# IDEATO APPSTORE WITH TITANIUM

js.la - June 28, 2012

# console.log(ME);

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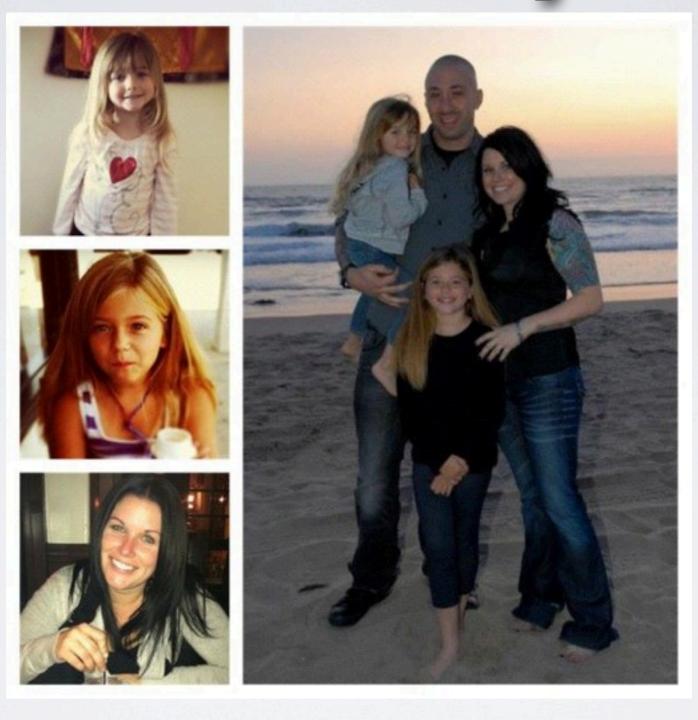
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# THE BOSS



# The Family



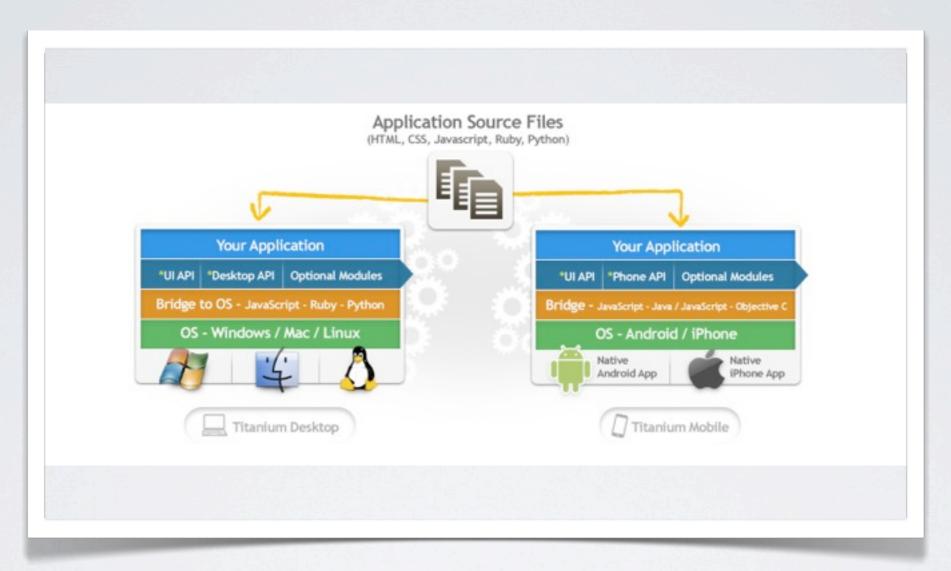
# TITANIUM MOBILE

- Rapid development & prototyping tool
- Single high level language: JS
- Multiple deployment platform
- · Use many JS libraries work out of the box
- Extendable with native modules

# TITANIUM APPS ARE NATIVE

- Is Titanium the same thing as PhoneGap?
- Does titanium compile to objective-c?
- Can we also expect a native user experience?

# TITANIUM RUNTIME



#### Mobile:

- JavaScript APIs for UI (Native)
- JavaScript for scripting
- · WebView available, but not required

# PLATFORM FEATURES



#### **Native User Experience**

Native performance + Native UI (tables, animations, gestures...etc.)



#### Multimedia

Camera, video camera, streaming/device audio/video



#### Location-based services

Augmented reality, geo-location, compass, native maps



#### **Analytics**

Custom analytics baked into every application, track usage patterns and adoption



#### Social sharing

Authenticated access to Facebook, Twitter, Yahoo YQL. Native email/address book



#### Titanium+Plus

Encrypted database, ecommerce, ads, barcode scanners, custom analytics, in-app purchase



#### **Data**

Local SQLite data store, web services, lightweight key/value store



#### **Development tools**

Create, test, and publish your app using the same tools across platforms

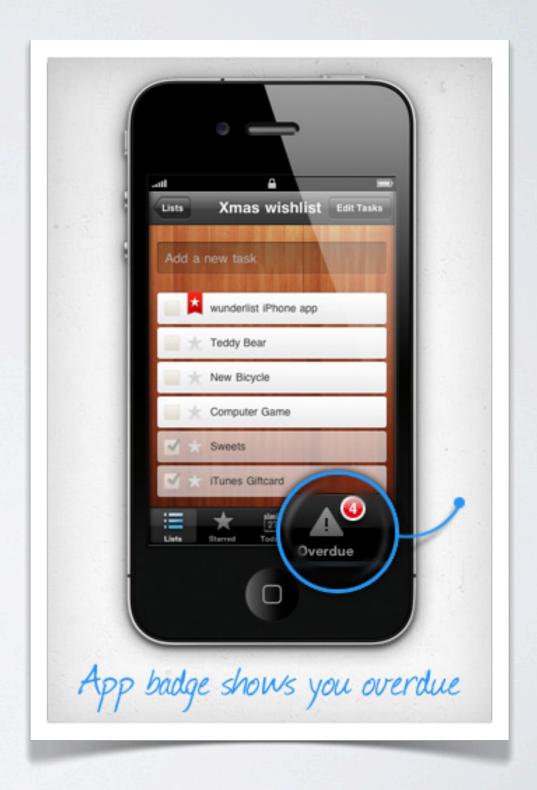
# WHO USES TITANIUM?

#### **Latest Applications:**

- Late Night with Jimmy Fallon
- Sugar Mobile
- GetGlue (Android)

#### **Companies:**

- •NBC/Universal
- eBay and PayPal
- Anheuser Busch
- Jaguar
- •MTV
- Many more



## FOR YOU WEB DEVELOPERS...

A "window" is analogous to a "page"

A "view" is analogous to a "div"

Ti.UI namespace provides many specialized controls (buttons, text fields, pickers, maps, scroll views)

Ul objects are composed in JavaScript similarly to DOM fragments

```
var view = Ti.UI.createWindow({
     height: 10,
     width:30,
     backgroundImage: 'images/someimage.png'
   });
   var label = Ti.UI.createLabel({
     text: 'Hello World',
     font: {
       fontSize:12
     color: '#999999'
  });
14
   view.add(label);
```

## VIEW HIERARCHY AND POSITIONING

Modeled after iOS View Hierarchy

Views positioned relative to parent

Layout options:

- Absolute
- Vertical
- Horizontal

## EVENT HANDLING

Similar To JavaScript in the browser

Can use addEventListener on nearly any JS object

Can programmatically fire events on objects as well

## TITANIUM WORKFLOW

Target both platforms early (though not necessarily today)

iOS Emulator is fast for dev

Deploying to iOS device is slow

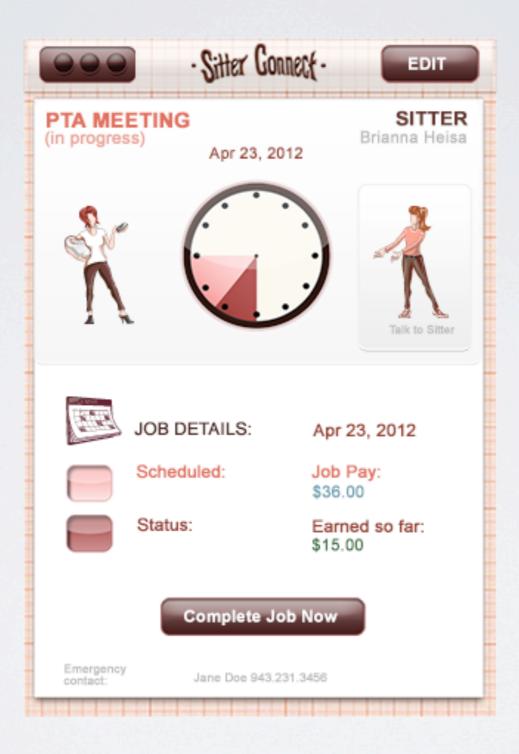
Android Emulator is S-L-O-W – keep it running!

Android devices are faster (better for dev)

# PSD2TI

- Parse Photoshop files and generate Titanium Ul
- Layers are given # to denote element (ex. somelayer#button)
- Exports layers to individual files (retina/non-retina)

### EXAMPLE PSD



## Output



```
var self = Ti.UI.createWindow();
self.open();
var cloth_backdrop = Ti.UI.createView({
  top: 0, left: 0,
  height: 460, width: 321,
  backgroundImage: 'images/cloth_backdrop.png'
self.add(cloth_backdrop);
var paper_backdrop = Ti.UI.createView({
  top: 40, left: 3,
  height: 414, width: 313,
  backgroundImage: 'images/paper_backdrop.png'
});
self.add(paper_backdrop);
var backdrop = Ti.UI.createView({
  top: 41, left: 6,
  height: 181, width: 305,
  backgroundImage: 'images/backdrop.png'
});
self.add(backdrop);
var right_sitter_backdrop = Ti.UI.createImageView({
  top: 99, left: 226,
  height: 114, width:78,
  backgroundImage: 'images/right_sitter_backdrop.png'
});
self.add(right_sitter_backdrop);
var sitter = Ti.UI.createImageView({
  top: 114, left: 237,
  height: 76, width:51,
  image: 'images/sitter.png'
self.add(sitter);
var mom = Ti.UI.createImageView({
 top: 114, left: 28,
  height: 80, width: 47,
  image: 'images/mom.png'
});
self.add(mom);
var sitterLbl = Ti.UI.createLabel({
  top: 49, left: 252,
  height: 11, width:49,
  backgroundImage: 'images/sitterLbl.png'
self.add(sitter(h)):
```

# TITANIUM: SHIMMY.JS

- Shortened syntax
- Extendable Objects
- Better EventEmitters w/ EventEmitter2
- Property Mapping
- Easier Custom Object Creation
- Chainable

# SYNTAX

## Titanium Syntax

```
1 var window = Ti.UI.createWindow({
2   height:10,
3   width:30,
4   backgroundImage:'images/someimage.png'
5 });
```

## Shimmy Syntax

```
var ui = require('lib/shimmy').ui;

var window = ui.Window({
   height:10,
   width:30,
   backgroundImage:'images/someimage.png'
});
```

## MAPPING

```
var view = ui.View({
height:10,
width:30,
backgroundImage:'images/someimage.png'
}).mapper([{backgroundImage:'bg'}]);

console.log(view.bg);
//OUTPUTS 'images/someimage.png';
```

Works great for grabbing values from complex forms.

# EXTENDABLE

# MONGLODB

- In memory db
- Evented Collections
- MongoDB query syntax
- Locally stored for offline persistence
- Available offline

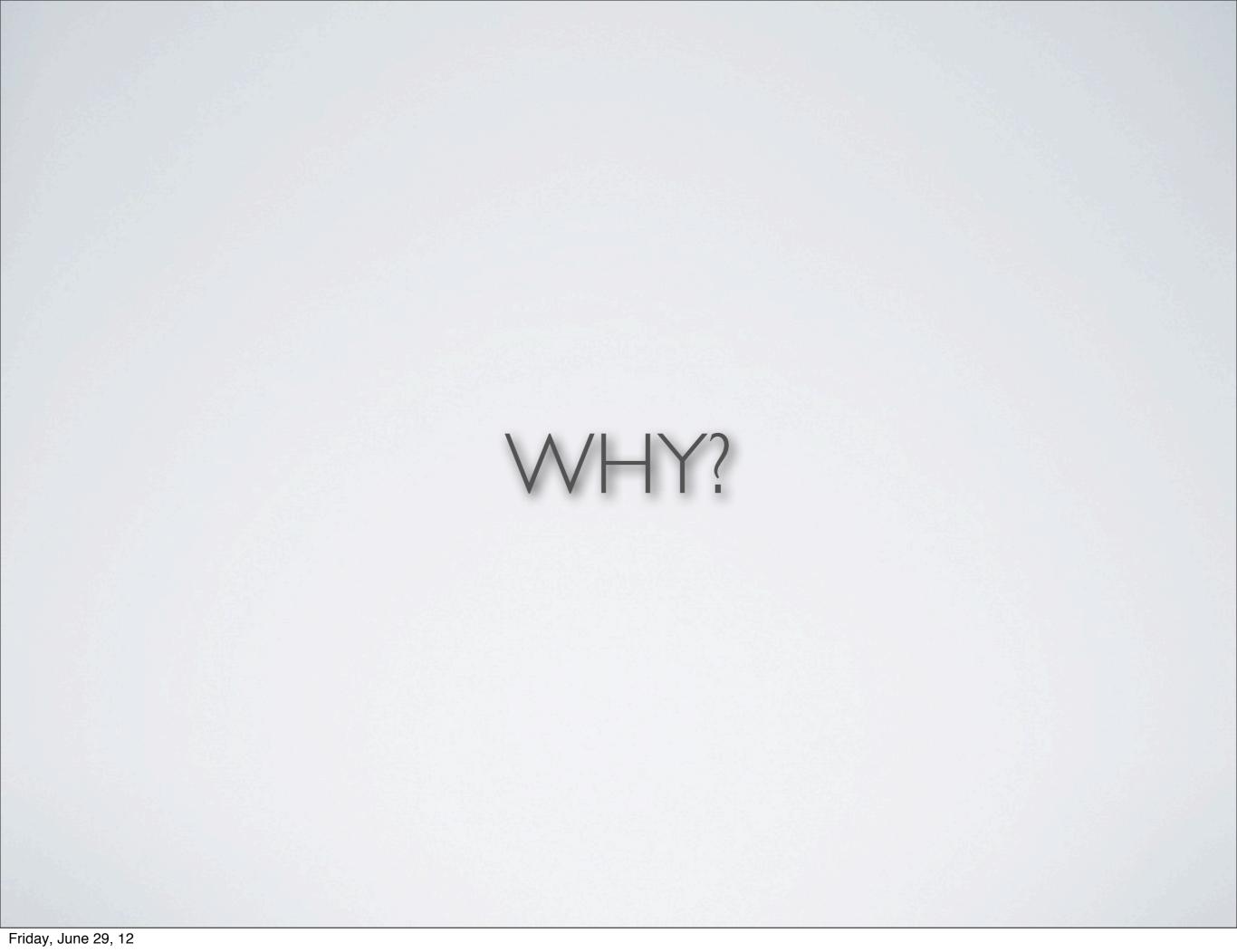
# USAGE EXAMPLE

```
var Monglo = require('monglo').Monglo;
var Messages = Monglo.Collection('Messages');

// return array of my messages
var my_messages = Messages.find({
    user_id:00304
    }).fetch();

// create a new message
Messages.insert({text: "Hello, world!"});

// mark my first message as "important"
Messages.update(my_messages[0].id, {$set: {important: true}});
```



## So we can avoid these :-)

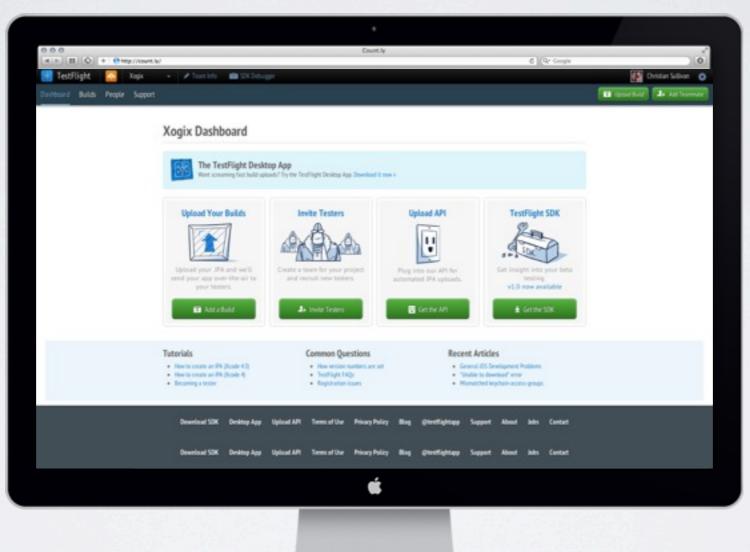


Simple apps don't require server backend.

# DISTRIBUTING BETAS

http://testflightapp.com

https://github.com/DamageStudios/testflight-module

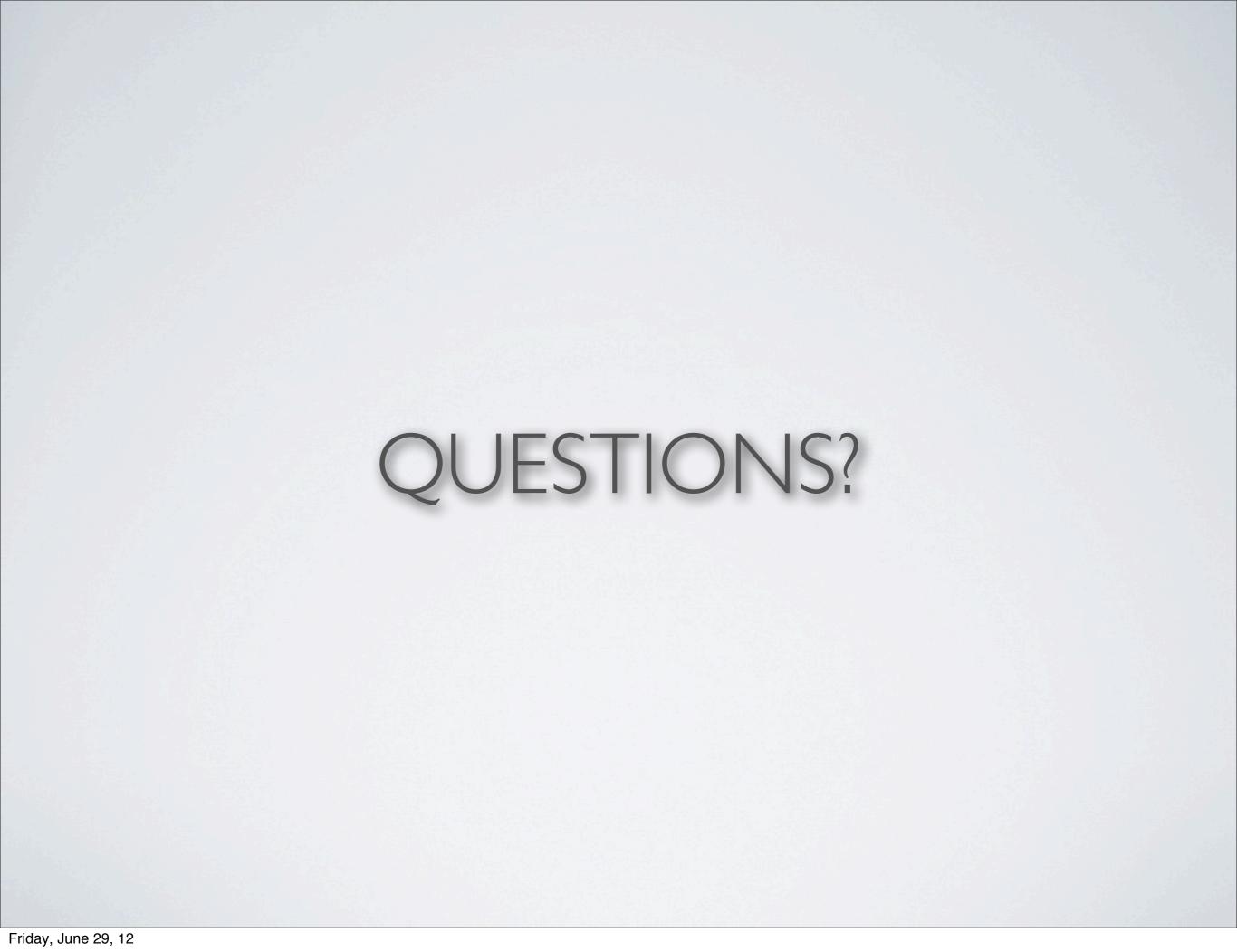


# ANALYTICS

http://count.ly

https://github.com/euforic/Titanium-Count.ly





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