Multipeer Connectivity

Cutting through the hype

What the press is saying

— hotel basement

— cave

— rural areas where cell tower connections are non-existent

— ultramarathon: 30 mile trail through giant redwood forests

— disaster area where cell towers have been knocked out

What is it actually good for?

— Zero-config connectivity

— Realtime/Low-latency apps

— Proximity-based apps

— Connectivity in any environment

— No user permission required

OK, ok, but give me *examples*!

— **In-person games:** board games, card games, realtime multiplayer games

— **In-person sharing:** conference app to share contact info, media browser app to quickly share pictures

— **Local triggers:** remote camera trigger

— **Push-To-Talk:** walkie-talkies are fun

Demo Time!

Downsides

— iOS 7 only

— No OSX support

— No support for Android/Windows/Windows Phone/
etc.

— Nascent tech, rough edges

— Performance starts to degrade with # of connected
clients

— Clients can take a long time to "disconnect"

Resources

— **wired.com/2014/03/apple-multipeer-connectivity**

— **nshipster.com/multipeer-connectivity**

— **cultofmac.com/271225/appreciated-ios-7-feature-will-change-world**

— **bgr.com/2014/03/20/firechat-messaging-app-internet**

Resources (cont'd)

— MPCMultipeerClient and remote camera demo: **github.com/jpsim/MPCMultipeerClient**

— liftoff: **github.com/thoughtbot/liftoff**

— Deckset: **decksetapp.com**