

Airplay

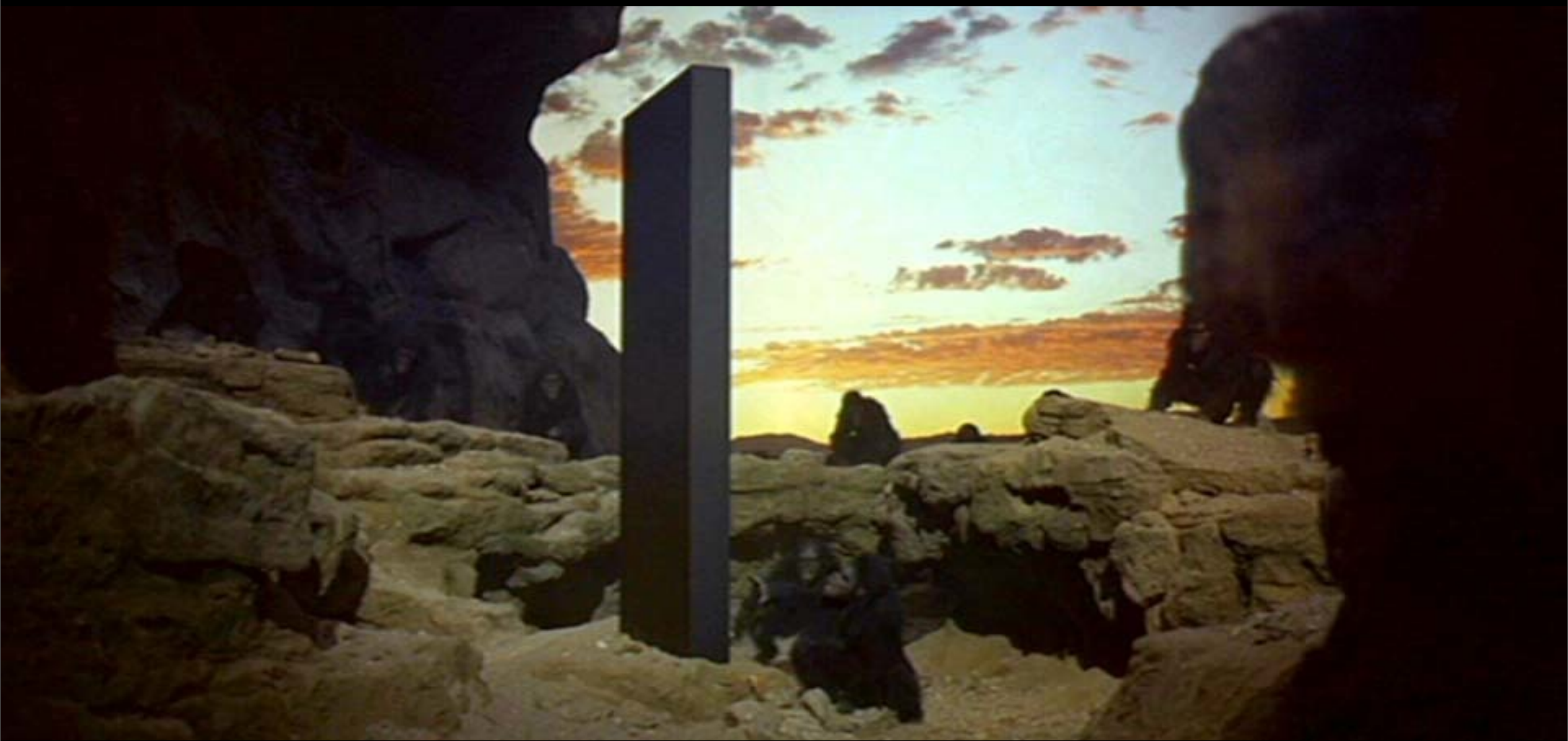
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Who am I?



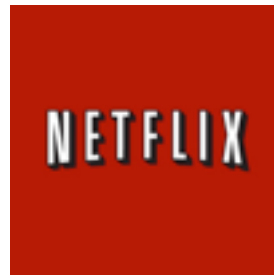
Why does Airplay matter?





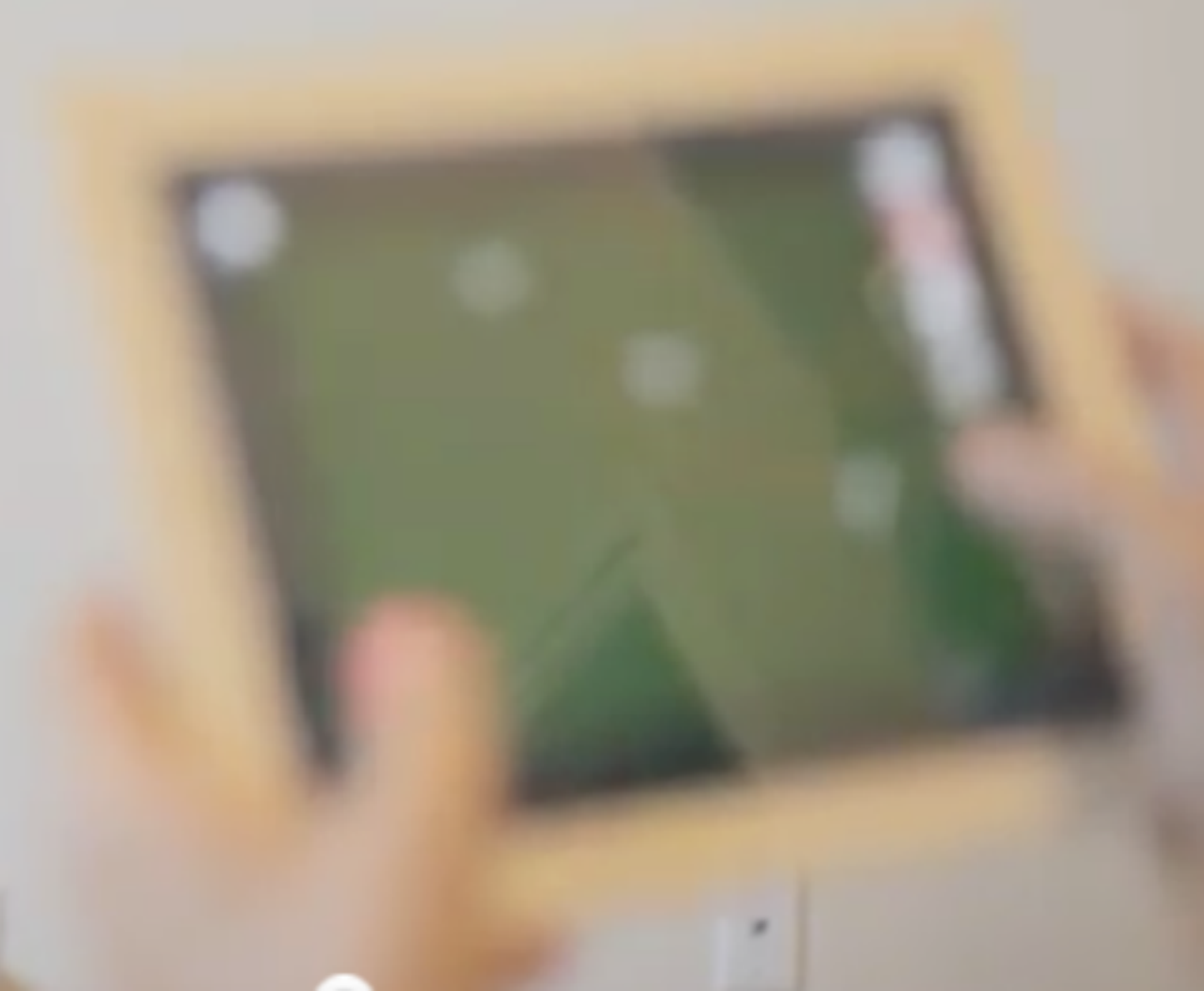


Perception is reality.



The Reality™





“AirPlay gave us the opportunity to make Zombie Gunship way more immersive than it could ever be on an iPhone or iPad alone. Our players could suddenly experience Zombie Gunship on their 50 inch screens and home theater systems.”

- Serban Porumbescu



**MONSTER
COSTUME**

Okay so it's cool, now
what?

Registering and setting up

```
- (void)applicationDidFinishLaunching:(UIApplication *)application
```

```
...
```

```
[NSNotificationCenter defaultCenter] addObserver:self
                                     selector:@selector(screenDidConnect:)
                                     name:UIScreenDidConnectNotification
                                     object:nil];

[[NSNotificationCenter defaultCenter] addObserver:self
                                     selector:@selector(screenDidDisconnect:)
                                     name:UIScreenDidDisconnectNotification
                                     object:nil];
```

```
...
```

```
if([[UIScreen screens] count] > 1)
{
    [self prepareScreen:[UIScreen screens] lastObject];
}
```

Preparing the screen

```
- (void)prepareScreen:(UIScreen *)screen;
{
    screen.overscanCompensation = UIScreenOverscanCompensationInsetApplicationFrame;

    NSArray *modes = screen.availableModes;
    UIScreenMode *preferredMode = screen.preferredMode;
    if(preferredMode.size.height != 720)
    {
        for(UIScreenMode *mode in modes)
        {
            if(mode.size.height == 720)
            {
                [screen setCurrentMode:mode];
                break;
            }
        }
    }

    if(!externalWindow)
        externalWindow = [[UIWindow alloc ] initWithFrame:screen.bounds];

    [externalWindow setScreen:screen];
    externalWindow.clipsToBounds = YES;

    [[AVAudioSession sharedInstance] setCategory:AVAudioSessionCategoryPlayback error: nil];
}
```

Read up on these

- AirPlay Overview: About AirPlay - Apple Developer
- Multiple Screen Programming for iOS
- WWDC 2011-12 Videos on Airplay
- <http://mashable.com/2012/07/07/designing-for-multiple-devices/>

Suggestions

- Don't make it the AppleTV Remote (w/ blank screen)
- Do more than mirror with HDTV
- Provide a perceived edge with games
- Consider multiple dual screen paradigms
- Consider sound!