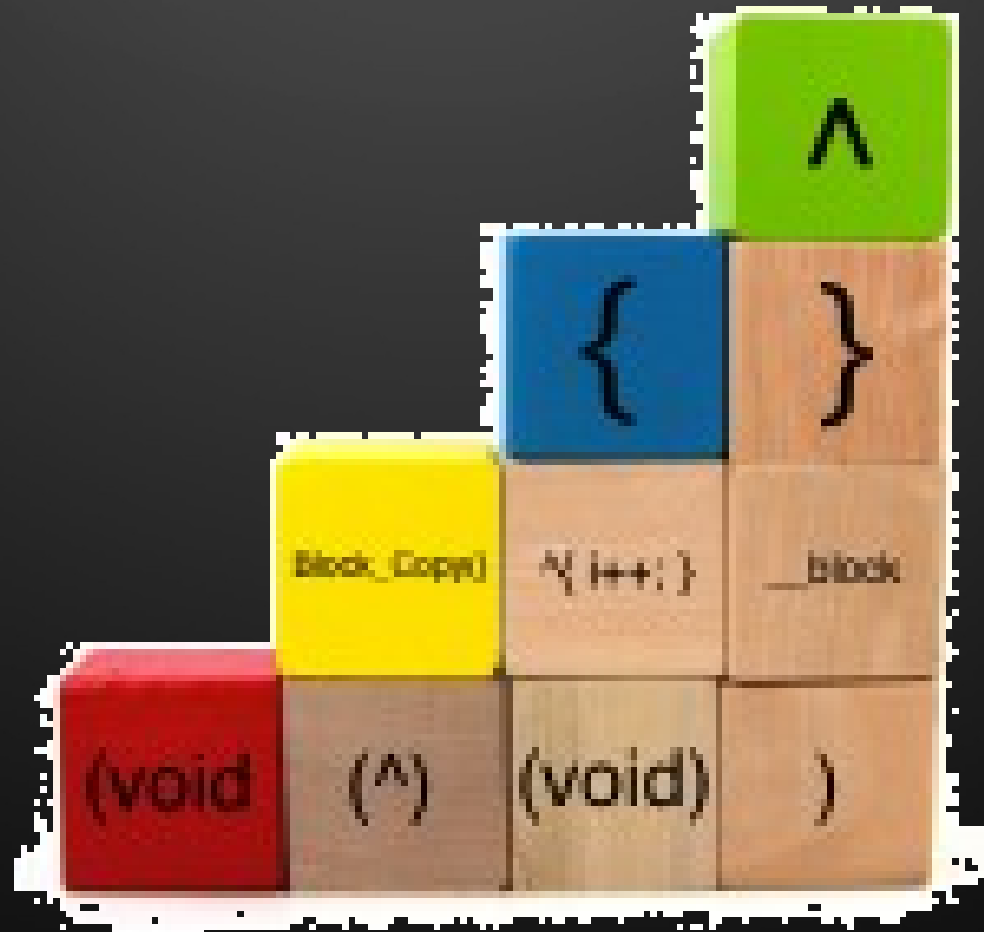
```
-(id)objc_BlockSend1:( id )arg_  
{  
    typedef id(^Block1)( id arg_ );  
  
    Block1 block_ = (Block1)self;  
    return block_( arg_ );  
}
```

```
-(id)objc_BlockSend:( NSArray* )args_{  
    switch ( [ args_ count ] ){  
        case 0:  
            return [ self objc_BlockSend0 ];  
            break;  
        case 1:  
            return [ self objc_BlockSend1: args_[0] ];  
            break;  
        default: //TODO : add as many as you want  
            break;  
    }  
    return nil;  
}
```

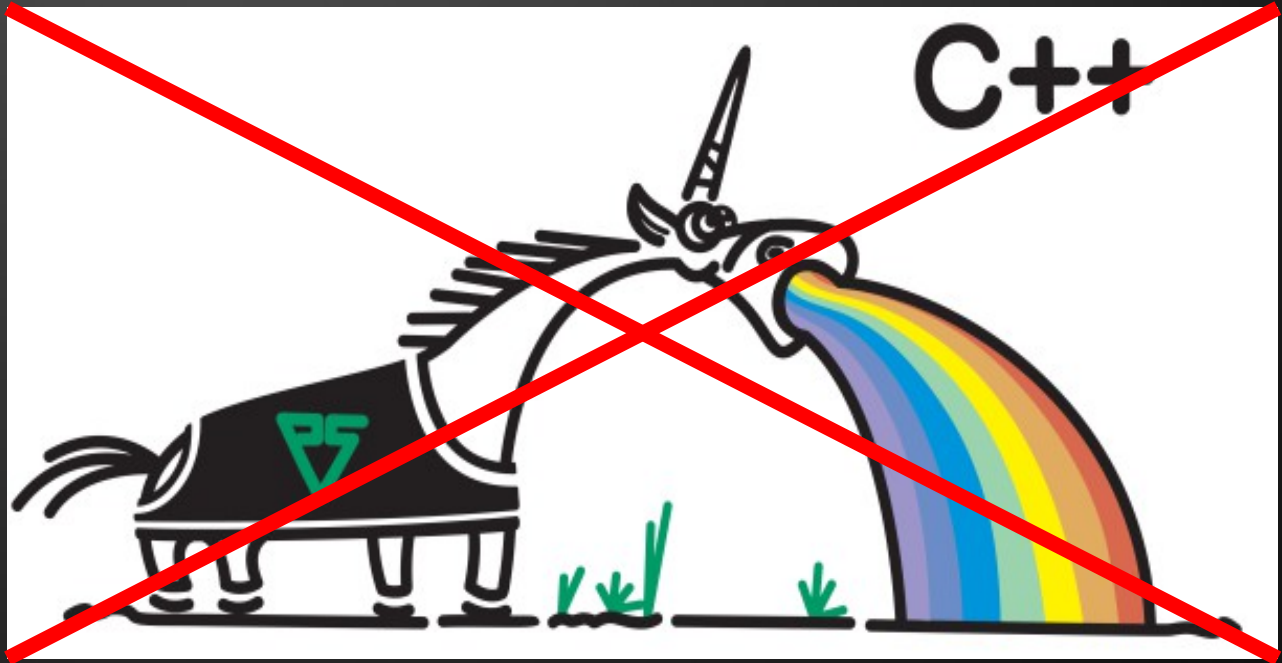

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Problem #4 :

ObjC blocks crash



One More Thing...





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