Understanding Apollo

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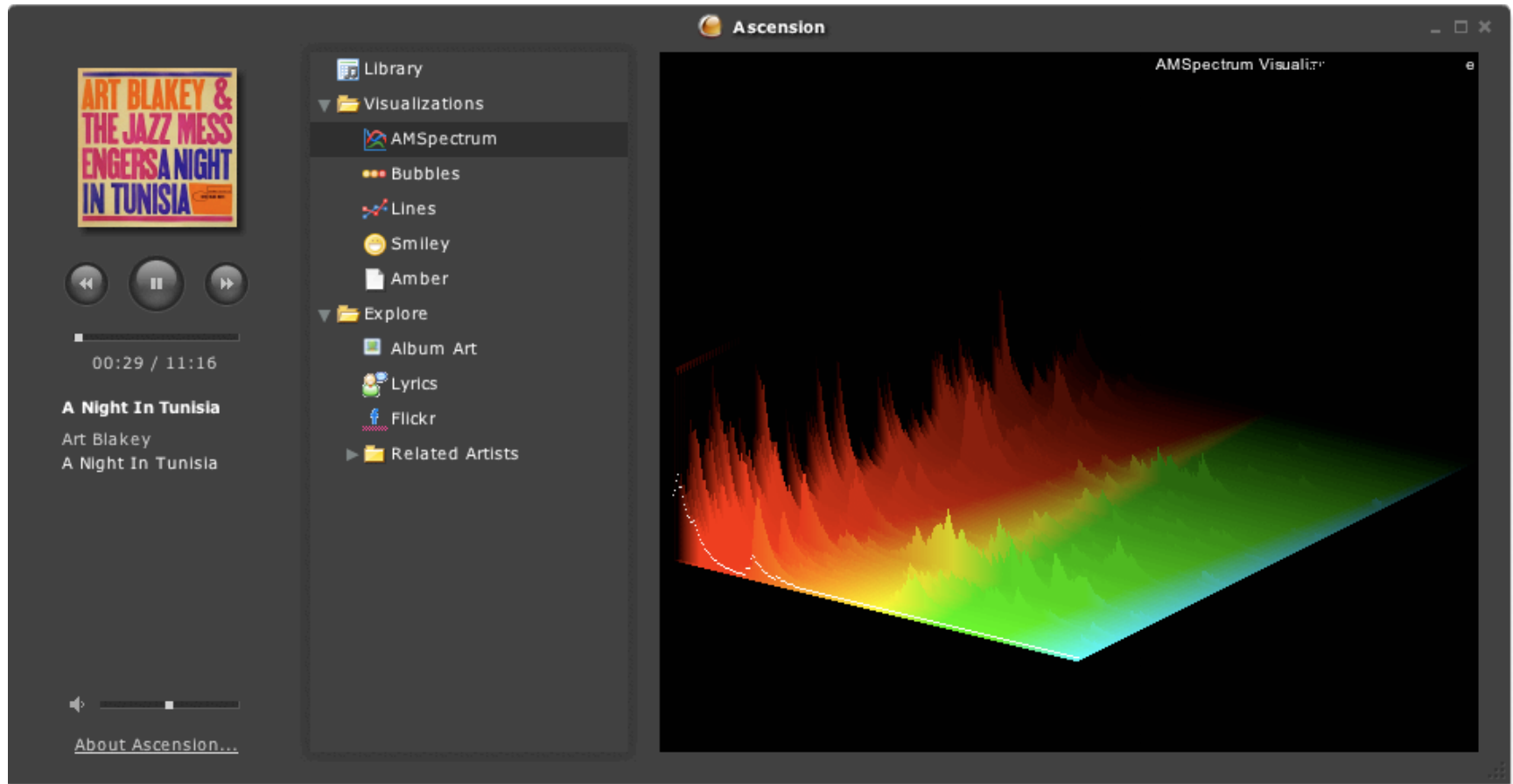
Apollo

Adobe

Disclaimer

- Project is early in development process

- Individual items / features are subject to change

- Accurate as of January 2007

What is Apollo?

Apollo is a cross-operating system runtime that allows developers to leverage their existing web development skills (Flash, Flex, HTML, Ajax) to build and deploy desktop RIA's.

Example : Ascension

How are Apollo Applications Composed?

- Applications can be built using the following technologies

  - Flash / Flex / ActionScript

  - HTML / JavaScript / CSS / AJAX

  - Combination of these technologies

  - PDF can be leveraged with any application
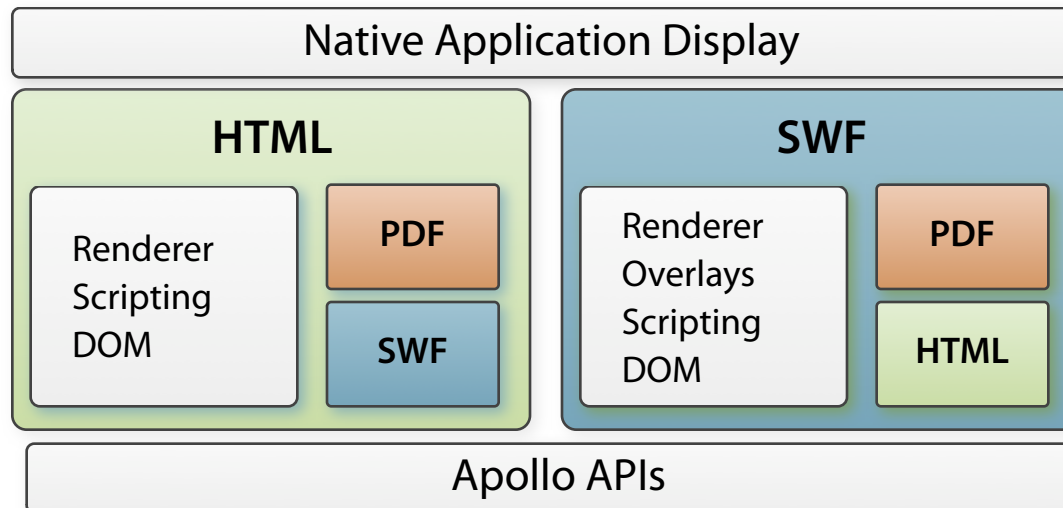
HTML Engine

- WebKit Open Source Engine

- Used in Safari, KHTML

- Why WebKit?

  - Open Project that we could contribute to

  - Proven Technology that web developers and end users are familiar with

  - Minimum effect on Apollo runtime size

  - Proven ability to run on mobile devices

Example : HTML
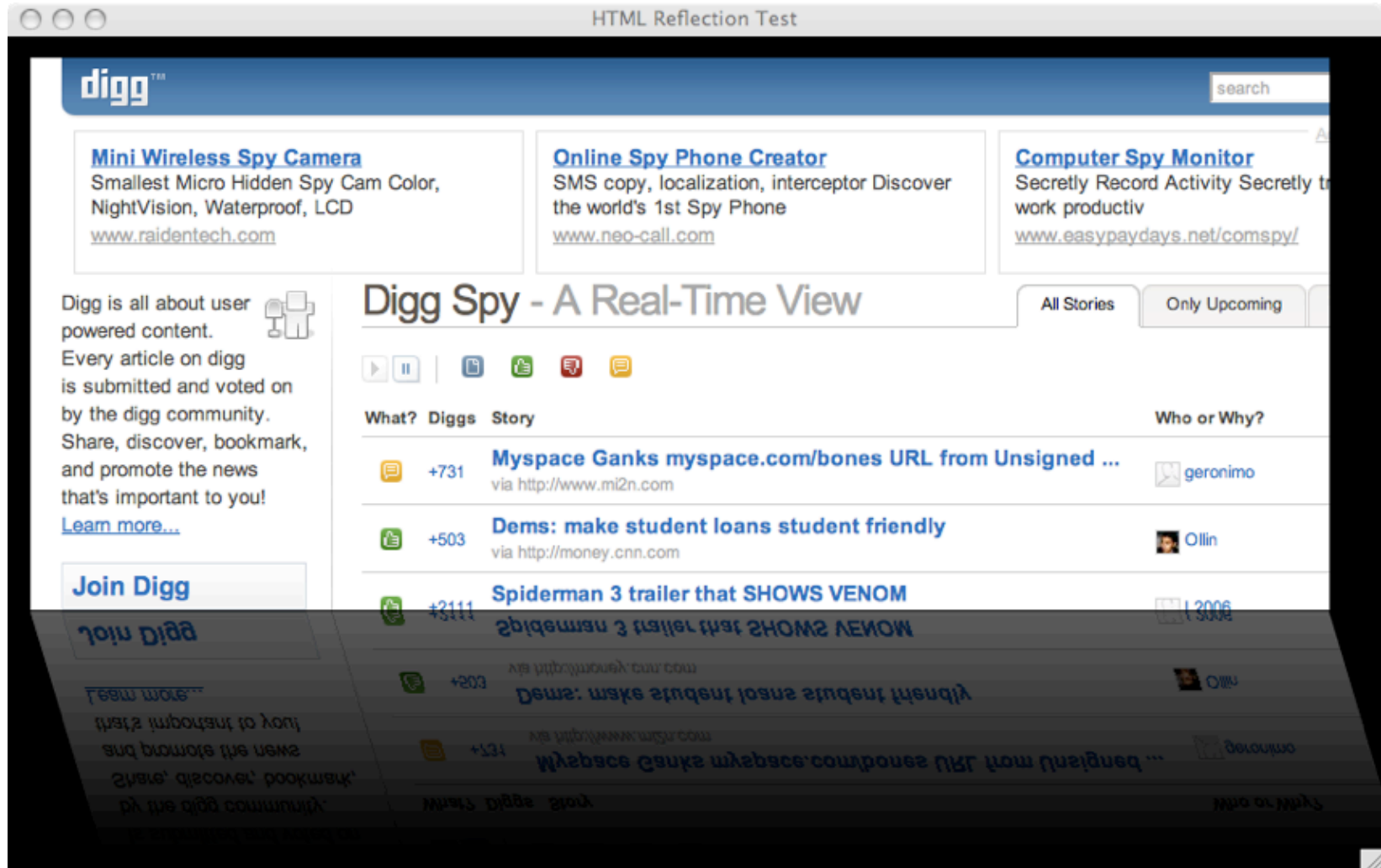
Apollo Functionality / APIs

- Offline / Occasionally Connected

- Applications can run in background

- Network

  - HTTP

  - XML-RPC / SOAP / Rest based web services

  - Binary and XML sockets

- File I/O

- Local storage / Settings API

- Custom Chrome

  - Shape

  - Alpha

- more

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Apollo Desktop Integration

- Installation

- Application Shortcuts

- Drag and Drop

- Clipboard

- Cross Application communication

- Notifications

- more

Scripting Support

- Depends on container being used

- ActionScript 3 - Flash / Flex

- JavaScript - HTML / CSS / AJAX

- Cross environment communication and scripting will be possible

- Complete access to Flash Player and HTML DOMs and APIs

Apollo Applications Overview
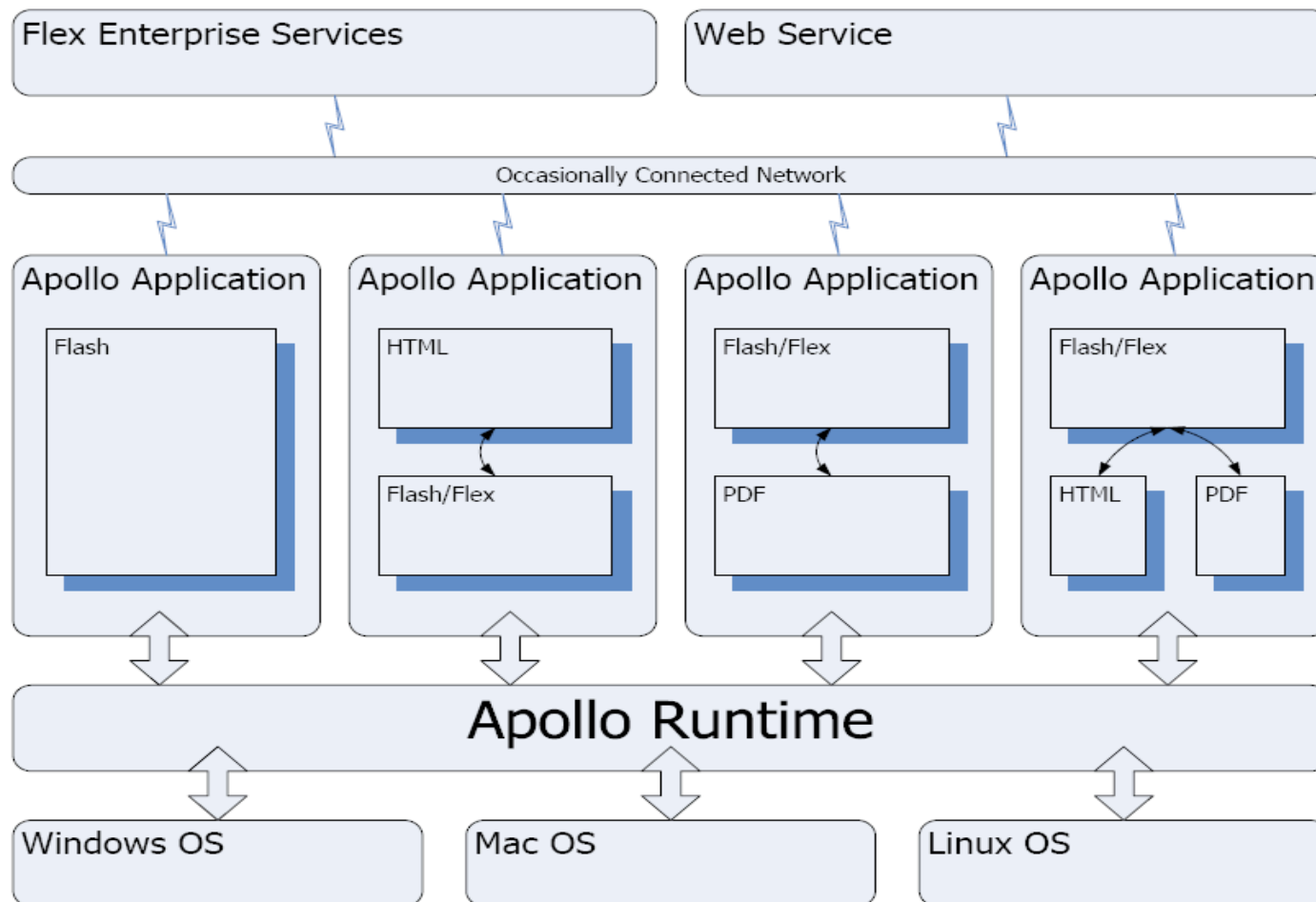
Where are we now?

- **M0 Release**

  - First internal release

  - Windows support

  - Install / Desktop touch points

  - Window APIs

- **M1 Release**

  - Full Mac Support

  - Preliminary File API
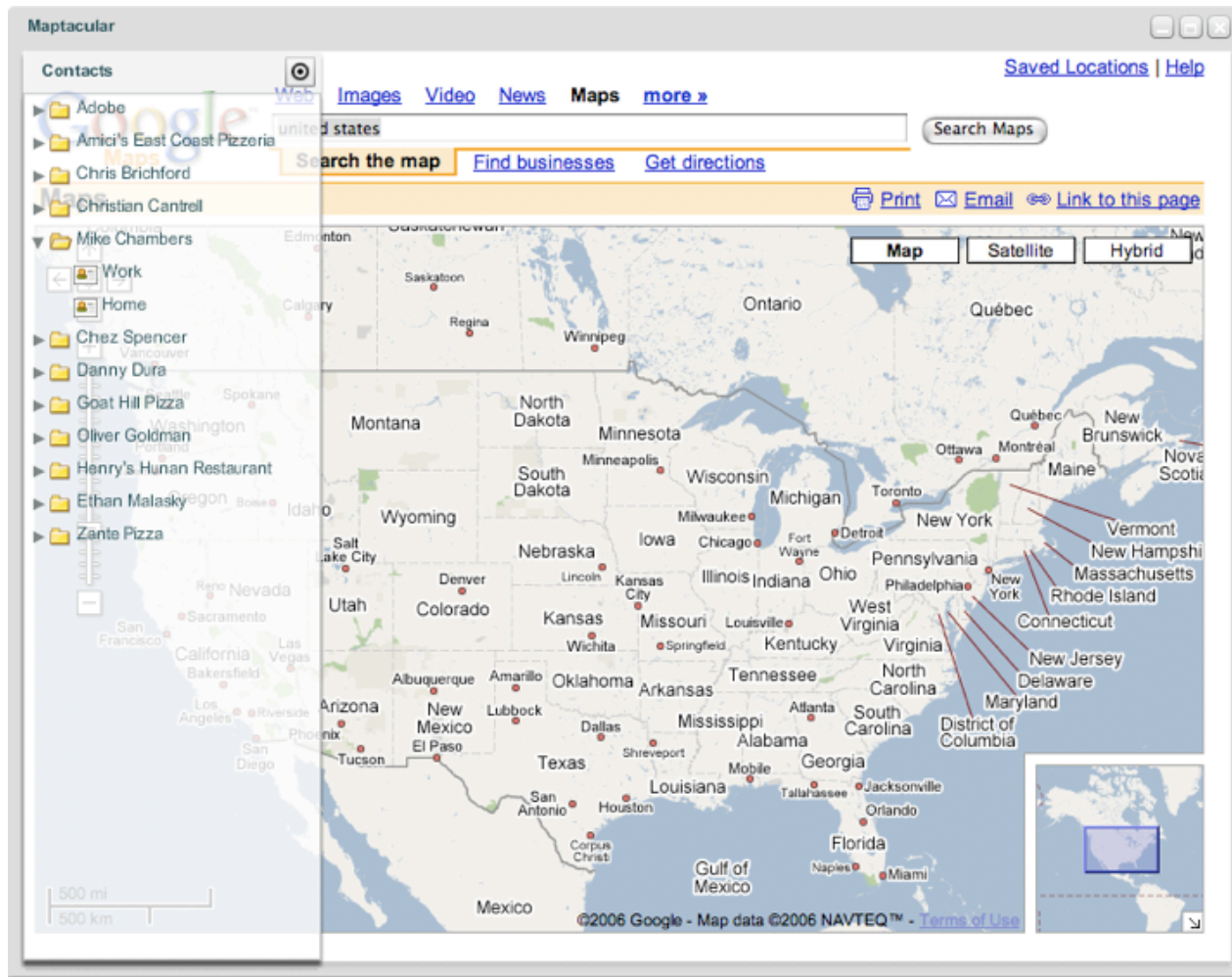
  - Command Line Tools (adt / adl)

- **M2 Release**

  - Updated Window / File APIs

  - HTML / JavaScript

  - Flex Components

  - Install (web and desktop)

  - Flex Builder Support

- **M3 (Current)**

  - Improved HTML Support

  - Top Level HTML Apps

  - Script Bridging

  - Improved Install

  - Command Line Args

  - More…

Examples

HelloWorld

Tentative Timeline

- -Developer Release on Labs

  - Early 2007

  - http://labs.adobe.com

- Apollo 1.0

  - 2007

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More Information

Apollo on Adobe Labs
http:/www.adobe.com/go/apollo

Mike Chambers' Weblog
http://weblogs.macromedia.com/mesh/

Apollo Smart Category at MXNA
http://weblogs.macromedia.com

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