

Why is Sandbox only available on Apple iOS currently?

So why is Sandbox available on Apple only? It runs on an Apple device, a 5th generation iPad and above. So that's anything from 2017 and up, basically. Of the apps that we've got in the App Store at the moment, of the nearly 900,000 downloads, 97% are from Apple devices (iPads). So the data backs up that this is the platform that we should develop on in the first instance.

We are developing, and we have in production, a cross compatibility with browser based functionality as well; so a Chromebook environment where you could compliment what's happening in your Sandbox too. But that's in the pipeline and some way down the line.