

Magnium

Origins

Magnium started out after I took quite a deep dive into React Native, liked how it worked, especially the use of JavaScript classes but got frustrated at the incompatibility, and from my POV, complexity of certain add-ons with the tide of new releases of RN. This was always 3 steps forward , then 2 steps back.

Also most of my mobile development has been in Titanium, way back since it first appeared, and I love Alloy but again, get frustrated at all the separate directories for the controllers, style sheets and views. So, I decided to see what could be done with ES6 and the use of classes.

Ever Evolving

Like most things as I use it and develop with it, it has become a constantly evolving project Though in the last few months this has slowed down as I am getting nearer my target of a framework and doing less and less tweaks to it. This is one of the reasons I decided to release it as an NPM module, as it actually makes my development easier.

I feel it is now at a stage where it can be used to generate and build mobile apps, in fact a couple of released apps are now using the framework and I have 2 more in current development.

The next step, which I am also working on is a Visual Studio Code plugin for the CLI along with a semi-automated Titanium build process (rather than just using the CLI), but more of that later when it is in a state for initial release.

Plus the task of documenting it all, but that's another story.....

