RubyMotion and ProMotion

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@wrdevos | Springest

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Springest
is a
Website
where you can
find and
compare *courses*.
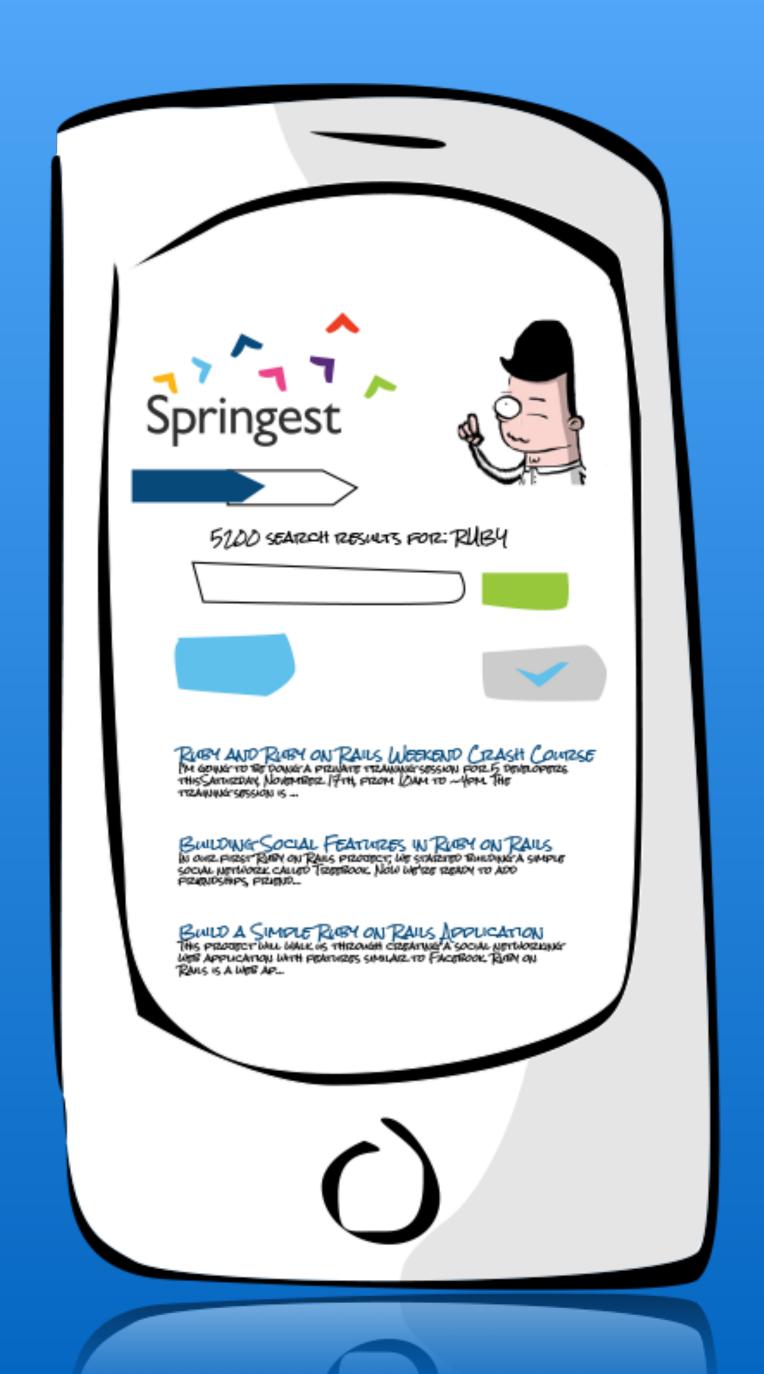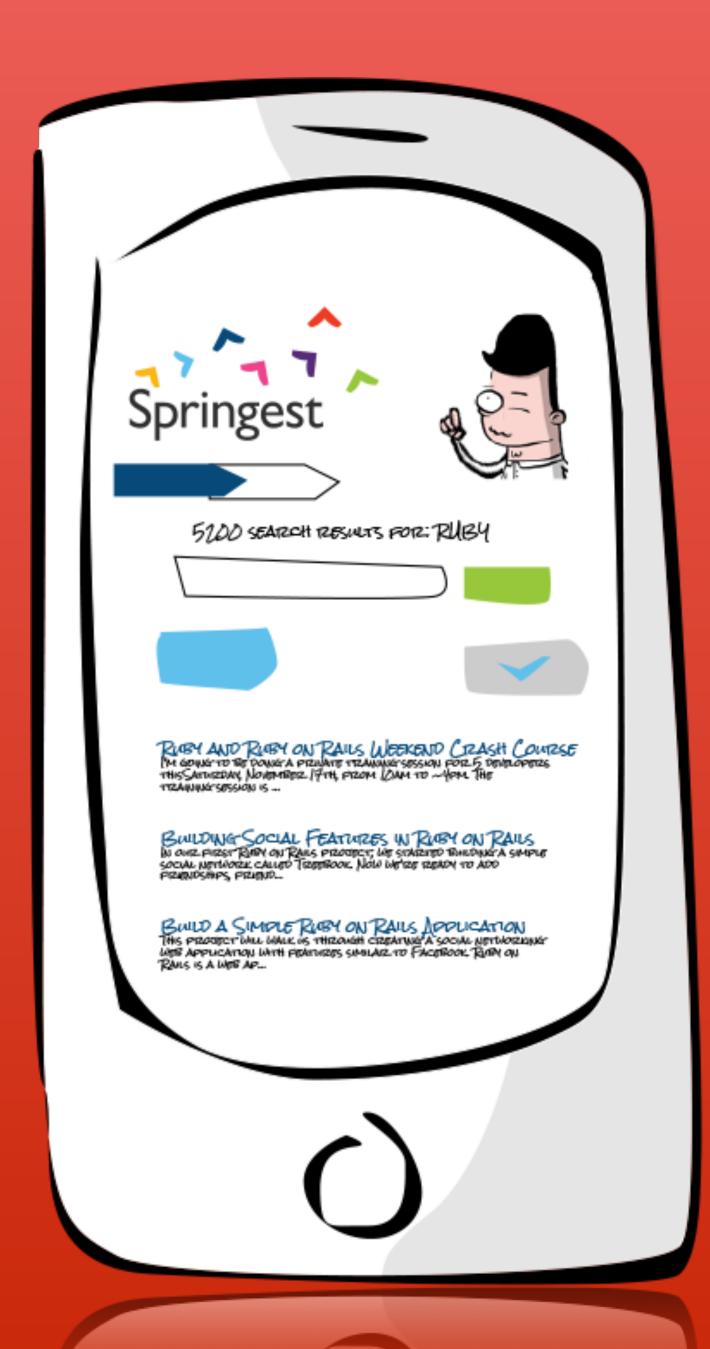
Location Services

to select the right localised site for you.

AND even *persistent* cookies, **LinkedIn** integration...
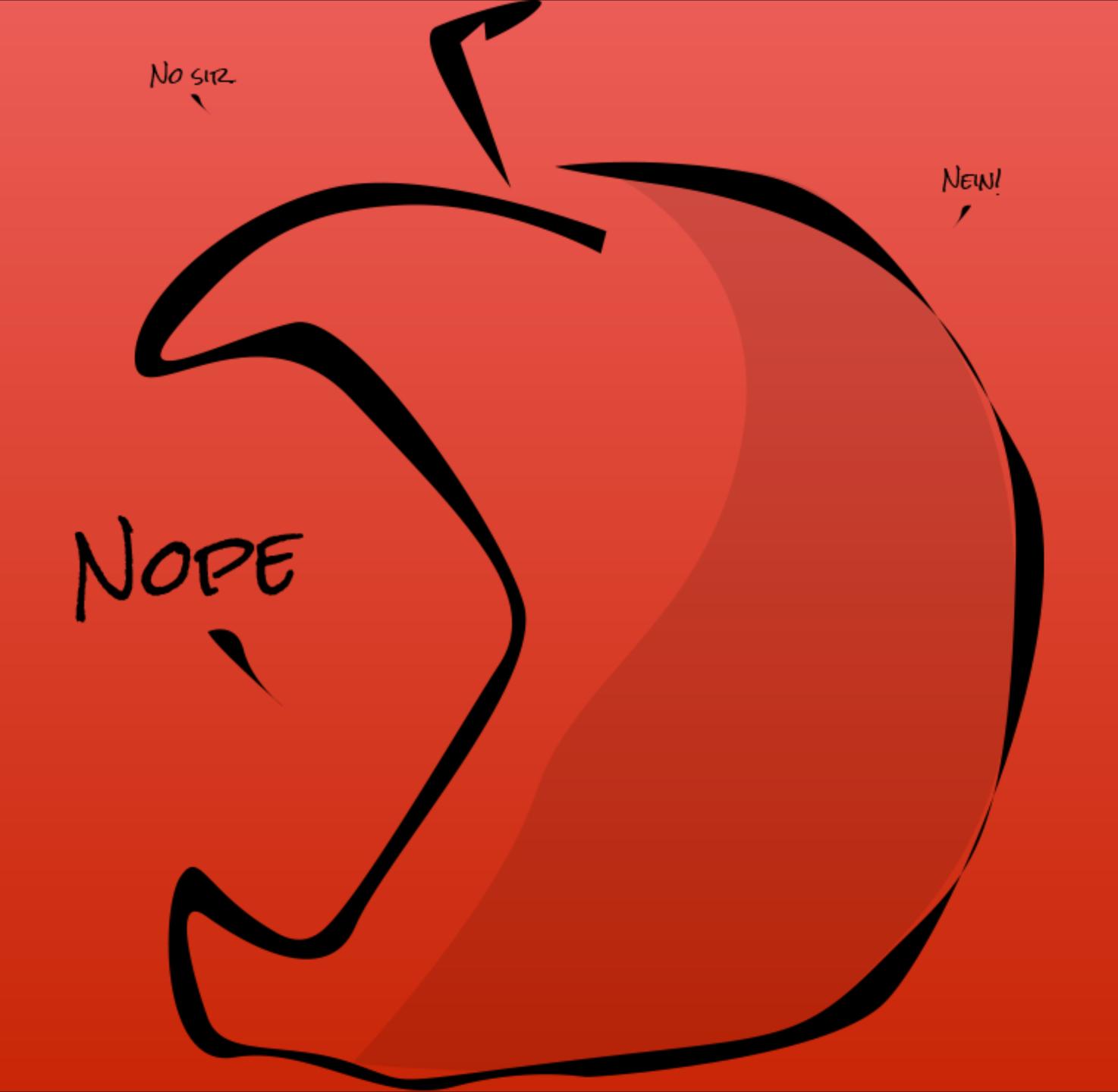
Dear Springest Corporate B.V.,
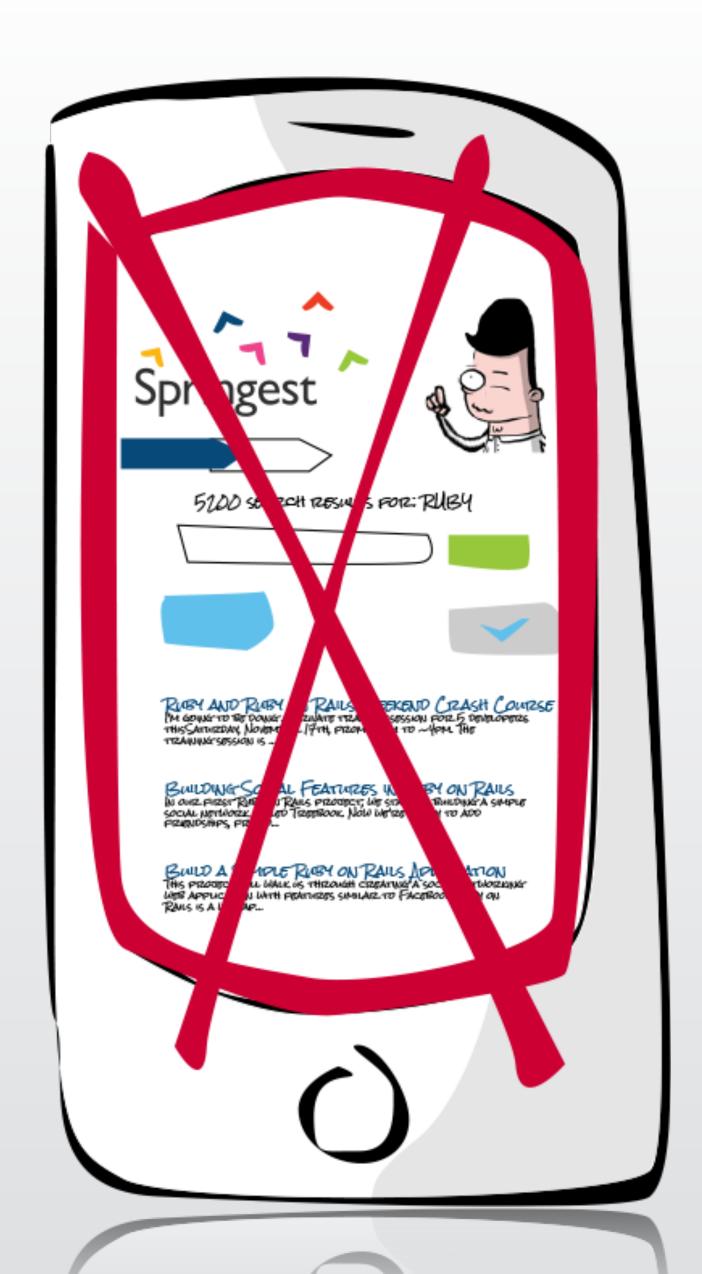
The status for the following app has changed to **Developer Rejected.**

App Name: Discover Courses
App Version Number: 1.0
App SKU: springest-1
App Apple ID:78 71
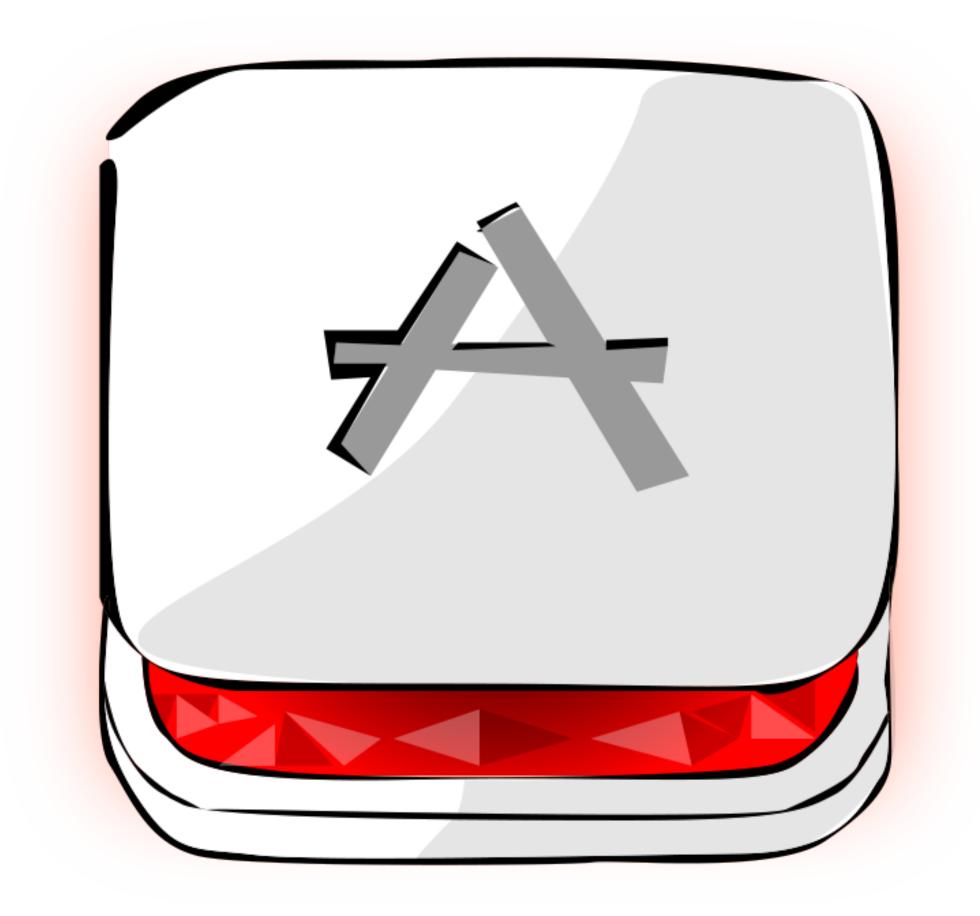
To make changes to this app, sign in to iTunes Connect and open the Manage
module.

If you have any questions regarding your app, click Contact Us in iTunes Connect.

Regards,

The iTunes Store team

Dammit.

```objc
// Password field
_passwordField = [[UITextField alloc] initWithFrame:
                CGRectMake(72, 394, 180, 30)];
[_passwordField setBorderStyle:UITextBorderStyleRoundedRect];
_passwordField.placeholder = @"Password";
_passwordField.secureTextEntry = YES;
_passwordField.delegate = self;
[_passwordField setReturnKeyType:UIReturnKeyDone];
[_passwordField  addTarget:self
                action:@selector(textFieldFinished:)
                forControlEvents:
                    UIControlEventEditingDidEndOnExit];
_passwordField.tag = kPasswordField;
[_scrollView addSubview:_passwordField];
```

RubyMotion

whoah, ruby?

```ruby
def application(
  didFinishLaunchingWithOptions: launch_options )
```

Ruby? rly?

Compare these..

```
- (BOOL)application:(UIApplication *)application
    didFinishLaunchingWithOptions:(NSDictionary
*)launchOptions

def application( application,
    didFinishLaunchingWithOptions: launch_options )

- (BOOL)application:(UIApplication *)application

def application( application )
```

That defines the same method twice!

```
def application( application,
   didFinishLaunchingWithOptions: launch_options )


def application( application )
```

Much difference?

```objc
// Sign in button
_signInButton = [UIButton buttonWithType:UIButtonTypeRoundedRect];
_signInButton.frame = CGRectMake(73, 432, 178, 30);
[_signInButton setTitle:@"Sign in" forState:UIControlStateNormal];
[_scrollView addSubview:_signInButton];
```

```ruby
# Sign in button
@sign_in_button = UIButton.buttonWithType UIButtonTypeRoundedRect
@sign_in_button.frame = CGRectMake(73, 432, 178, 30)
@sign_in_button.setTitle: "Sign in", forState: UIControlStateNormal
@scrollView.addSubview: @sign_in_button
```

BubbleWrap

adds some ruby love

BubbleWrap

Cocoa wrappers and helpers for RubyMotion.

View the Project on GitHub
rubymotion/BubbleWrap

Read the RDoc
rdoc.info

Get the Ruby Gem
gem 'bubble-wrap'

Join the discussion
bubblewrap@googlegroups.com

Using BubbleWrap
A guide to getting started with BubbleWrap

Hacking BubbleWrap
A guide to working on BubbleWrap

Gem Howto
Building RubyMotion gems with BW

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BubbleWrap for RubyMotion

A collection of (tested) helpers and wrappers used to wrap CocoaTouch code and provide more Ruby like APIs.

BubbleWrap website BubbleWrap mailing list

Installation

```
gem install bubble-wrap
```

Setup

1. Edit the `Rakefile` of your RubyMotion project and add the following require line:

```
require 'bubble-wrap'
```

BubbleWrap is split into multiple modules so that you can easily choose which parts are included at compile-time.

The above example requires the `core` and `http` modules. If you wish to only include the core modules use the following line of code instead:

```
require 'bubble-wrap/core'
```

events

location

HTTP

UI

media

RSS

Camera

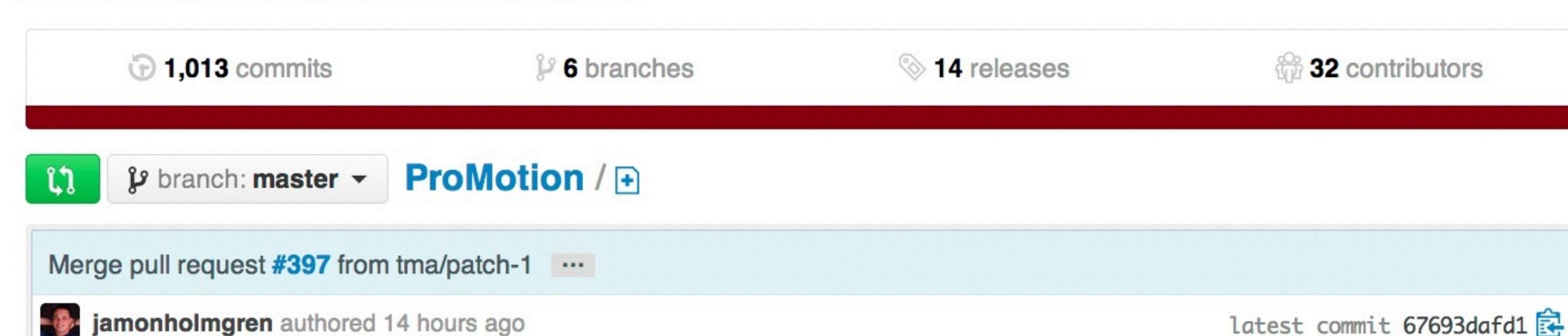CHECK IT OUT!

BubbleWrap

adds some ruby love

ProMotion

more ruby love

clearsightstudio / **ProMotion**

ProMotion is a RubyMotion gem that makes iPhone development less like Objective-C and more like Ruby. Star this repo to keep tabs on our progress!

⊕ **1,013** commits | ⑂ **6** branches | ⬙ **14** releases | 👥 **32** contributors

⑂ branch: **master** ▾ **ProMotion** / ⊞

Merge pull request **#397** from tma/patch-1 ⋯

👤 **jamonholmgren** authored 14 hours ago   latest commit 67693dafd1 ⊡

📁 app   added functional tests for animation support for navigation controlle…   5 months ago

Now we're talking Ruby

```ruby
class AppDelegate < PM::Delegate

  def on_load(app, options)
    open RootScreen.new(nav_bar: true)
  end

end
```

PM::Screen

```ruby
# app/screens/root_screen.rb

class RootScreen < PM::Screen
  title "Root Screen"

  def on_load
    set_nav_bar_button :right, title: "Help", action: :help
  end

  def help
    open HelpScreen
  end
end
```

PM::Styling

```ruby
def on_load
  set_attributes self.view, {
    background_color: hex_color("DBDBDB")
  }

  add UILabel.new, {
    text: "August",
    text_color: hex_color("8F8F8D"),
    background_color: UIColor.clearColor,
    shadow_color: UIColor.blackColor,
    text_alignment: UITextAlignmentCenter,
    font: UIFont.systemFontOfSize(15.0),
    resize: [ :left, :right, :bottom ],
    frame: CGRectMake(10, 0, 300, 35)
  }
end
```

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Thanks!

spread the ruby love

Springest