

Development workflow with Cocktail and NME



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Thomas Fétiveau, @zab0jad

2005 => Java & JEE developer



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2005 => Java & JEE developer



2009 => as2, as3 & Silex CMS



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2005 => Java & JEE developer



2009 => as2, as3 & Silex CMS



2011 => Haxe



Thomas Fétiveau, @zab0jad

now => freelance



now => freelance



web

mobile

cross-platform

cloud services

video players

e-learning

Development workflow

Contributions

Use cases and limitations

Development workflow

Development workflow > step 1 - the HTML5 target

HTML
CSS
Haxe js



Development workflow > step 1 - the HTML5 target

HTML

CSS

Haxe js

- development with HTML API



HTML



Development workflow > step 1 - the HTML5 target

HTML

CSS

Haxe js



HTML



- development with HTML API

- debugging in web browser :

DOM inspector,

js console

...

Development workflow > step 1 - the HTML5 target

HTML
CSS
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- development with HTML API
- debugging in web browser :

DOM inspector,

js console

...

- write your unit tests

Development workflow > step 2 - the Flash / AIR target

HTML
CSS
Haxe js



Development workflow > step 2 - the Flash / AIR target

HTML
CSS
Haxe js



- compilation with Cocktail



Development workflow > step 2 - the Flash / AIR target

HTML
CSS
Haxe js



- compilation with Cocktail
- potential bug fixing in Cocktail



Development workflow > step 2 - the Flash / AIR target

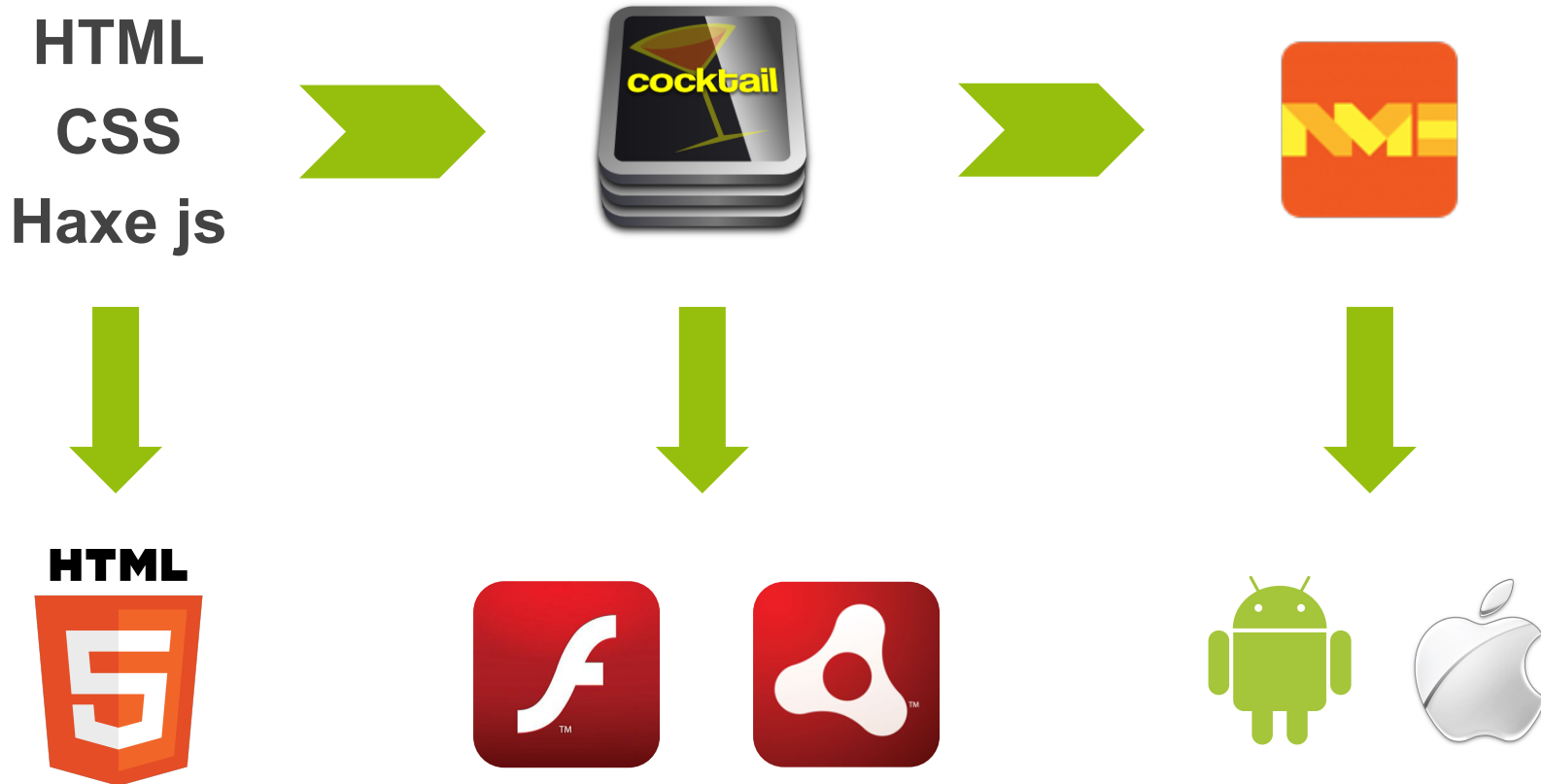
HTML
CSS
Haxe js



- compilation with Cocktail
- potential bug fixing in Cocktail
- run your unit tests in Flash player / AIR runtime



Development workflow > step 3 - the native targets



Development workflow > step 3 - the native targets

- compilation with Cocktail and NME

Development workflow > step 3 - the native targets

- compilation with Cocktail and NME
- potential bug fixing in NME or hxcpp

Development workflow > step 3 - the native targets

- compilation with Cocktail and NME
- potential bug fixing in NME or hxcpp
- run your unit tests on each targeted native platform

Contributions



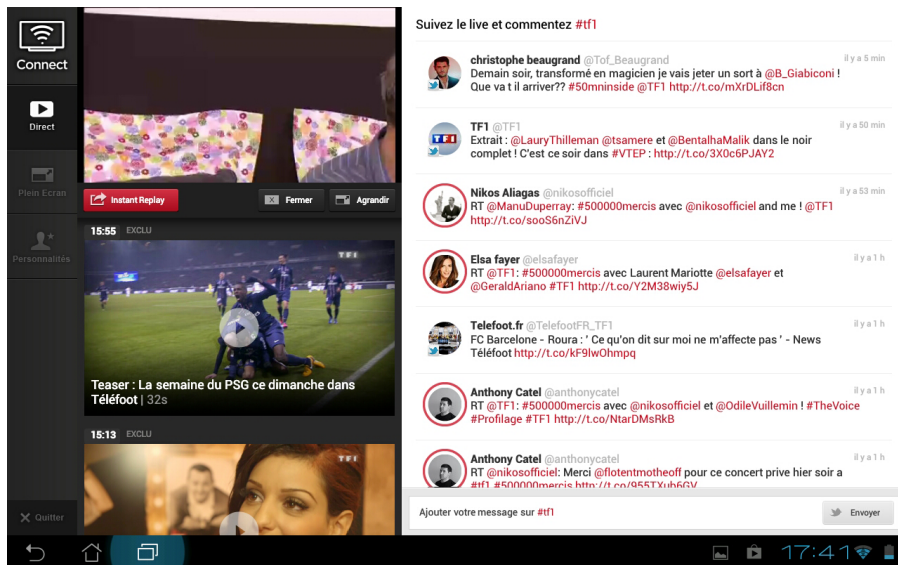
- available on Flash and HTML5
- Youtube and Dailymotion video streaming
- advertising injection
- social networks sharing
- 15 million views by month



- CSS parsing & independant stylesheets support
- Video support
- performances
- bug fixes



Contributions > TF1 - MyTF1 Connect



- available on Adobe AIR
- plays TF1 live streams
- live comments, votes, interactions on social platforms (Twitter, Facebook)
- TF1 and partners VOD

Contributions > TF1 - MyTF1 Connect



Connect

- performances
- bug fixing





- available on HTML 5, Flash, native iOS and native Android,
- available both as app and SDK (native app fragment).

Contributions > TF1 - X player



- performances and bug fixes on Android and iOS
- Add two new iOS and android targets: iosview and androidview
- Add iOS and Android video support
- improve NME - Cocktail compatibility



Use cases and limitations

Limitations

Cocktail

- not yet complete implementation (CSS features, ...)

NME

- complex, not easy to start contributing to

Both large and complex libraries that require knowledge in:

haxe, js, cocktail, NME, flash, c/cpp, obj c, java + tests & tools

What for?

- HTML API
- target web and native platforms
- no compromise on native performances and compatibility
- take ownership on the technologies you use and contribute to them

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Thank you !

Any questions ?

DEMO APP AVAILABLE AT:

<https://github.com/zabojad/wwx2014-cocktail-nme>