

RubyMotion

1) Installation

- Download from: <http://www.rubymotion.com/files/RubyMotion%20Installer.zip>
- sudo motion activate <license key>
- Install Xcode + Command Line Tools

2) Update version

- sudo motion update

3) Create project

- motion create Hello

—template=ios|osx|android ⇐ For other kinds of projects

5) Command line interface, your favourite editors

- Most things done as rake tasks
- Use VIM, Emacs or RubyMine

6) 1-to-1 mapping of iOS SDK

- AppDelegate
- ViewController lifecycle
- Name of Objective-C classes are mapped to same Ruby class names
- ie. What you do in Objective-C, done in Ruby
- No separate header / implement files.
- No need to worry about memory management

7) Code in Ruby, compile to iOS/OSX/Android

- Benefit of fluent and familiar Ruby syntax
- Testing tools
 - RSpec clone: Bacon (<https://github.com/alloy/MacBacon>)
 - Cucumber: Calabash (<http://calaba.sh>)
- Ruby Gems that are specially made for RubyMotion (<http://motion-toolbox.com>)
- Statically compiled

8) Demo

9) Notable projects

- Lets you do things with a nicer Ruby DSL
- BubbleWrap (<http://rubymotion.github.io/BubbleWrap>)
- ProMotion (<https://github.com/clearsightstudio/ProMotion>)
- IB (<https://github.com/rubymotion/ib>)
- Working with Storyboard (<https://github.com/ruckus/rubymotion-storyboard-example>)
- Motion in Motion (<https://motioninmotion.tv>)

