

The Unofficial Apollo WTF

Dan Thomas

<http://danny-t.co.uk>

<http://www.moov2.com>

Apollo

“ Apollo is a cross OS runtime that allows developers to leverage their existing web development skills to build and deploy desktop RIAs

”

Apollo

“ Apollo is a **cross OS** runtime that allows developers to leverage their existing web development skills to build and deploy desktop RIAs

”

- Windows
 - Mac
 - Linux
- } 1.0 Release - early 2007...
- Soon after

Apollo

“ Apollo is a cross OS **runtime** that allows developers to leverage their existing web development skills to build and deploy desktop RIAs

”

- No GUI (Chromeless)
- Runs in background
- E.g. Java JRE

Apollo

“ Apollo is a cross OS runtime that allows **developers** to leverage their existing web development skills to build and deploy desktop RIAs

”

- You!

Apollo

“ Apollo is a cross OS runtime that allows developers to leverage their **existing web development skills** to build and deploy desktop RIAs

”

- Flash/Flex
- HTML/JavaScript
- PDF

Apollo

“ Apollo is a cross OS runtime that allows developers to leverage their existing web development skills to **build and deploy** desktop RIAs ”

- .air packages
- Deploy to desktop with double click install
- Distribute as standalone or packaged with runtime

Apollo

“ Apollo is a cross OS runtime that allows developers to leverage their existing web development skills to build and deploy **desktop RIAs** ”

- File I/O
- Connectivity
- System Events

Apollo

So what?

Cross Operating System

- Build once, deploy many
- Widest possible audience
- Knowledgeable, varied developer base
- Cross platform teams

Runtime

- No Chrome = custom chrome
- UI can be tailored, branded, unique
- Remove boundaries of the browser
- Is a UI even needed?

Developers

- Web Application Developers
- Traditional Application Developers
- UI Designers
- Windows, Mac, Linux, Flash, AJAX

Existing Web Development Skills

- Flash
- Flex
- HTML and JavaScript (AJAX)
- PDF
- **Combinations of all the above**

Build and Deploy

- `.air package = swfs, html, xml`

```
var f:File = File.appStoreDirectory.resolve("filename.txt");
var fs:FileStream = new FileStream();
fs.open(f, FileMode.READ);
var s:String = fs.readUTFBytes(fs.bytesAvailable);
fs.close();
trace(s);
```

Desktop RIAs

- File I/O
- Online / Offline
- Windowing
- Clipboard
- System Drag and Drop
- Full Network API support
- Local Storage / Settings
- more...

Common Discussion

- Is Apollo a web browser?
- Isn't it just central?
- What's different to Java?
- What's different to WPF(/E)?

Resources

- Apollo on labs: www.adobe.com/go/apollo
- Apollo FAQ: <http://labs.adobe.com/wiki/index.php/Apollo:developerfaq>
- Mike Chambers: <http://weblogs.macromedia.com/mesh/>
- Mike Downey: <http://labs.adobe.com/wiki/index.php/Apollo:developerfaq>
- Beta notification:
http://www.adobe.com/cfusion/mmform/index.cfm?name=apollo_beta
- MXNA smart category:
<http://weblogs.macromedia.com/mxna/index.cfm?query=bySmartCategor>

Videos

- HTML in Flash

<http://video.google.co.uk/videoplay?docid=1551903488172905143&q=adobe+apollo>

- eBay App (very cool)

<http://www.demo.com/demonstrators/demo20>

Thank you!

- Questions?
- dan@moov2.com
- <http://danny-t.co.uk>
- <http://www.moov2.com>