

AIR 2.0

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January 12, 2010

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What is AIR?

Adobe AIR is a cross-operating system runtime [Windows, Mac, and Linux] that lets developers combine HTML, Ajax, Adobe Flash®, and Flex technologies to deploy rich Internet applications (RIAs) on the desktop.

AIR 1.0, February 25, 2008

- WebKit
- Local file access
- Embedded database
- Native windowing (multi-window, transparency)
- Encrypted local store
- Run at startup
- Auto-update
- Browser invocation

Allurent Desktop Connection



ANTHROPOLOGIE FALL 2007 search text noted items options bag & checkout

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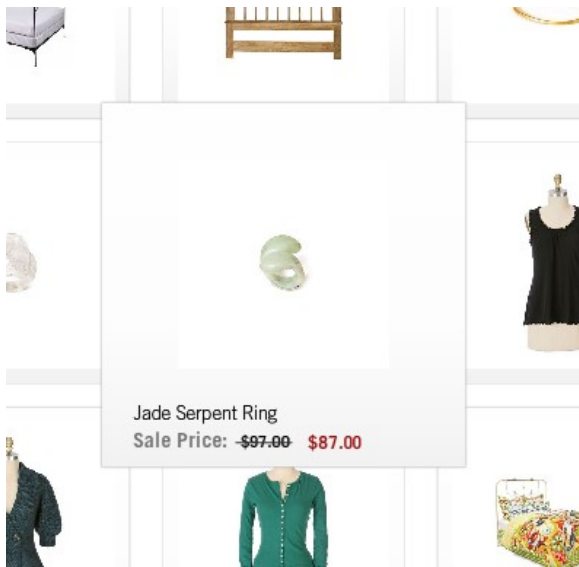
*daring fits,
thrilling twists,
romantic turns*

Sweaters Tops Bedding Dishes

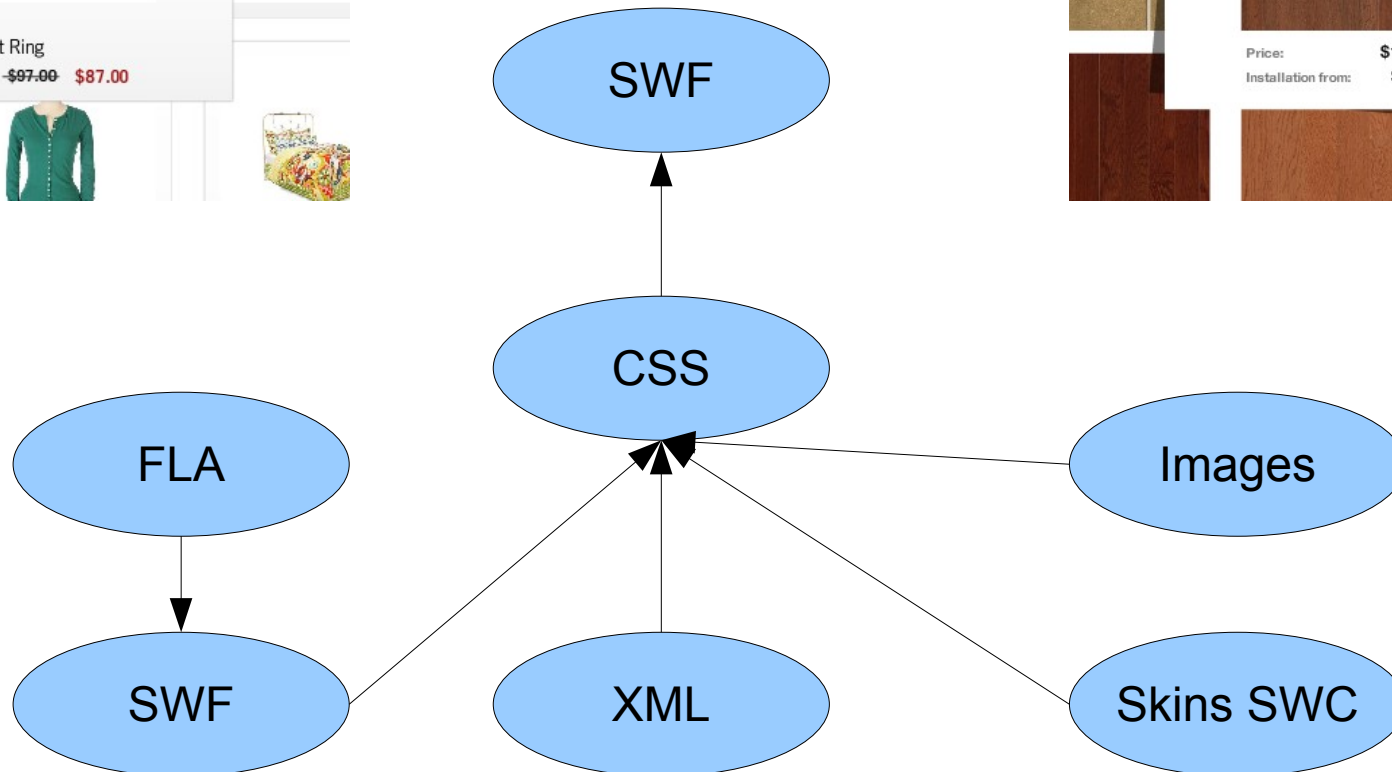
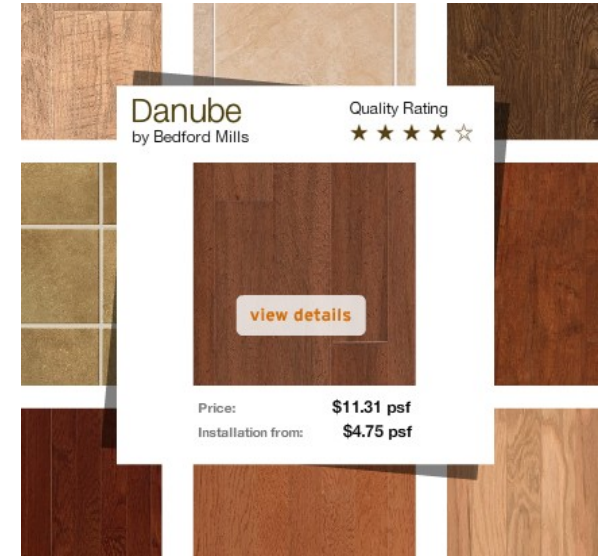
AIR 1.5, November 17, 2008

- Flash Player 10
- Database encryption
- Updated WebKit
- XML signature validation APIs
- New capability APIs

Allurent Use Case



→
Skinning through
runtime loaded CSS



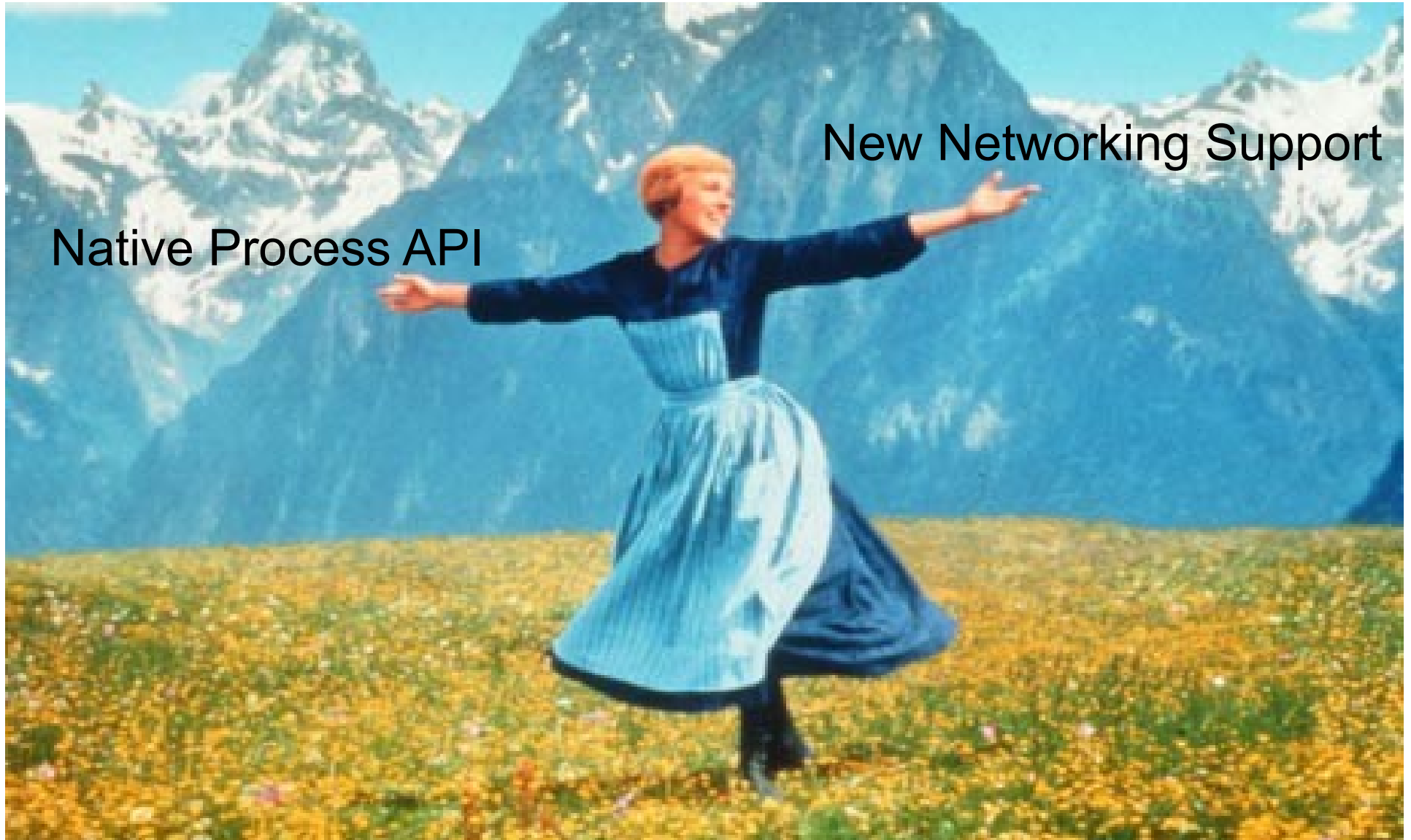
Allurent Use Case

- Rapid skinning of Allurent experience
- Many external files
- CSS compilation
 - Flex Builder is cost prohibitive
 - Command line is scary
- High fidelity local testing
 - Complex startup cycle

AIR 2.0 Beta, November 17, 2009

- Mass storage device detection
- Updated WebKit version
- Global Error Handling
- New networking support
- Native process API
- Database transactions
- Multi-touch/Gesture support

These are a few of my favorite things



Native Process API

New Networking Support

Where to get AIR 2.0?

<http://labs.adobe.com/technologies/air2/>

- Downloads
- Documentation
- Demos
- and more!

Getting Started

- Overlay SDK for use in Flex/Flash Builder
 - Duplicate existing Flex SDK
 - Copy AIR SDK over existing files
- Create new Flex Based Desktop Application
- Update the application descriptor namespace
 - <http://ns.adobe.com/air/application/2.0beta>

Native Process

- Application Descriptor Update

<supportedProfiles>extendedDesktop</supportedProfiles>

- NativeProcess

- .isSupported
- .start(info:NativeProcessStartupInfo)
- .standard(Input/Output/Error)
- Events: exit,
standard(Input/Output/Error)Data

extendedDesktop: Here Be Dragons

- Multiple installers, one per platform
- Must build on target platform
- No auto-update API
- Conditional platform code/asset inclusion



New Networking Support

- **ServerSocket**
 - .bind()
 - .listen()
 - Event: connect

- **SecureSocket**

- **Discovery APIs**
 - NetworkInfo, DNSResolver

Network Nastiness

- Green threading for responsive UIs
- Close resources
- Permission issues < 1024



Any questions?