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Porting from iOS...

- Is uninteresting, difficult, and error prone
- Don't do it!
Porting from iOS...

● “The rest is details...”
Overview

- **API support**
  - Monetization
- **Tooling (building, simulation, debugging, deployment)**
- **Fragmentation**
  - Extensions (hardware buttons, NFC, etc.)
  - Screen size differences
- **Third party support**
- **Customization**
But first...

- **NOT HTML5/Web based**
  - 100% native (i.e. ObjC/C/C++)

- Port apps based on **Objective-C** and that use **native iOS APIs**

- Nothing wrong with web/html5/java/air etc

- **NOT** a VM/Emulator
  - Performance matters
  - 100% native

- **Primarily for phone/tablet apps**
  - No reason that other Tizen platforms won't work
API Support

- All popular API sets are covered:
  - UIKit (UIView, UITableView, UIButton, UIScrollView, ...)
  - OpenGL
  - CoreAnimation
  - CoreData
  - Multimedia
  - Location
  - Social
  - Payments (more on this...)
Monetization

- StoreKit APIs are *transparently* mapped onto target platform payment APIs
- iAds mapped onto any supported ad SDK
Simulation

- On-device debugging *sucks*
- Windows / Visual Studio based environment
- Configurable
- Demo!
Platform-Specific Extensions

- Custom classes/events from Inception's Runtime
  - Back button or menu buttons
  - NFC

- Changes made inline with remainder of iOS codebase

```c
#ifdef STARBOARD_TARGET_TIZEN
    // Tizen-specific code here
#endif
```
Third-Party Libraries

• … because no app is an island

• Option 1:
  • “Build It Yourself”
  • If source is available (Facebook SDK for iOS), build with Inception Mobile tools and deploy with your application

• Option 2:
  • Trampoline calls from iOS libs to native Tizen version
  • Inception Mobile provides a bridge system and glue layers for popular libraries
Third-Party Libraries

• Option 3:
  • “Just Use The Library”
  • Binary compatibility means Inception Mobile can load/link and run iOS targeted “.a” files
  • With permission from the library developers
Customization and Themes

- Theme engine for UIKit elements
- App can look/feel/behave like a “native” app
Summary

• Most of porting is fundamentally uninteresting and unnecessary
• Objective-C as first-class development language on Tizen
  • (and Android, Windows, BB10)
• “It just works”
• Sign up to keep informed: [http://www.inceptionmobile.com/](http://www.inceptionmobile.com/)

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