



# iPhoneGames

## SUMMIT



# GDC 10

[www.GDConf.com](http://www.GDConf.com)



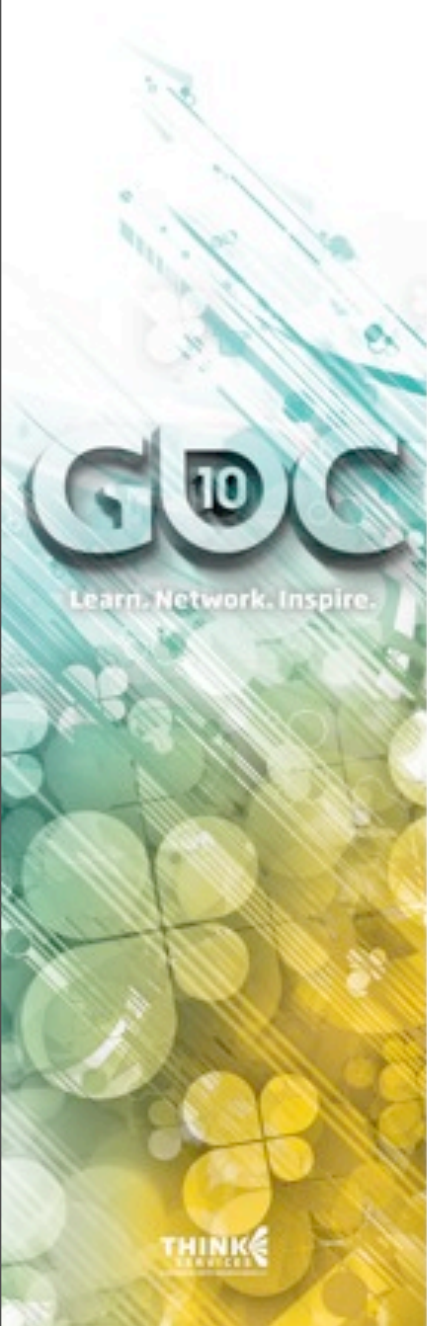
# The Best of Both Worlds: Using UIKit with OpenGL

Noel Llopis  
Snappy Touch

Twitter: @snappytouch

# About Me

iPhone development full time for a year and a half. Flower Garden on the app store.



Interesting perspective coming from console game development



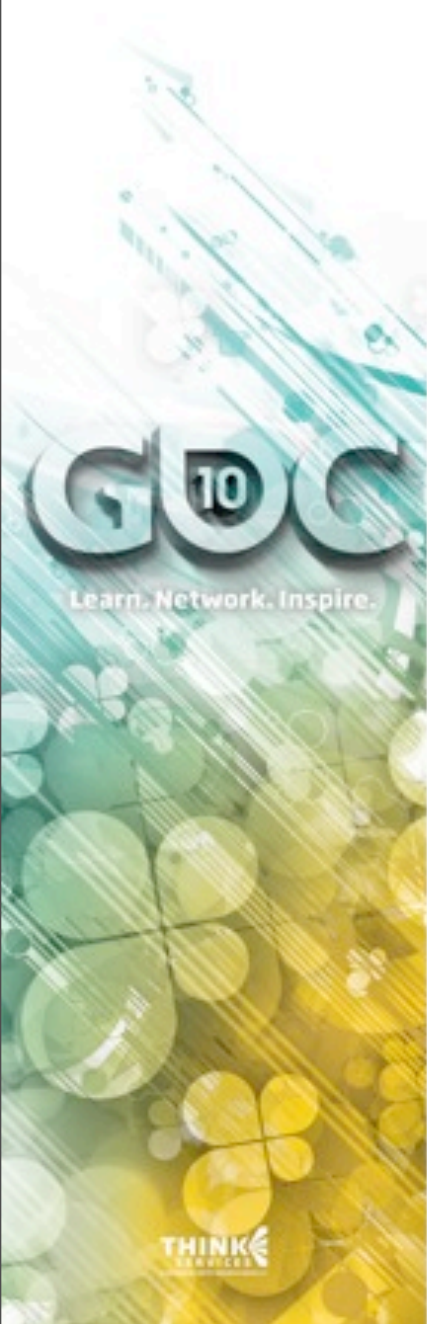
# About Me

iPhone development full time for a year and a half. Flower Garden on the app store.

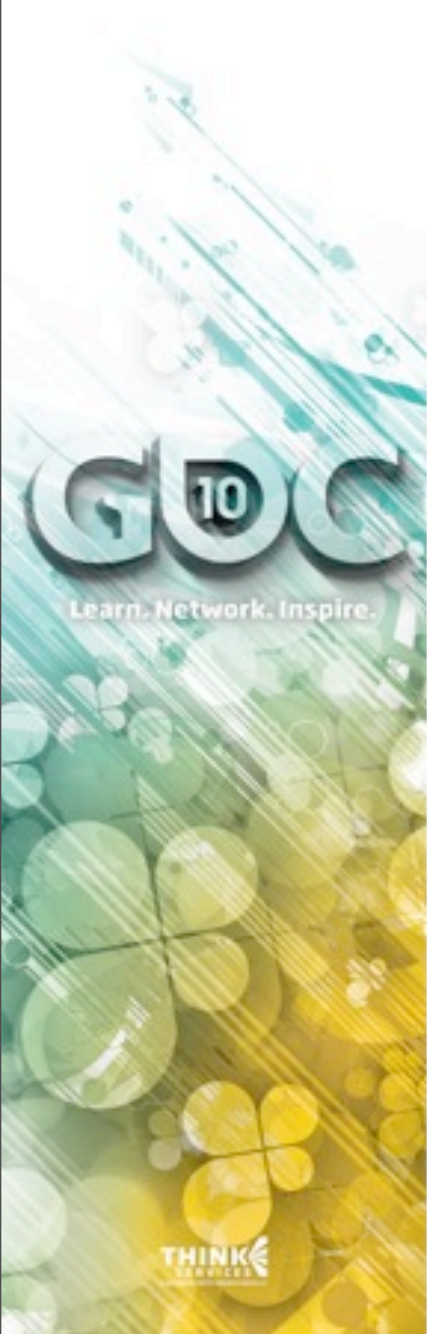


Many years in the games industry before that

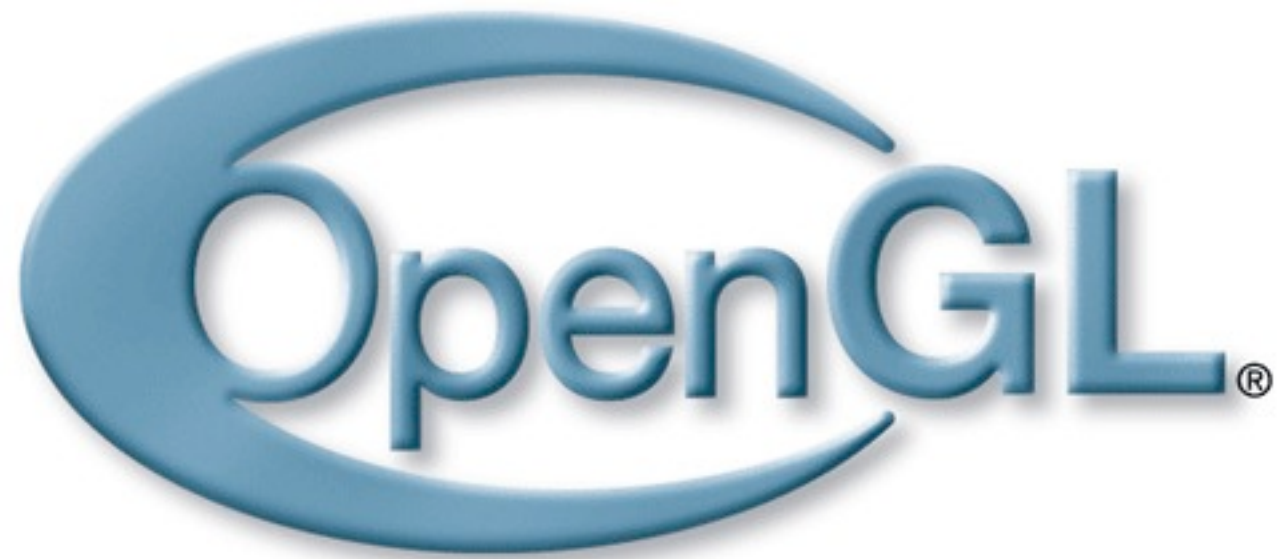
Interesting perspective coming from console game development



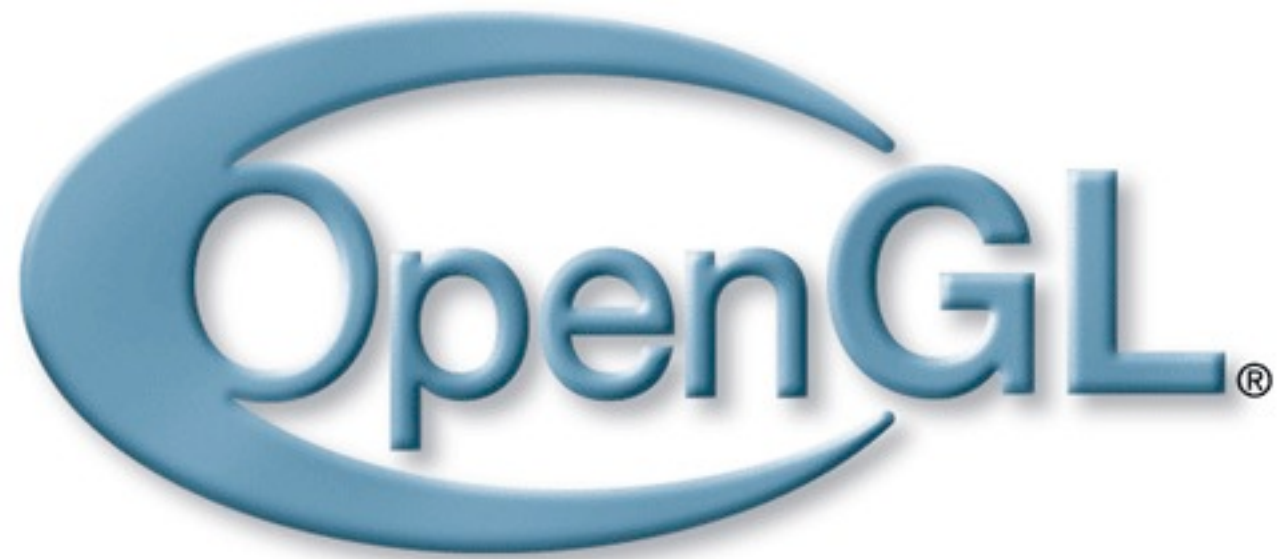
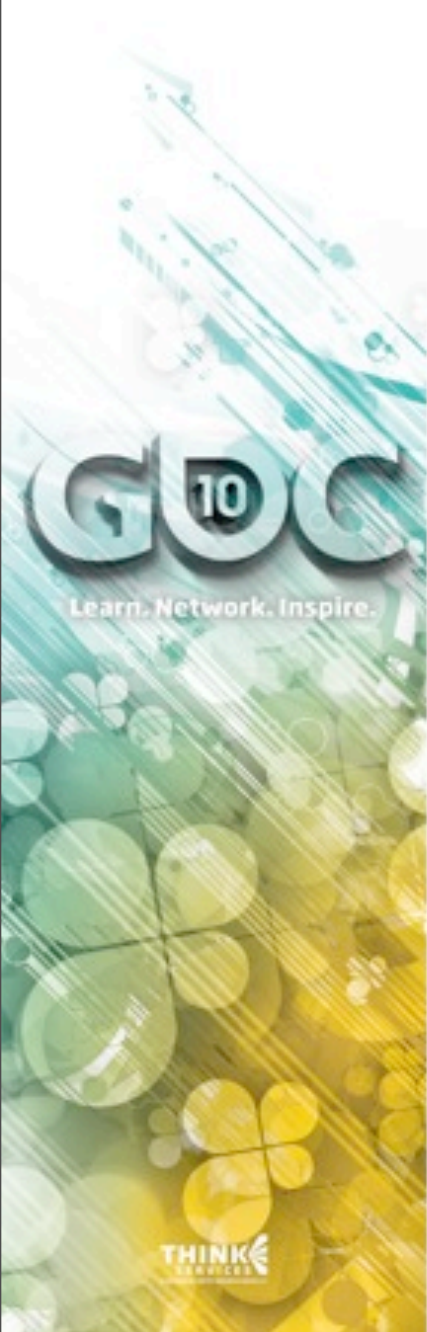




Why mix the two?

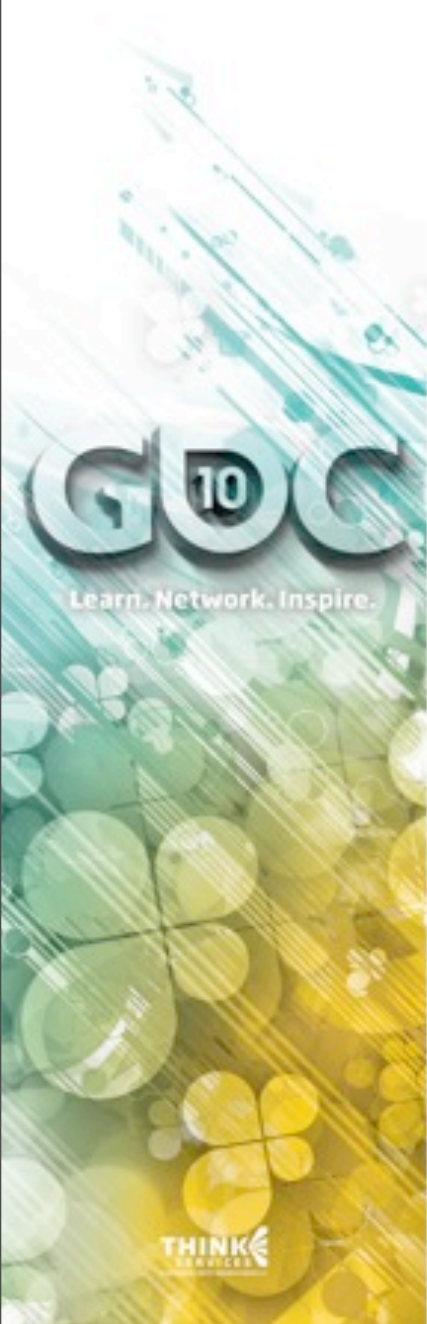


Why mix the two?



Why mix the two?

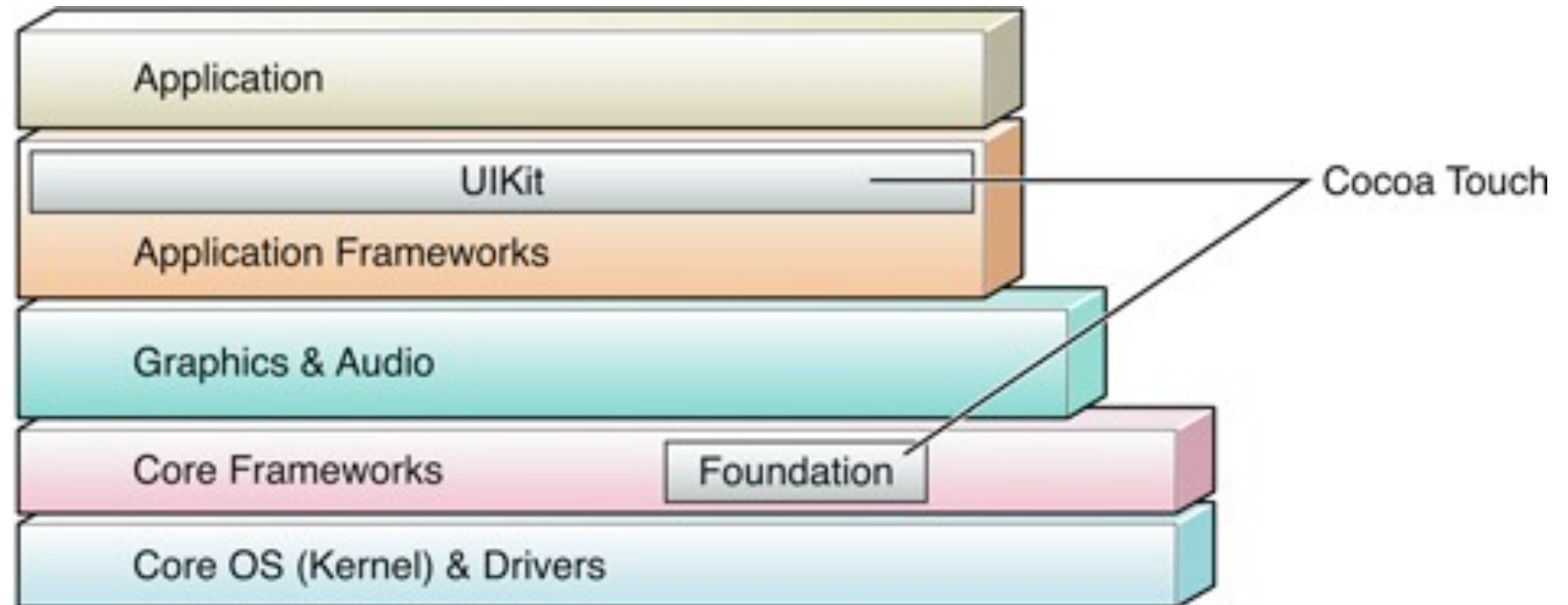




# OpenGL

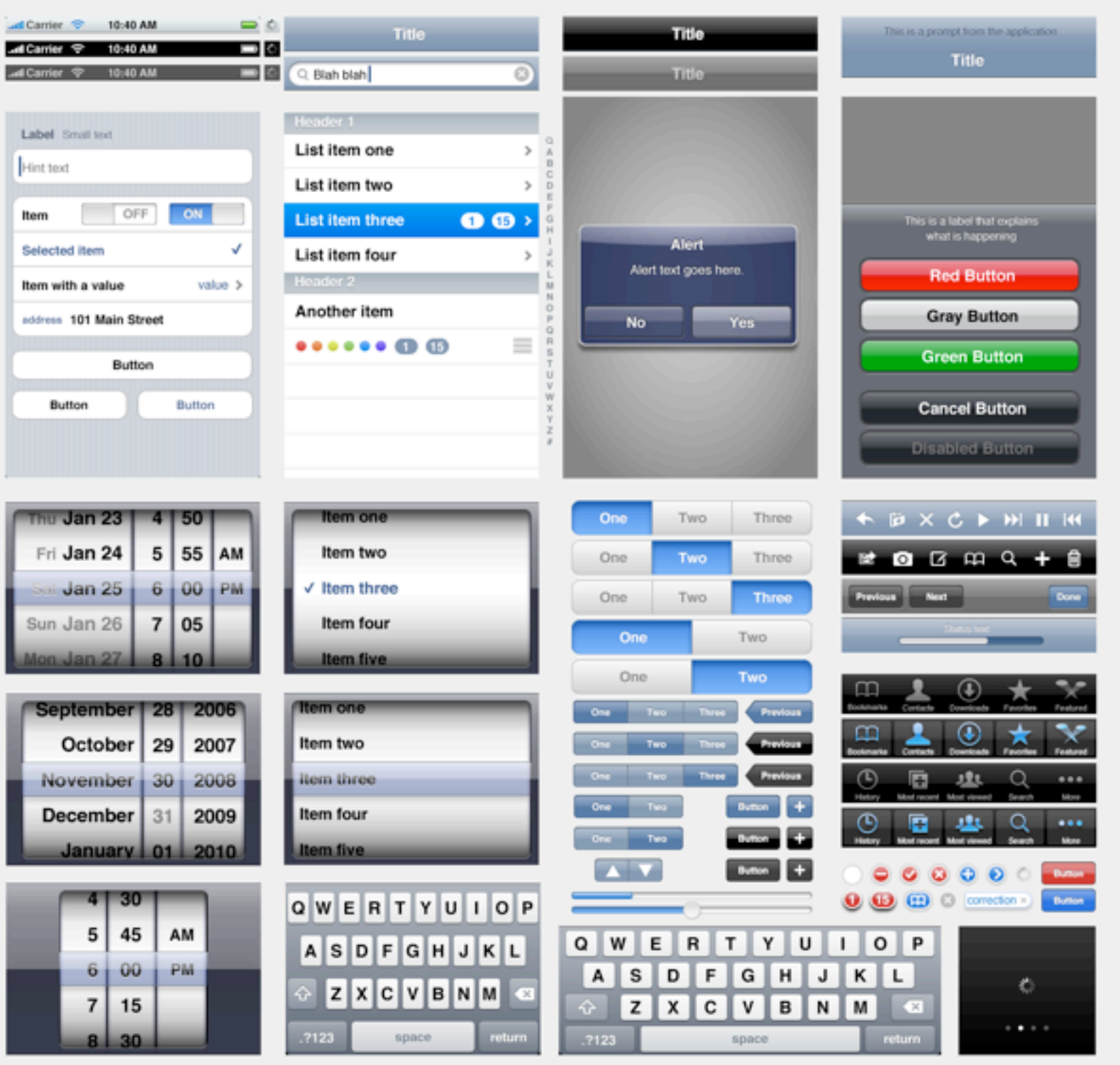


Why mix the two?



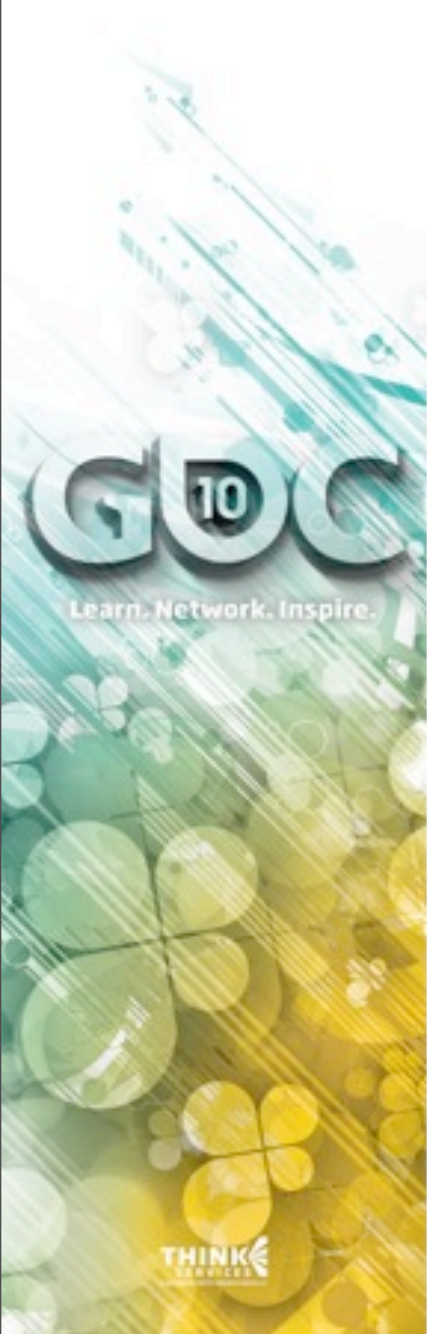
Why UIKit?



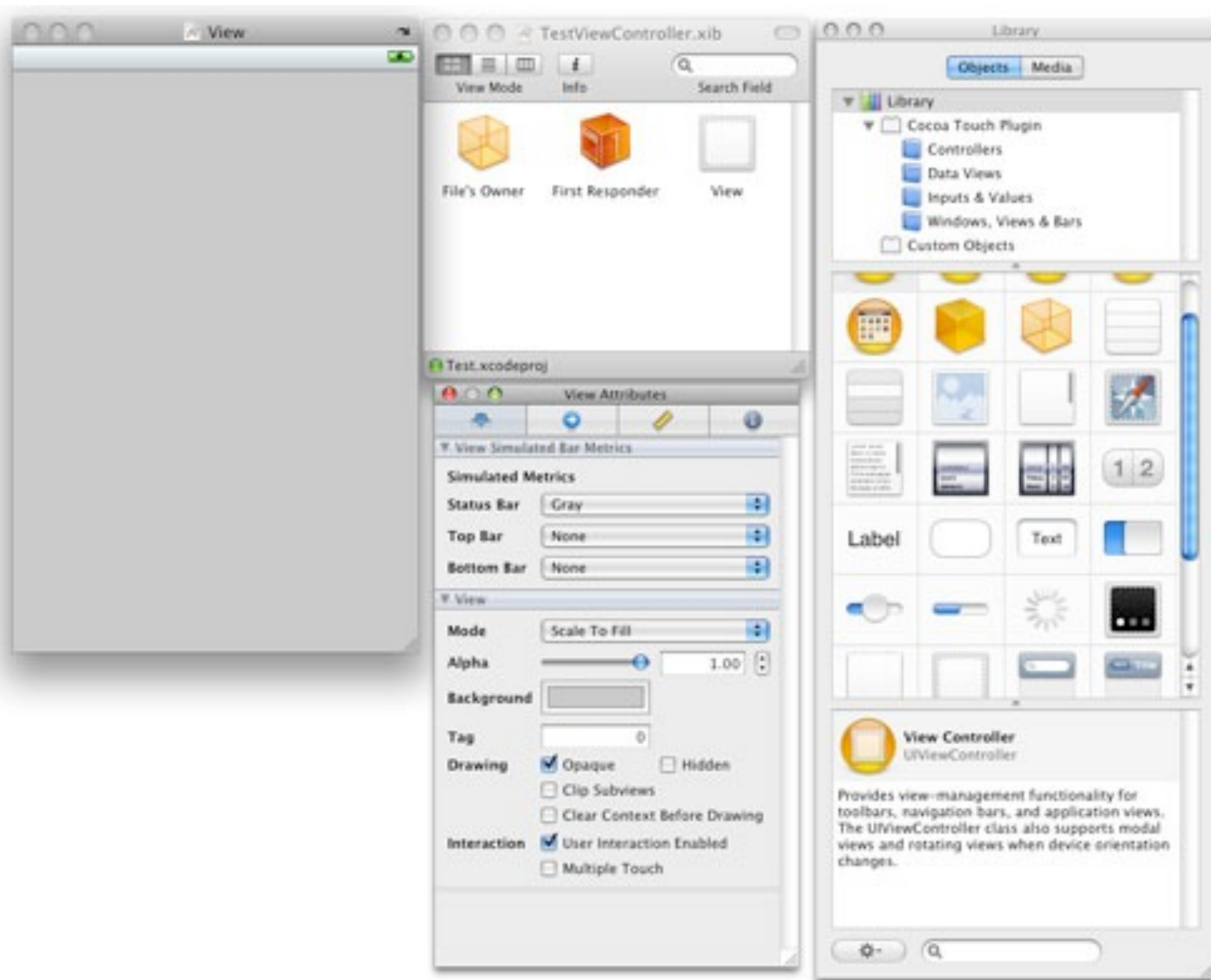


You get all that great UI already made for you



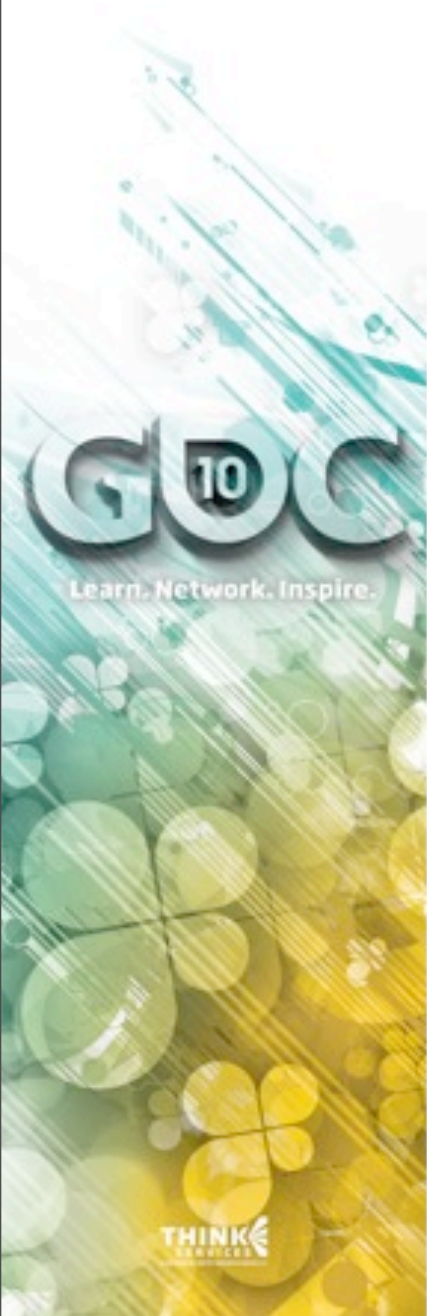


You also get view controllers, and all the behaviors, transitions, and animations



And you also get Interface Builder!

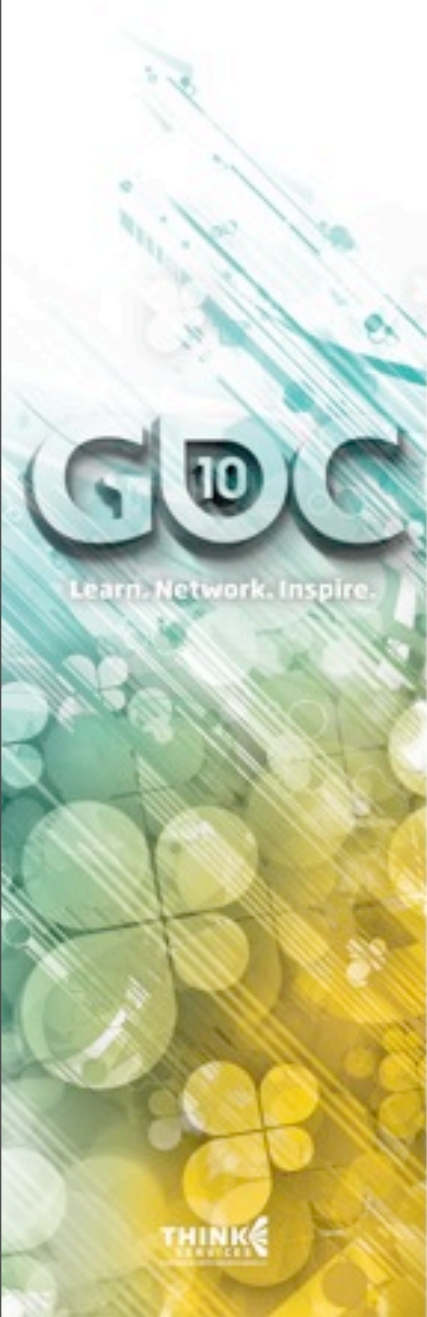
# Advantages of UIKit





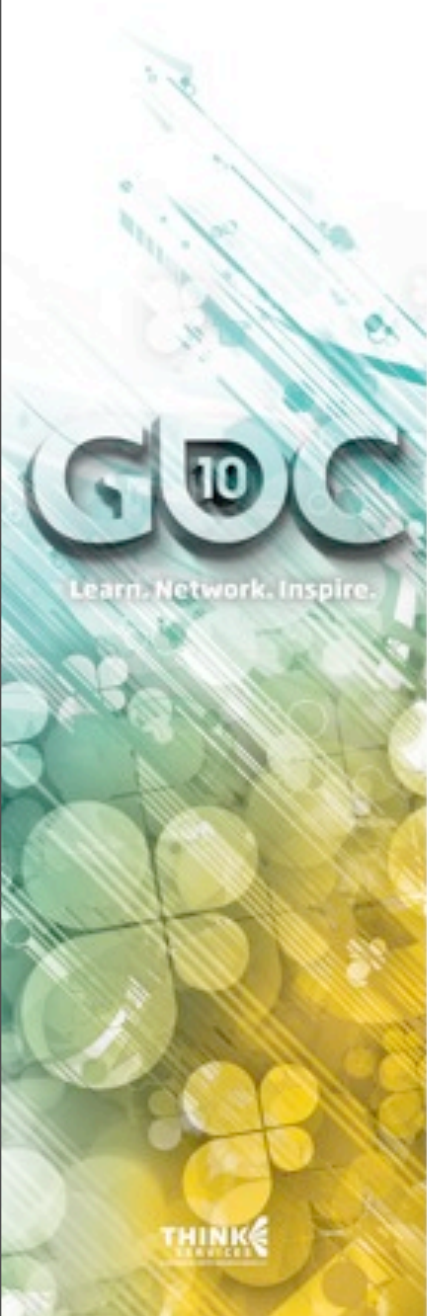
# Advantages of UIKit

⌚ Lots of saved time!

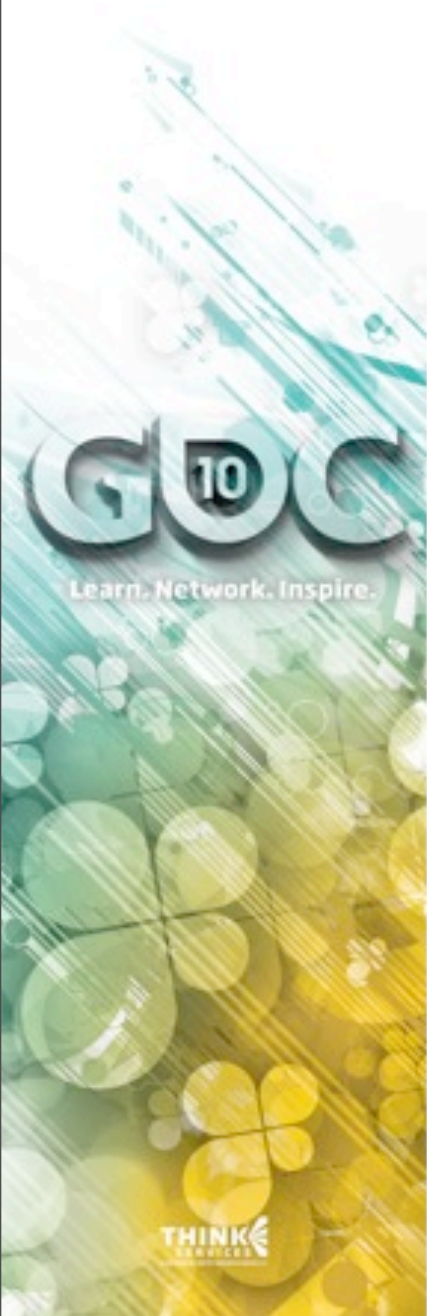


# Advantages of UIKit

- ⌚ Lots of saved time!
- ⌚ Familiar interface behavior



# Reasons NOT To Use UIKit

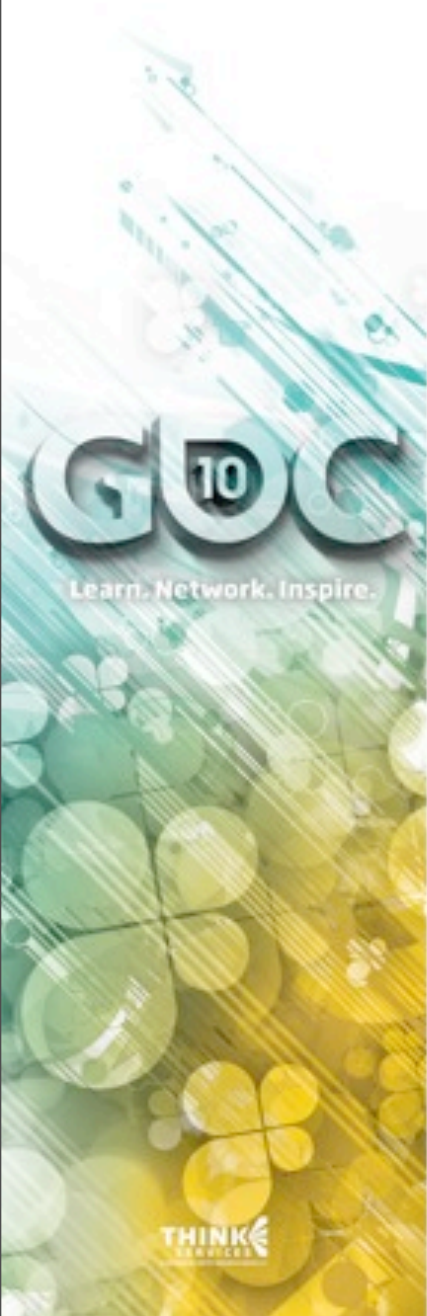


- Don't be scared of objective C though. It's a great language
- Those are some of the reasons more casual games use it



# Reasons NOT To Use UIKit

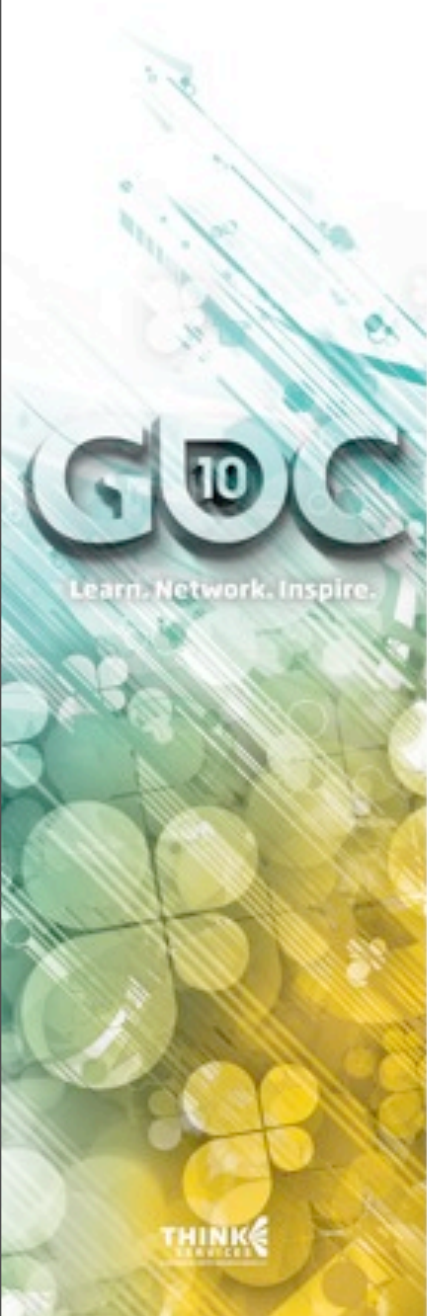
⊕ Objective C



- Don't be scared of Objective C though. It's a great language
- Those are some of the reasons more casual games use it

# Reasons NOT To Use UIKit

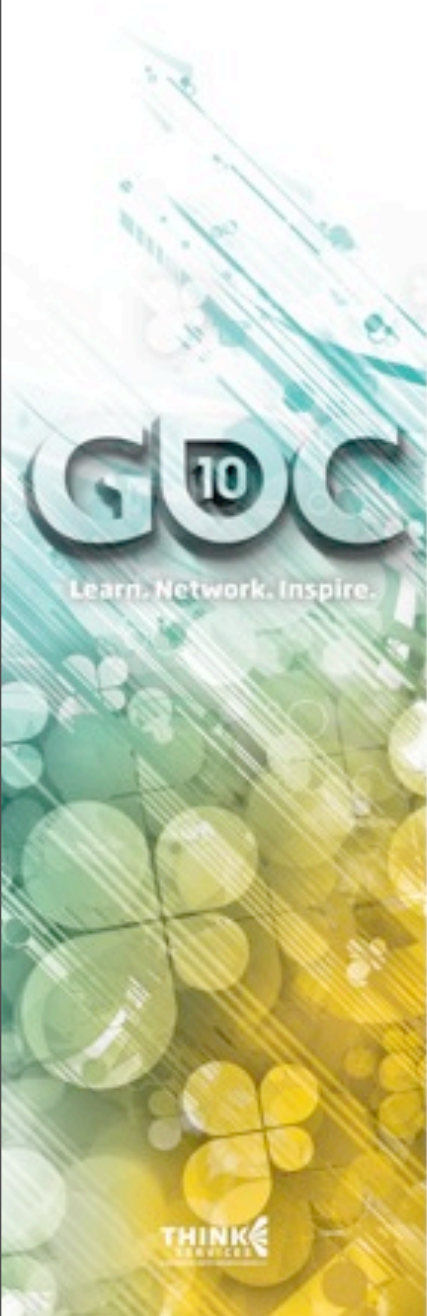
- ⌘ Objective C
- ⌘ Not portable (beyond iPhone/iPod Touch/iPad/MacOS)



- Don't be scare of objective C though. It's a great language
- Those are some of the reasons more casual games use it




# Reasons NOT To Use UIKit

- ⌘ Objective C
- ⌘ Not portable (beyond iPhone/iPod Touch/iPad/MacOS)
- ⌘ Not as much control over memory and performance.



- Don't be scare of objective C though. It's a great language
- Those are some of the reasons more casual games use it



1.  **ALL-IN-1 GAMEBOX**  
Triniti Interactive Limited  
Updated Feb 15, 2010  
\$0.99 [BUY APP](#)
2.  **Alpine Crawler World**  
3D Magic Kft.  
Released Mar 01, 2010  
\$0.99 [BUY APP](#)
3.  **Doodle Jump - BE WARNE...**  
Lima Sky  
Updated Mar 05, 2010  
\$0.99 [BUY APP](#)
4.  **Ragdoll Blaster 2**  
Backflip Studios  
Released Mar 01, 2010  
\$2.99 [BUY APP](#)
5.  **Skee-Ball**  
Freeverse, Inc.  
Updated Oct 14, 2009  
\$0.99 [BUY APP](#)
6.  **More Cupcakes!**  
Maverick Software  
Released Feb 23, 2010  
\$0.99 [BUY APP](#)
7.  **Angry Birds**  
Clickgamer.com  
Updated Feb 12, 2010  
\$0.99 [BUY APP](#)
8.  **Plants vs. Zombies**  
PopCap Games, Inc.  
Released Feb 15, 2010  
\$2.99 [BUY APP](#)
9.  **Bejeweled® 2**  
PopCap Games, Inc.  
Updated Feb 11, 2010  
\$2.99 [BUY APP](#)
10.  **Moto X Mayhem**  
Occamy Games  
Updated Feb 08, 2010  
\$0.99 [BUY APP](#)
11.  **Words With Friends**  
Newtoy Inc.  
Updated Feb 09, 2010  
\$2.99 [BUY APP](#)
12.  **MONOPOLY**  
Electronic Arts  
Released Nov 20, 2009  
\$4.99 [BUY APP](#)
13.  **Fast & Furious The Game**  
I-play  
Updated Aug 03, 2009  
\$0.99 [BUY APP](#)
14.  **Doodle Army**  
Chad Towns  
Updated Feb 11, 2010  
\$0.99 [BUY APP](#)
15.  **FINAL FANTASY**  
SQUARE ENIX Co., LTD.  
Released Feb 25, 2010  
\$8.99 [BUY APP](#)

THINK  
SERVICES

Are games using both today?



Usually two categories



Hardcore games  
OpenGL

Usually two categories

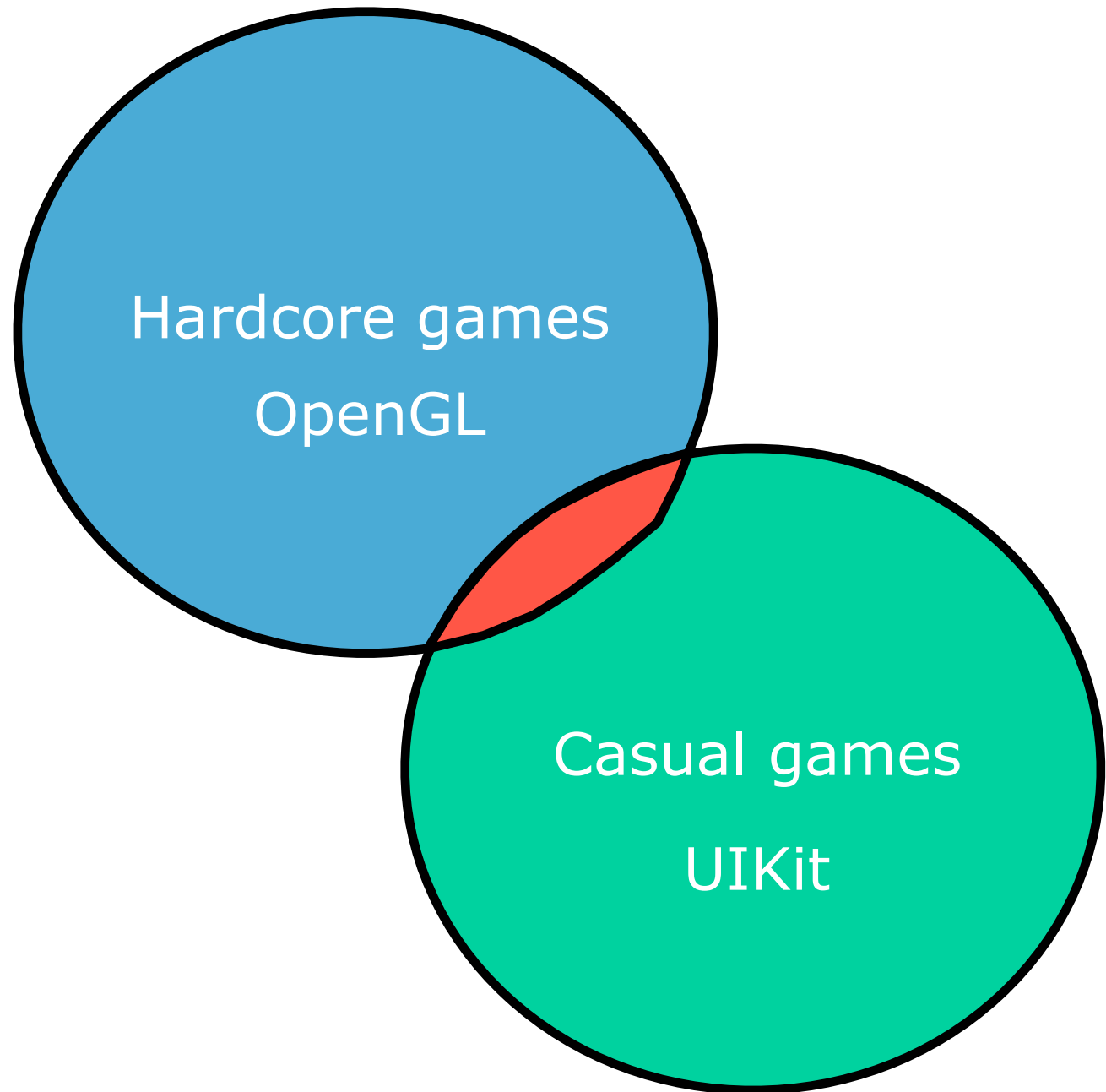
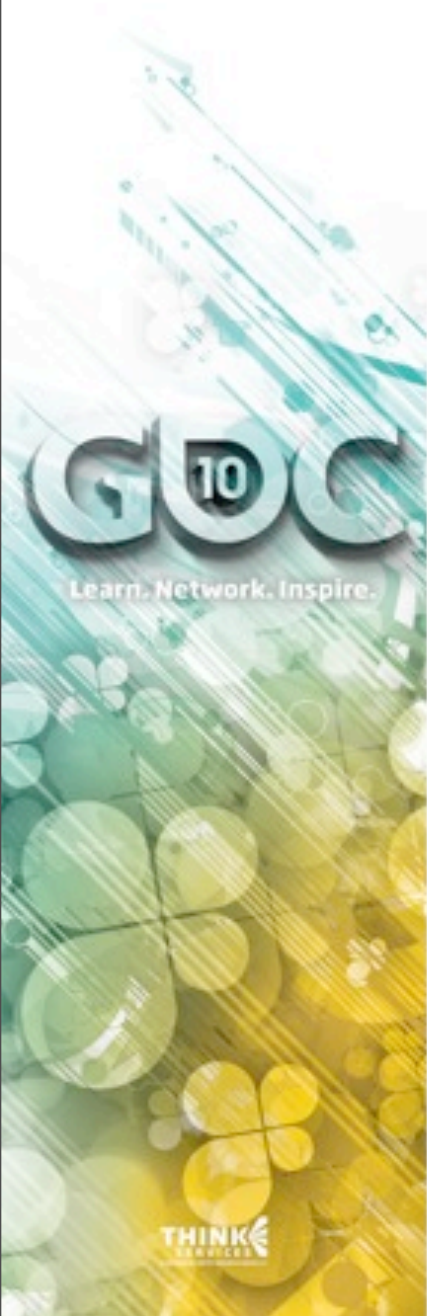




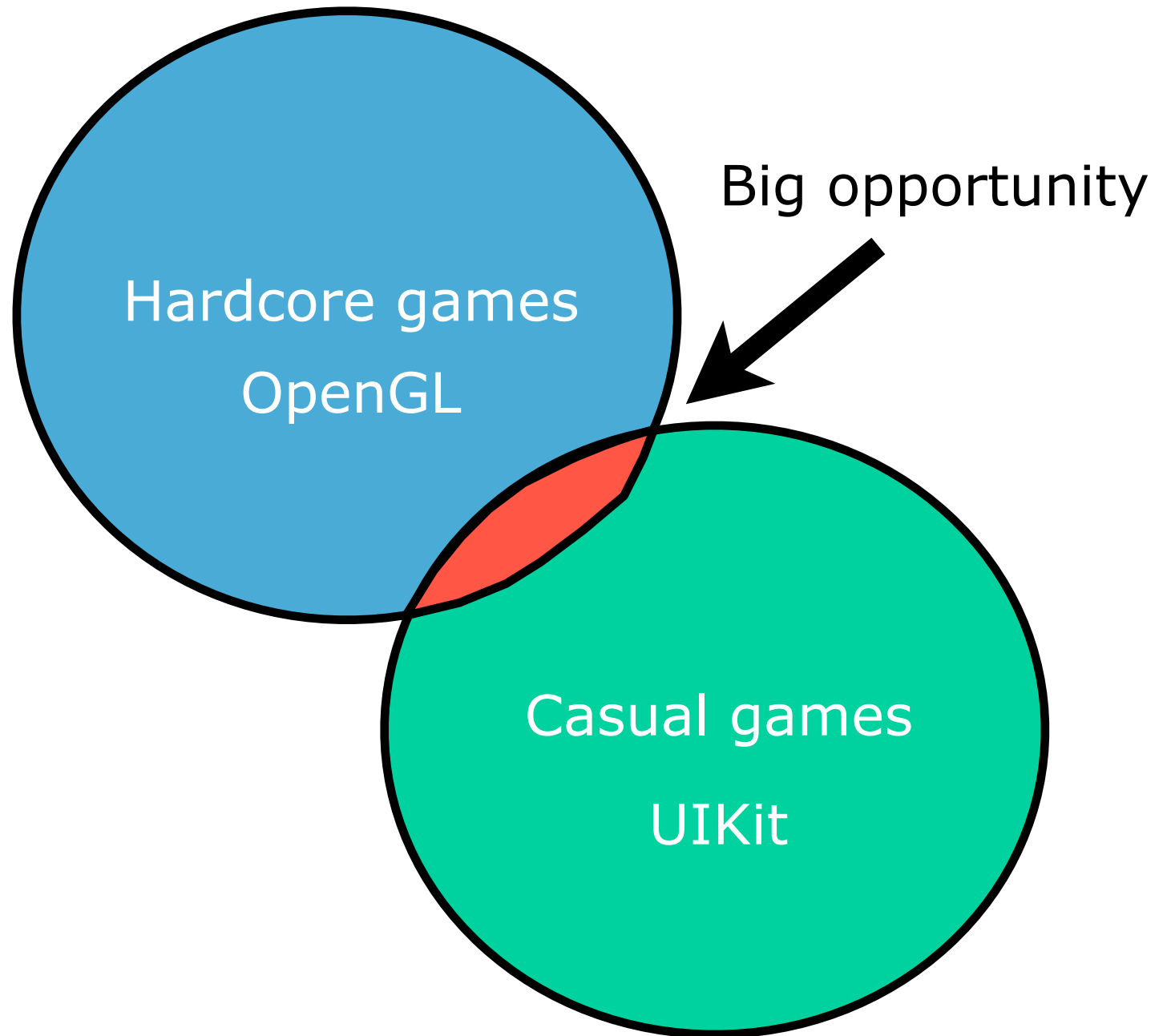
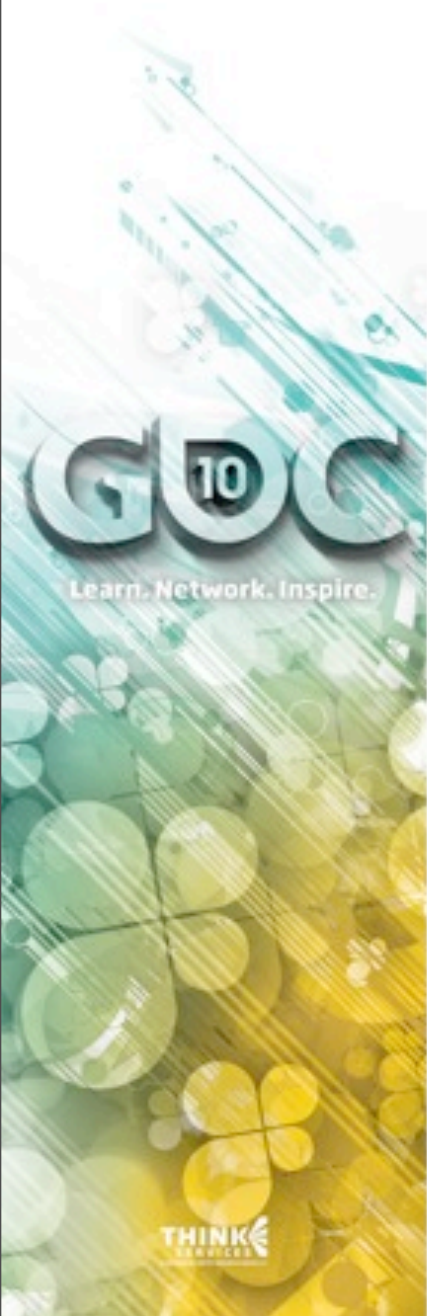
Hardcore games  
OpenGL

Casual games  
UIKit

Usually two categories

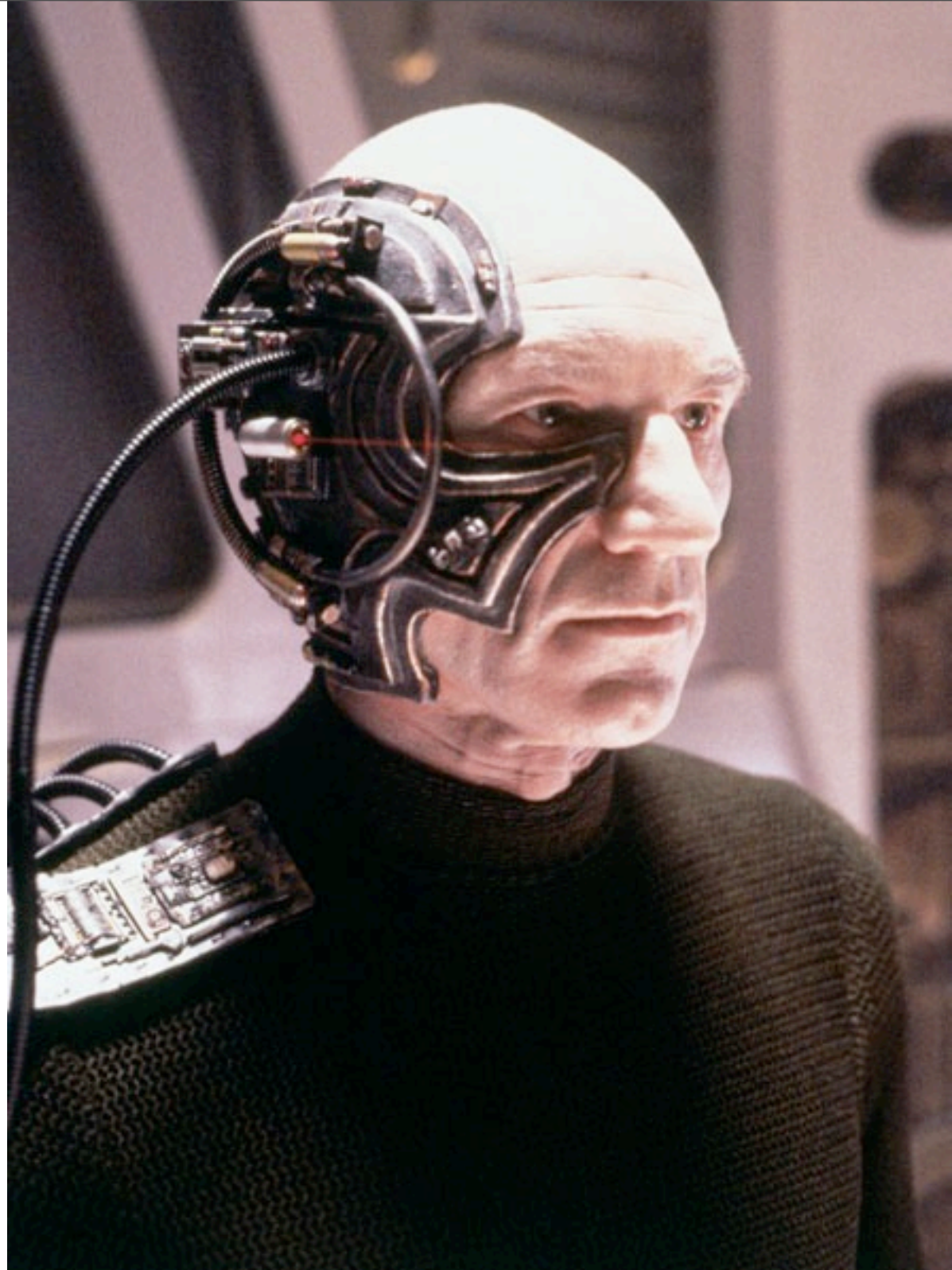
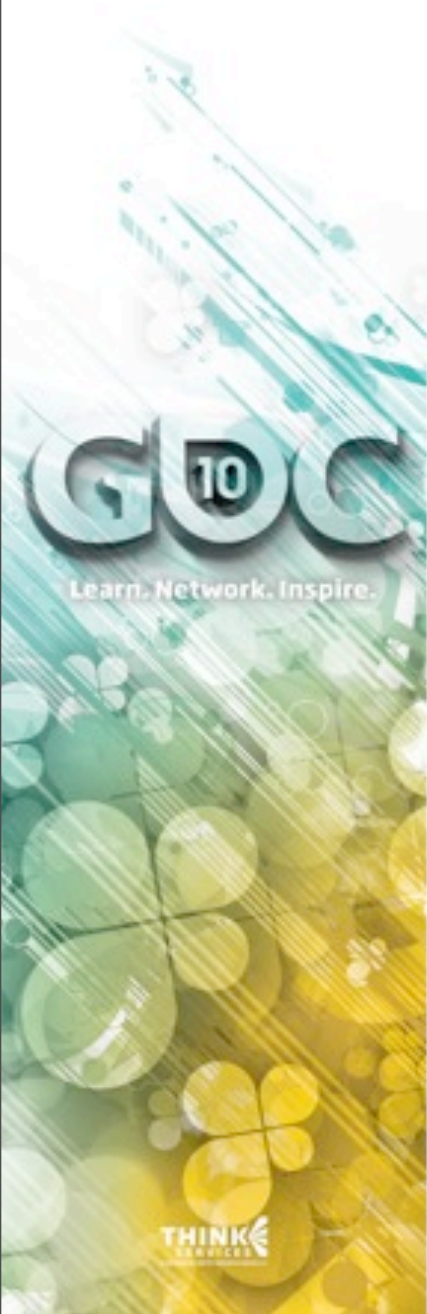


Usually two categories



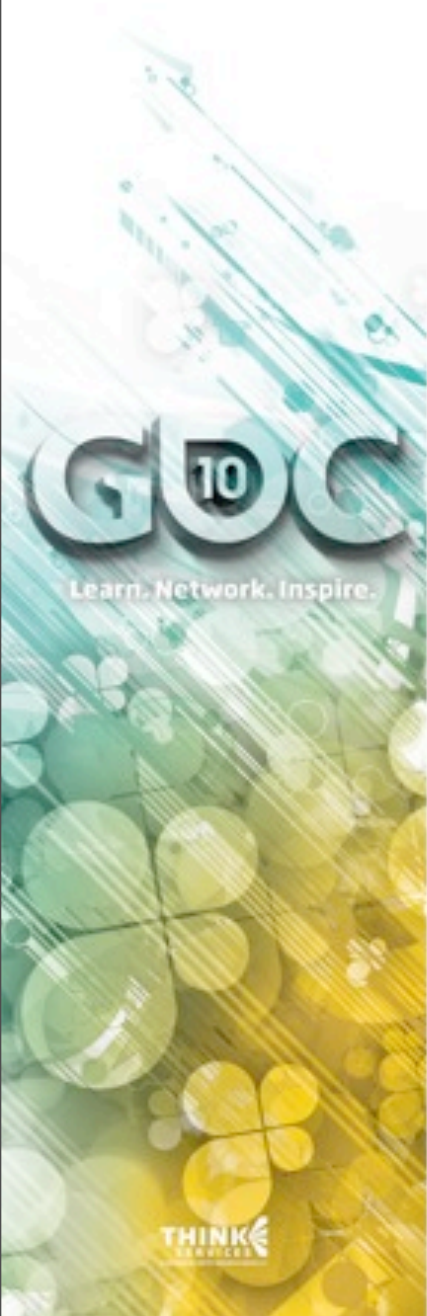
Usually two categories





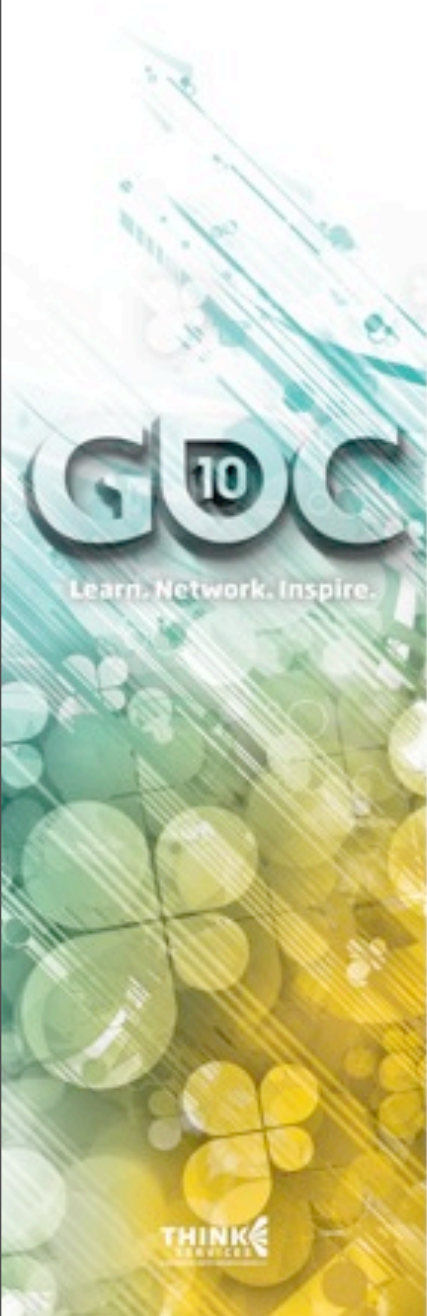
You can truly get the best of both worlds

# What We're Going To See



# What We're Going To See

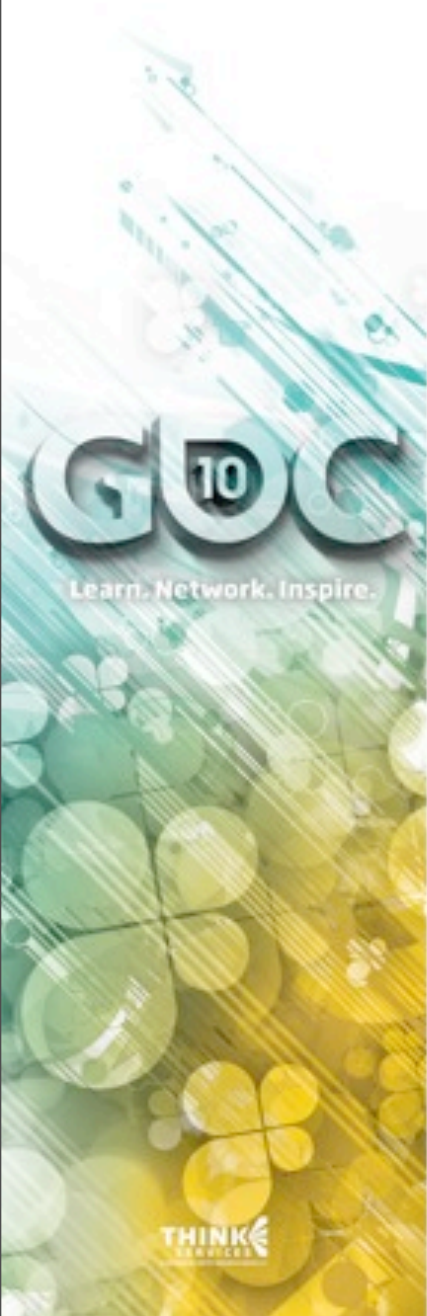
0: OpenGL view





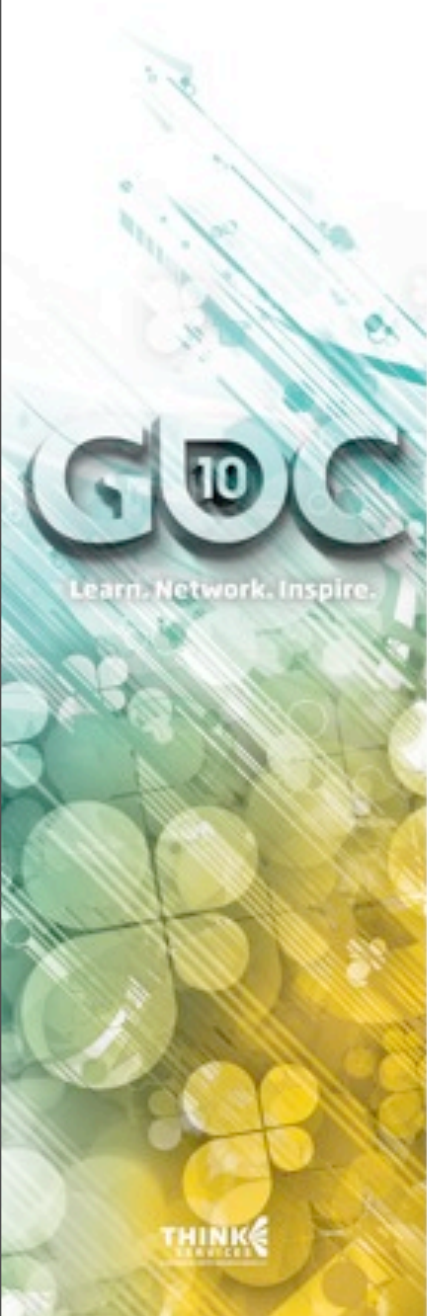
# What We're Going To See

- 0: OpenGL view
- 1: Non-fullscreen



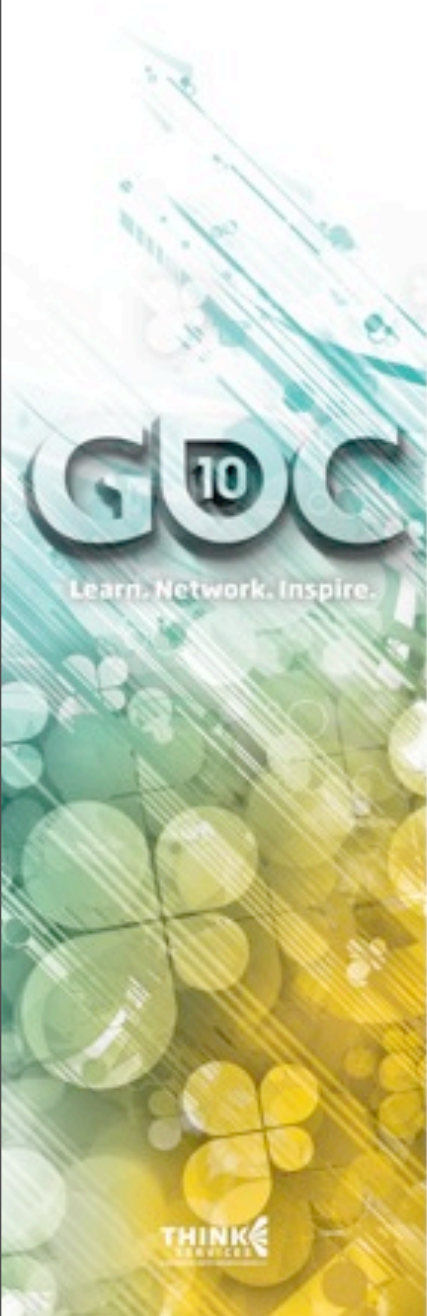
# What We're Going To See

- 0: OpenGL view
- 1: Non-fullscreen
- 2: UIKit elements



# What We're Going To See

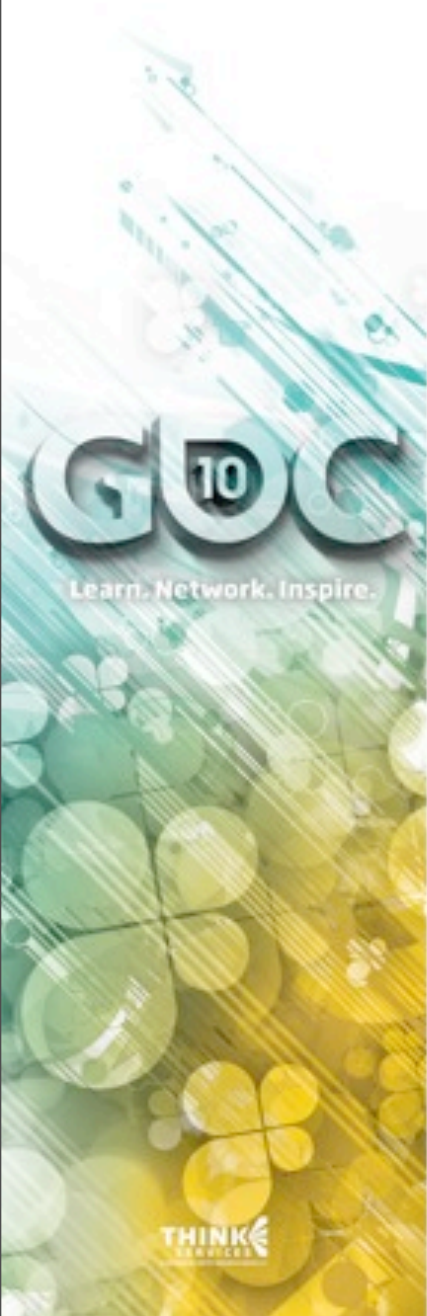
- 0: OpenGL view
- 1: Non-fullscreen
- 2: UIKit elements
- 3: Animations





# What We're Going To See

- 0: OpenGL view
- 1: Non-fullscreen
- 2: UIKit elements
- 3: Animations
- 4: Multiple OpenGL views



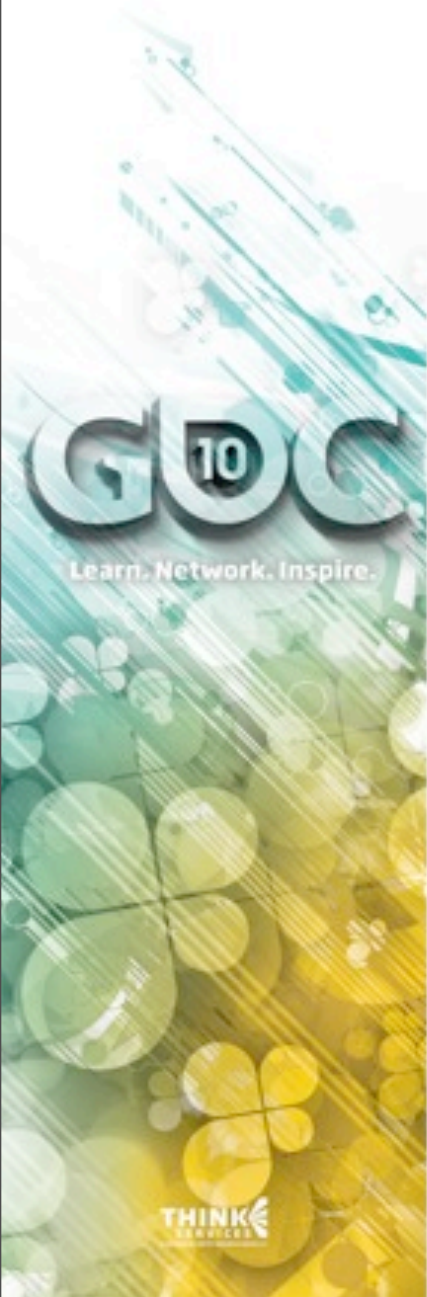
# What We're Going To See

- ③ 0: OpenGL view
- ③ 1: Non-fullscreen
- ③ 2: UIKit elements
- ③ 3: Animations
- ③ 4: Multiple OpenGL views
- ③ 5: Landscape orientation



# What We're Going To See

- 0: OpenGL view
- 1: Non-fullscreen
- 2: UIKit elements
- 3: Animations
- 4: Multiple OpenGL views
- 5: Landscape orientation
- 6: Content OpenGL -> UIKit

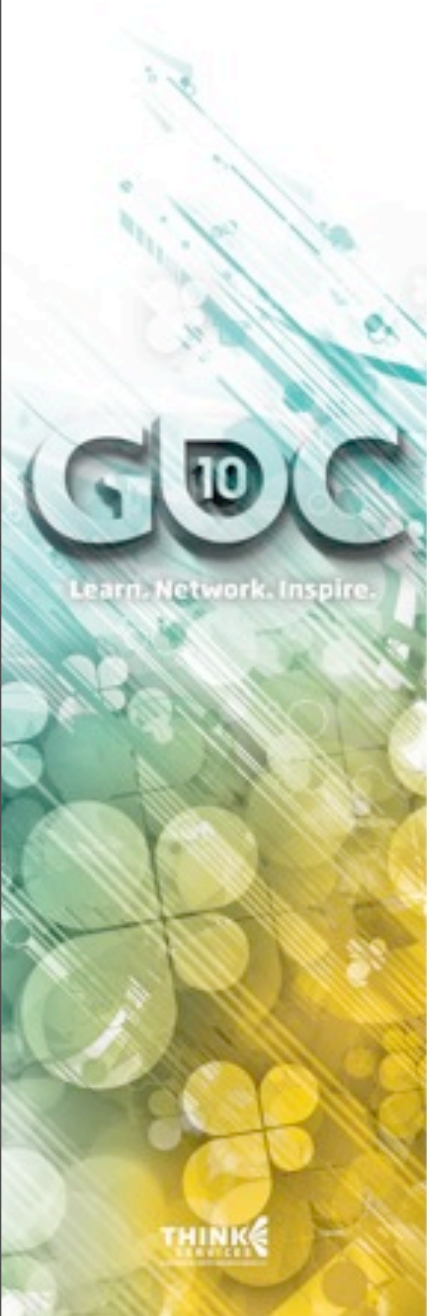


# What We're Going To See

- 0: OpenGL view
- 1: Non-fullscreen
- 2: UIKit elements
- 3: Animations
- 4: Multiple OpenGL views
- 5: Landscape orientation
- 6: Content OpenGL -> UIKit
- 7: Content UIKit -> OpenGL







# The Basics: Displaying OpenGL Graphics

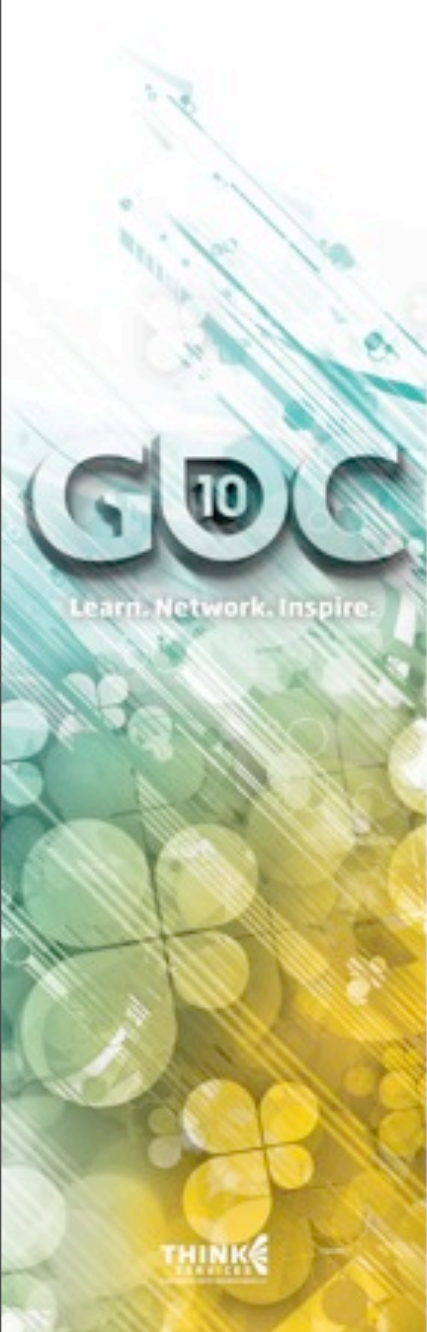


The GL gravity sample from the dev site

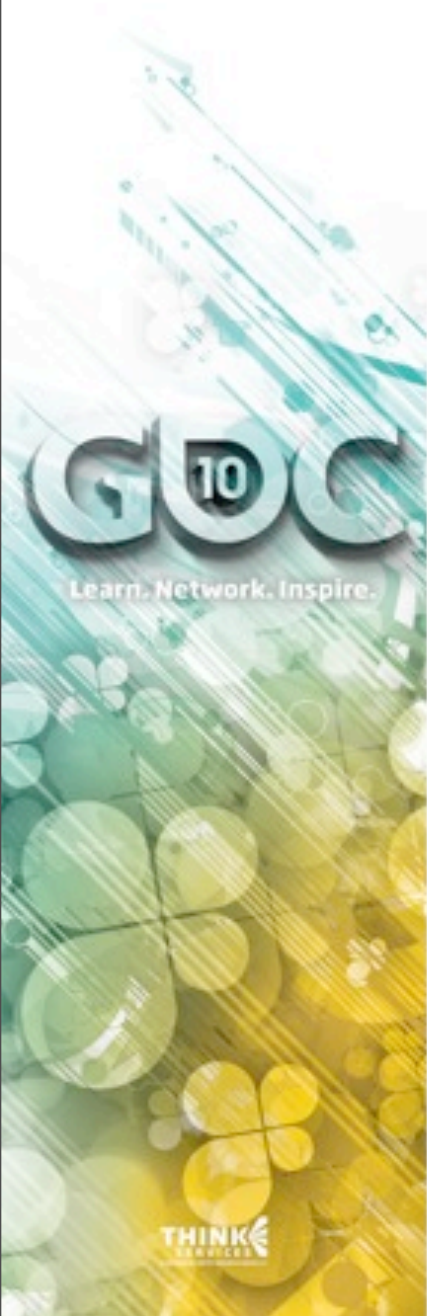


The GL gravity sample from the dev site



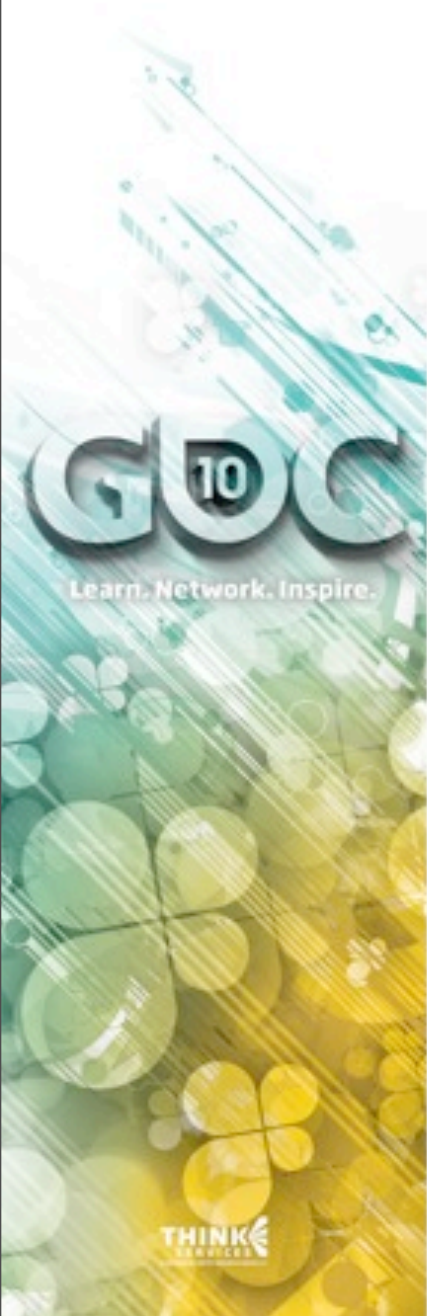


That's what does the magic and allows the rendering of OpenGL to be displayed in a view.



```
@interface GLGravityView : UIView
{
    EAGLContext* context;
    ...
}
```

That's what does the magic and allows the rendering of OpenGL to be displayed in a view.

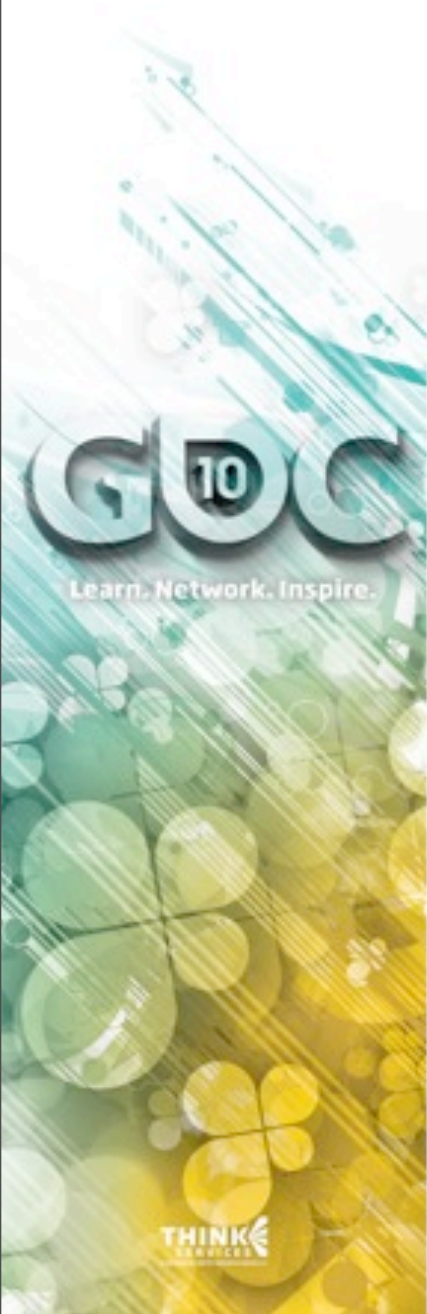


```
@interface GLGravityView : UIView
{
    EAGLContext* context;
    ...
}

+ (Class) layerClass
{
    return [CAEAGLLayer class];
}
```

That's what does the magic and allows the rendering of OpenGL to be displayed in a view.



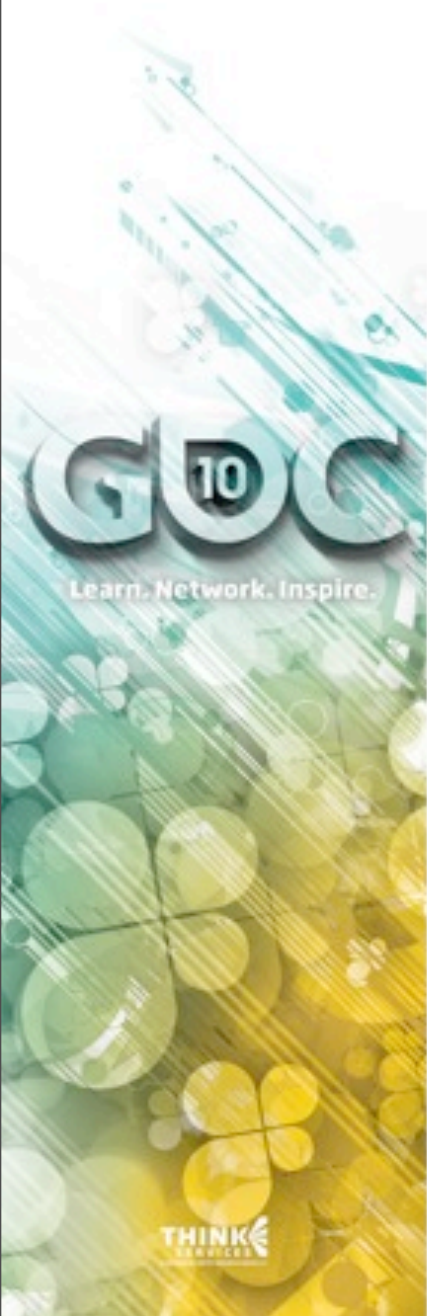


```
@interface GLGravityView : UIView
{
    EAGLContext* context;
    ...
}

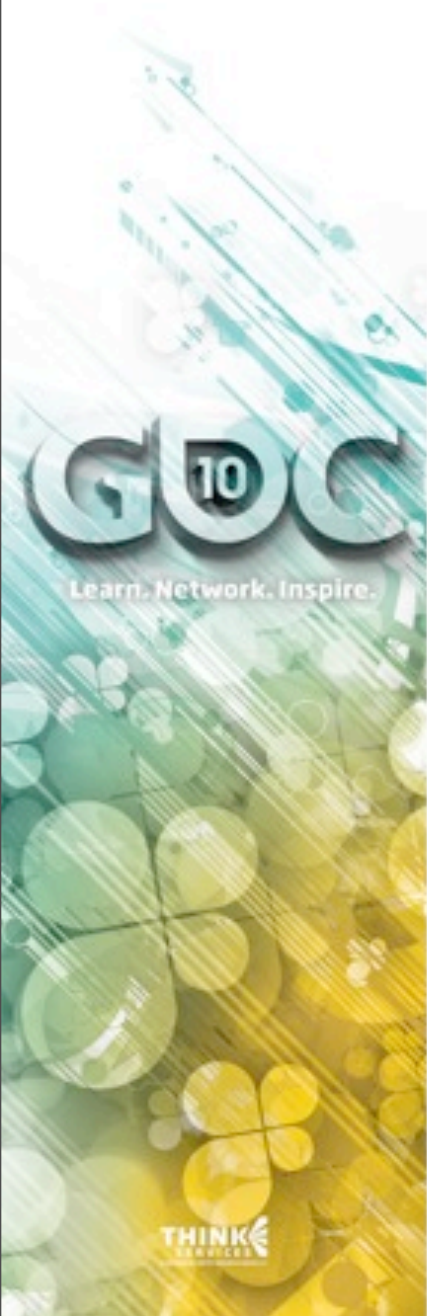
+ (Class) layerClass
{
    return [CAEAGLLayer class];
}

glBindRenderbufferOES(GL_RENDERBUFFER_OES,
                      bufferHandle);
[m_eaglContext renderbufferStorage:
    GL_RENDERBUFFER_OES
    fromDrawable:drawable];
```

That's what does the magic and allows the rendering of OpenGL to be displayed in a view.



But the point is that it's just a view, so you can do most things you can do with a regular UIView. And that's where the fun begins.



# Case 1: Not Fullscreen





As gamers we're used to games taking up the whole screen  
And that's what most games do on the iPhone as well  
But it doesn't have to be that way

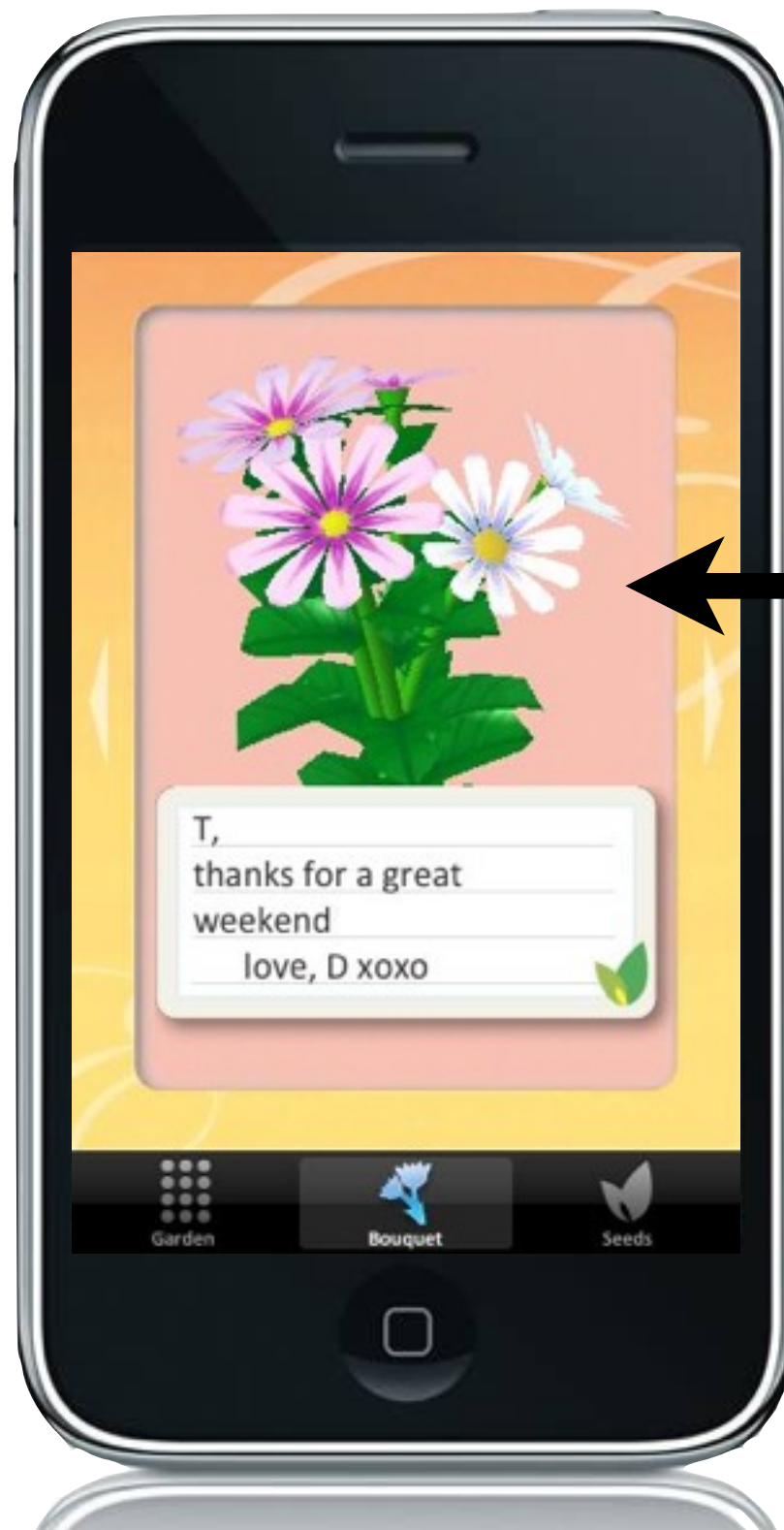
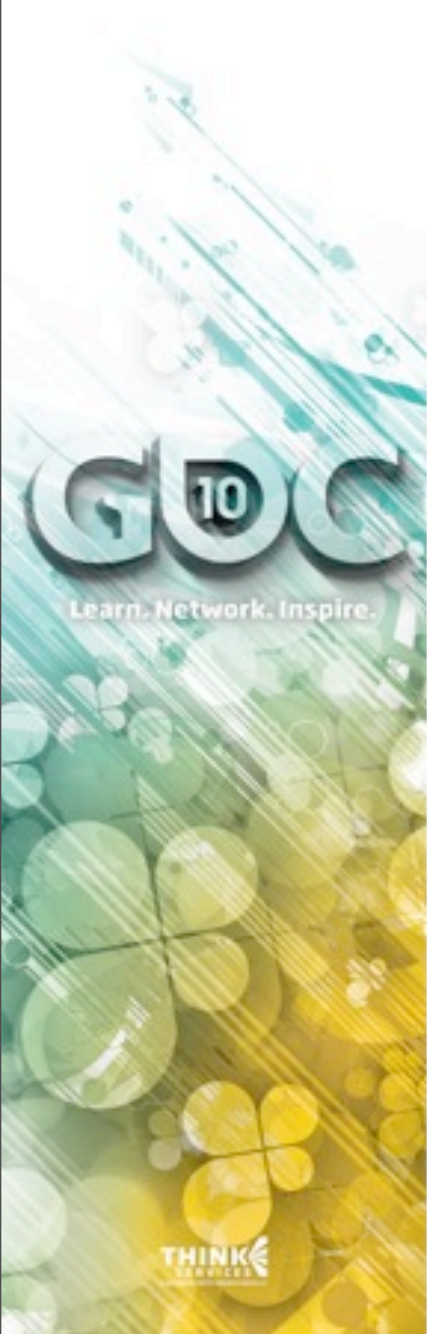




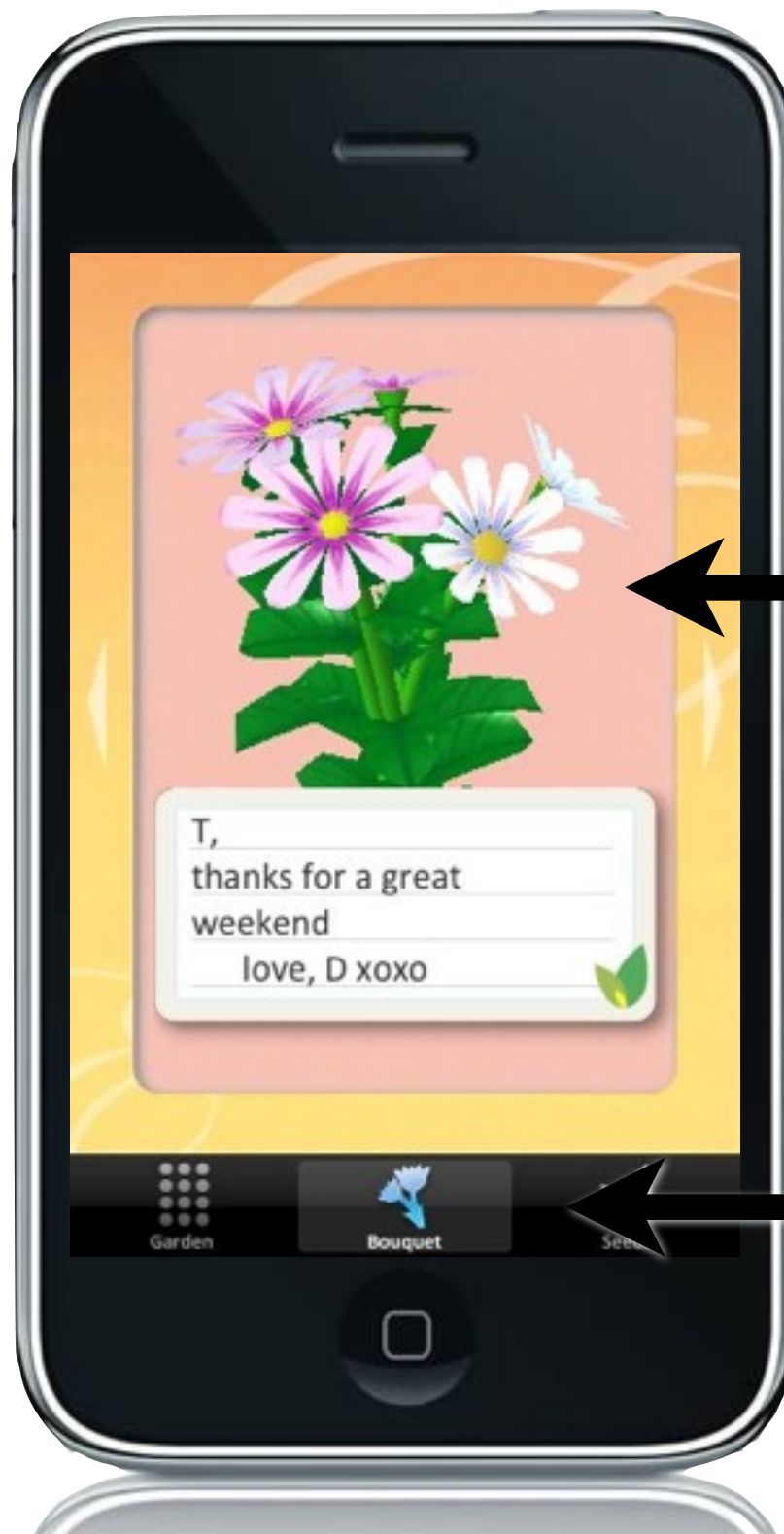
As gamers we're used to games taking up the whole screen  
And that's what most games do on the iPhone as well  
But it doesn't have to be that way







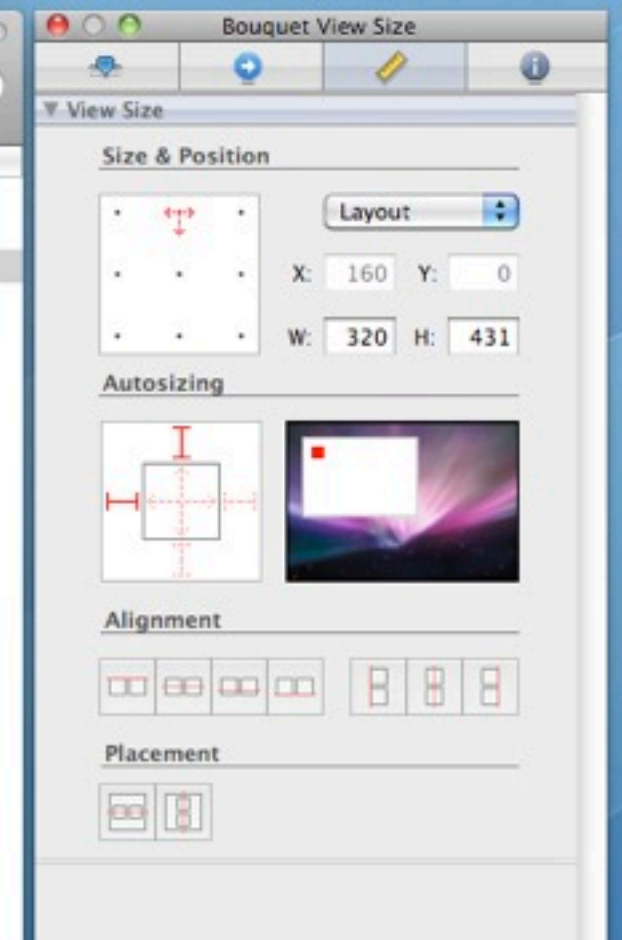
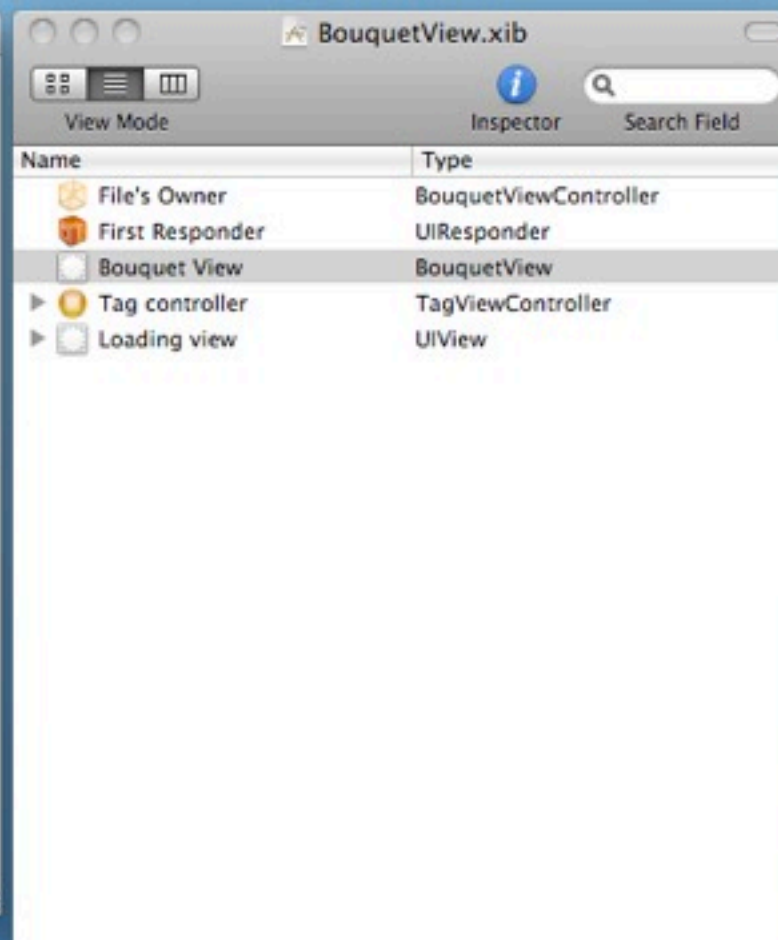
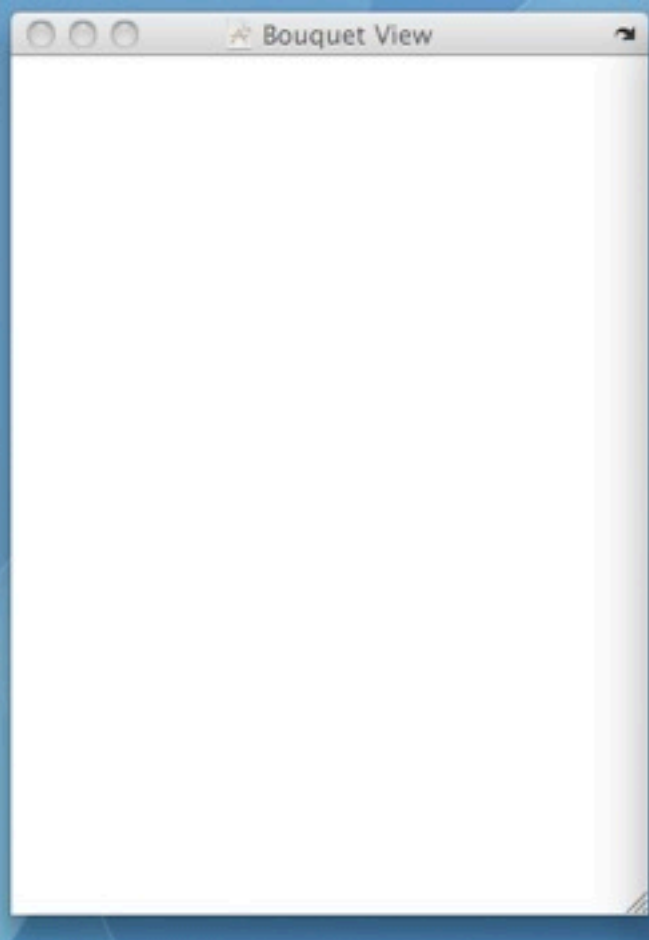
← OpenGL

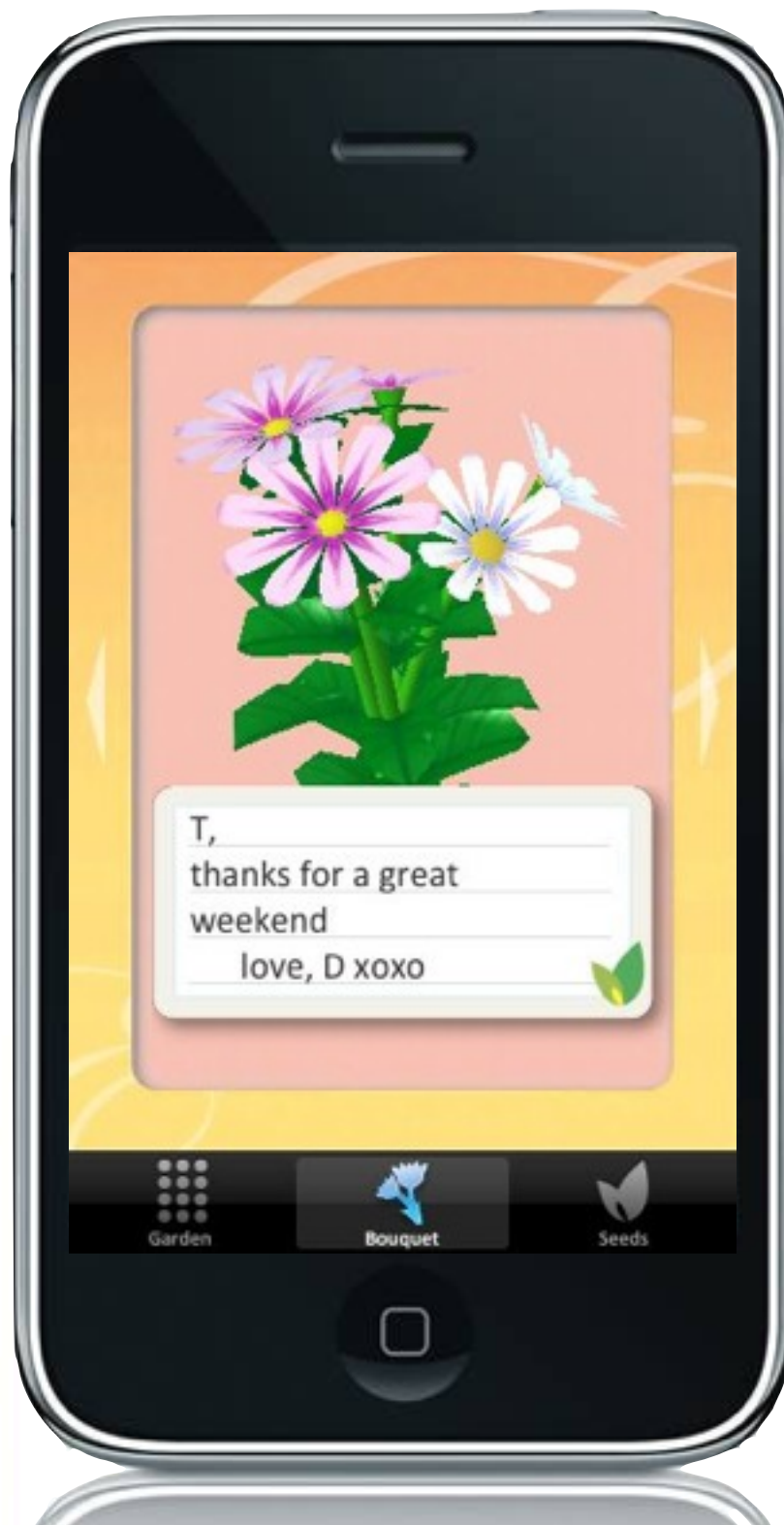
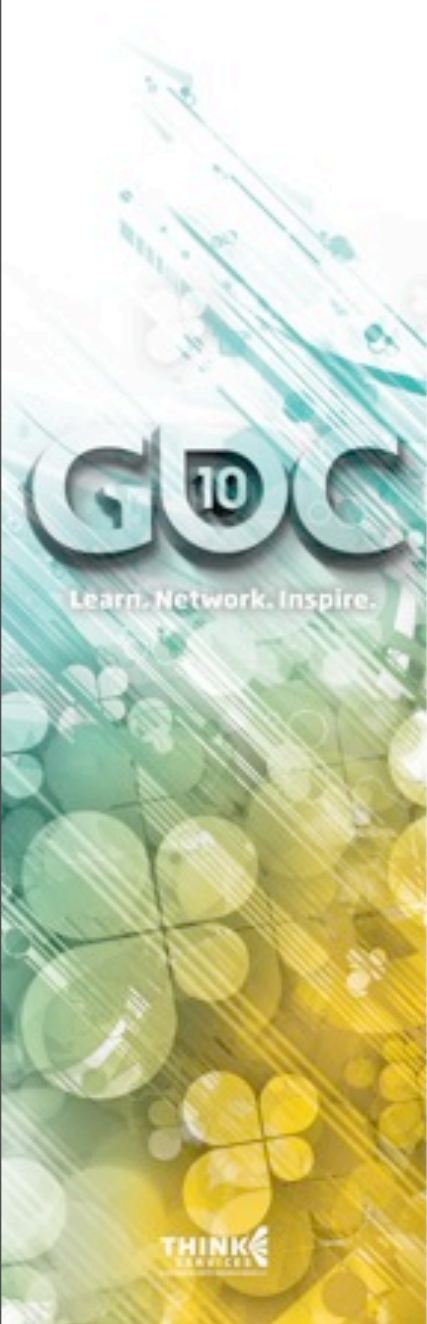


OpenGL

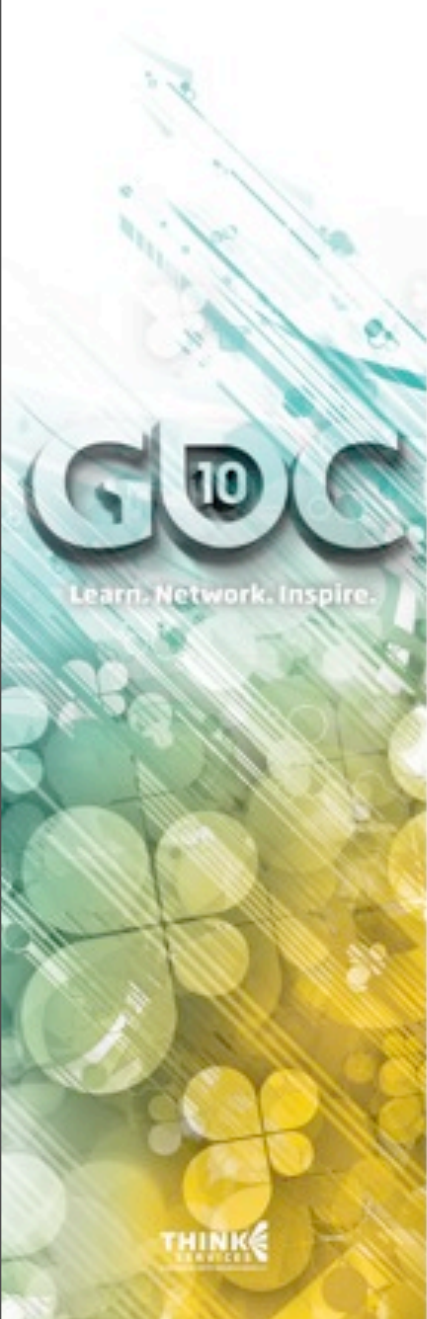
UITabBar







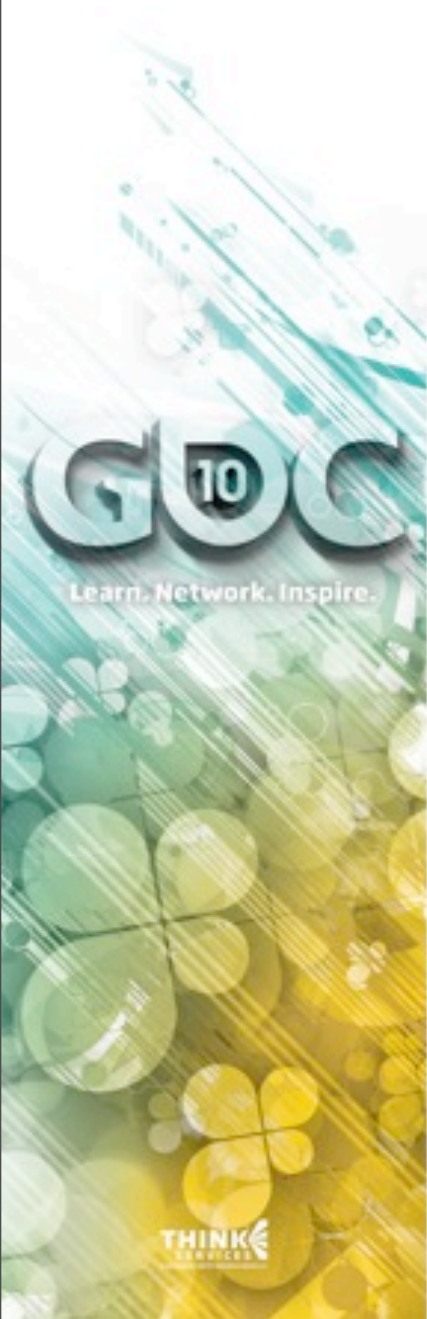
Perfect performance



320 x 431

Perfect performance



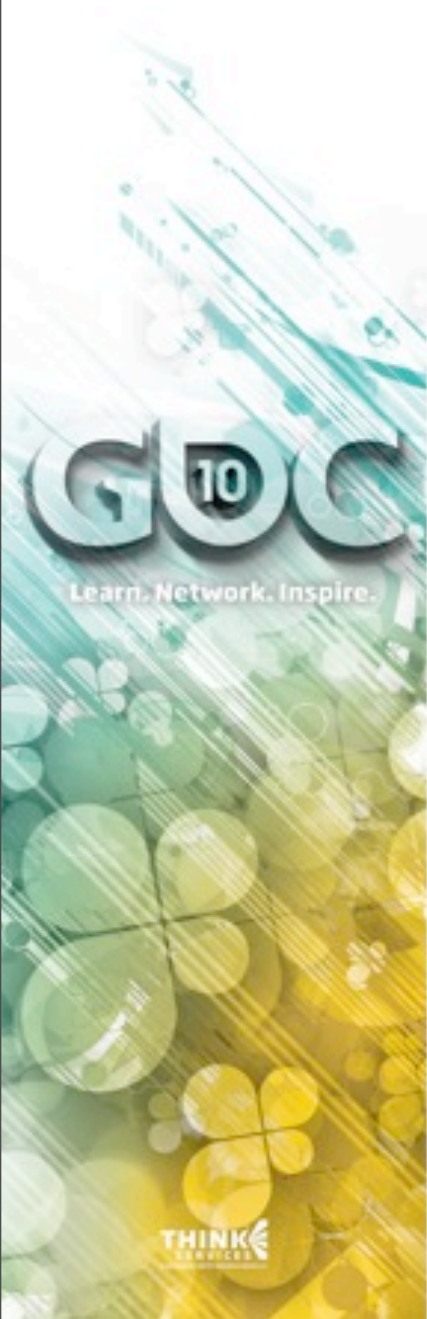


320 x 431

Set correct  
projection  
matrix

Perfect performance



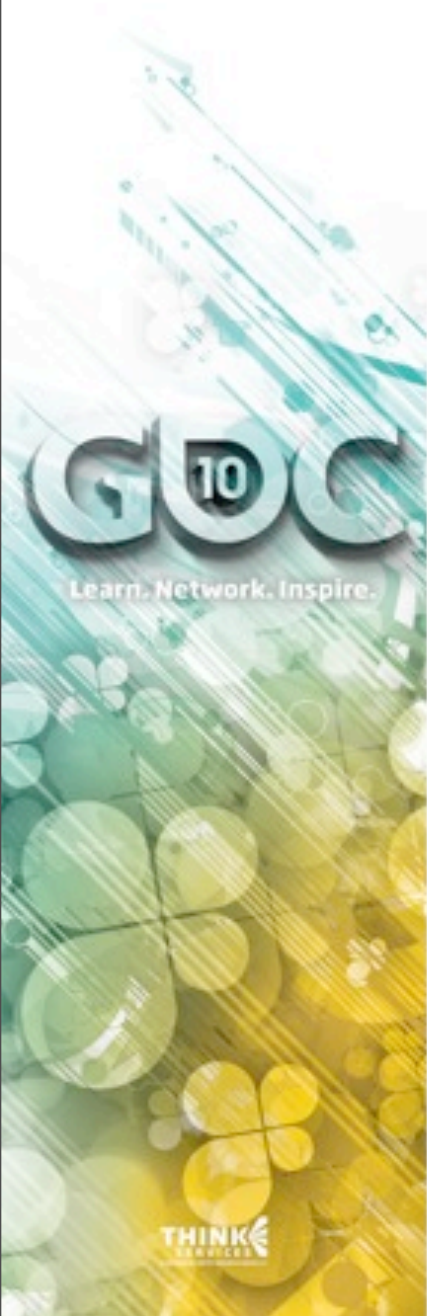


320 x 431

Set correct  
projection  
matrix

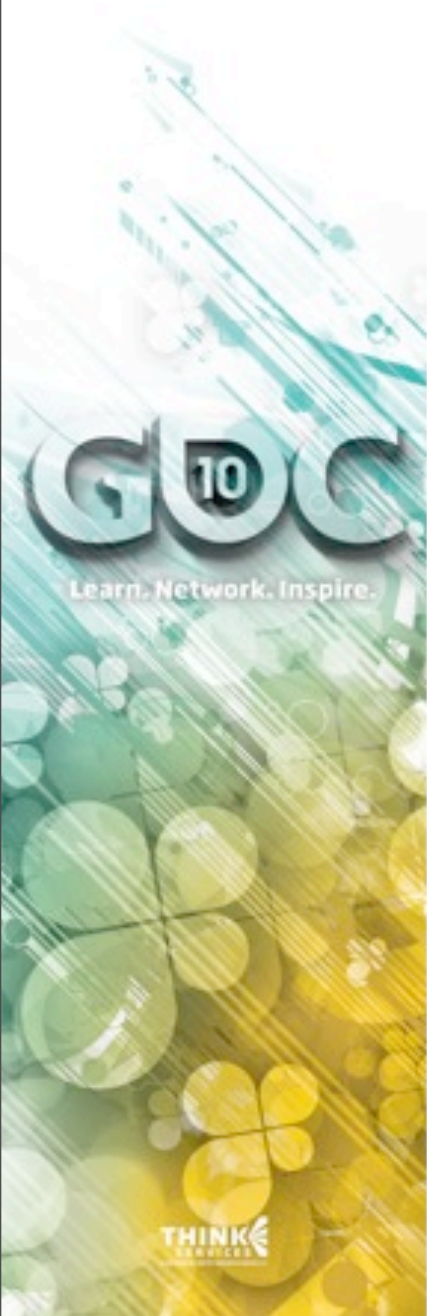
Set correct  
viewport

Perfect performance



## **Case 2: Adding UIKit Elements On Top**

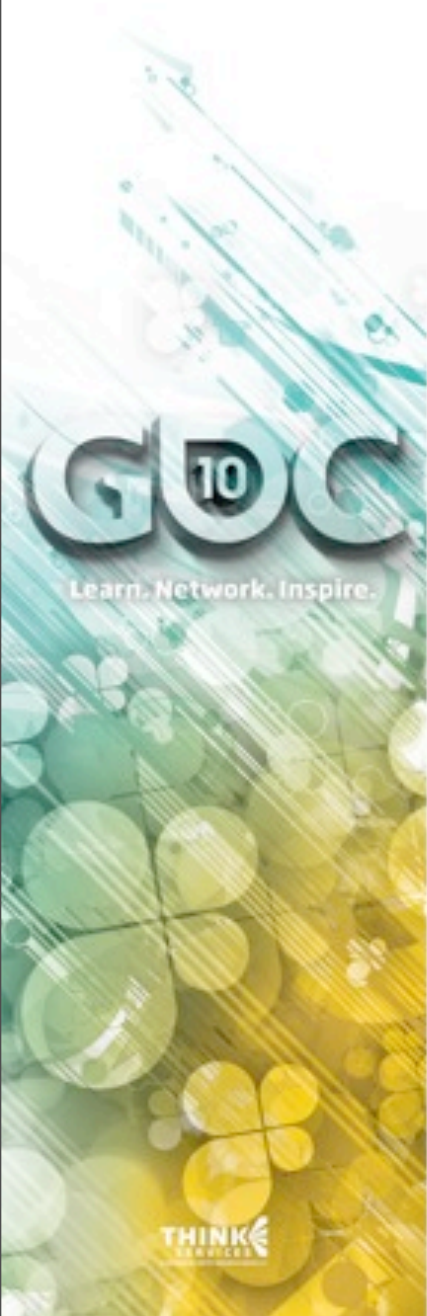
# Adding Subviews



I never saw any instability

# Adding Subviews

- ⌘ Can use addSubview: to add any children to OpenGL view.

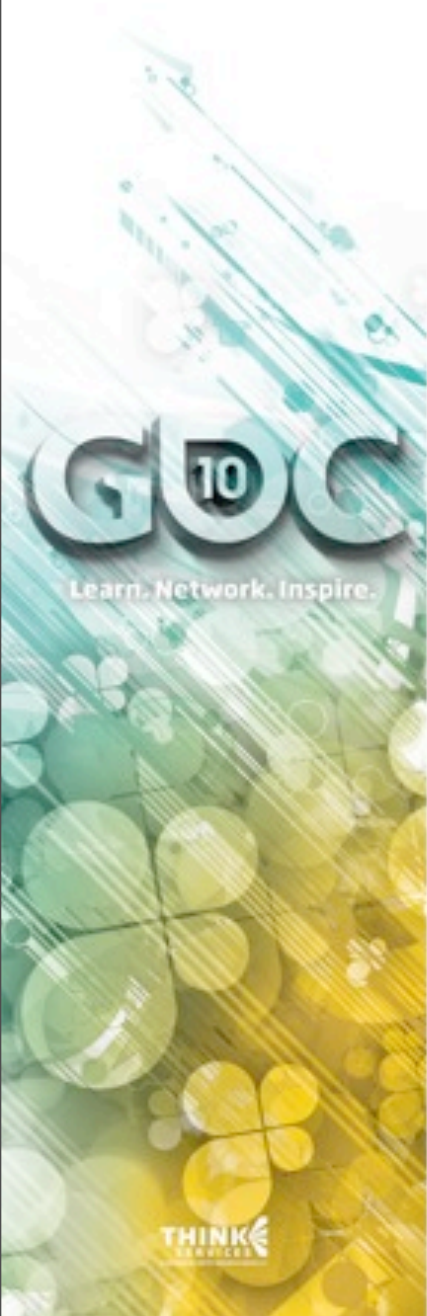


I never saw any instability

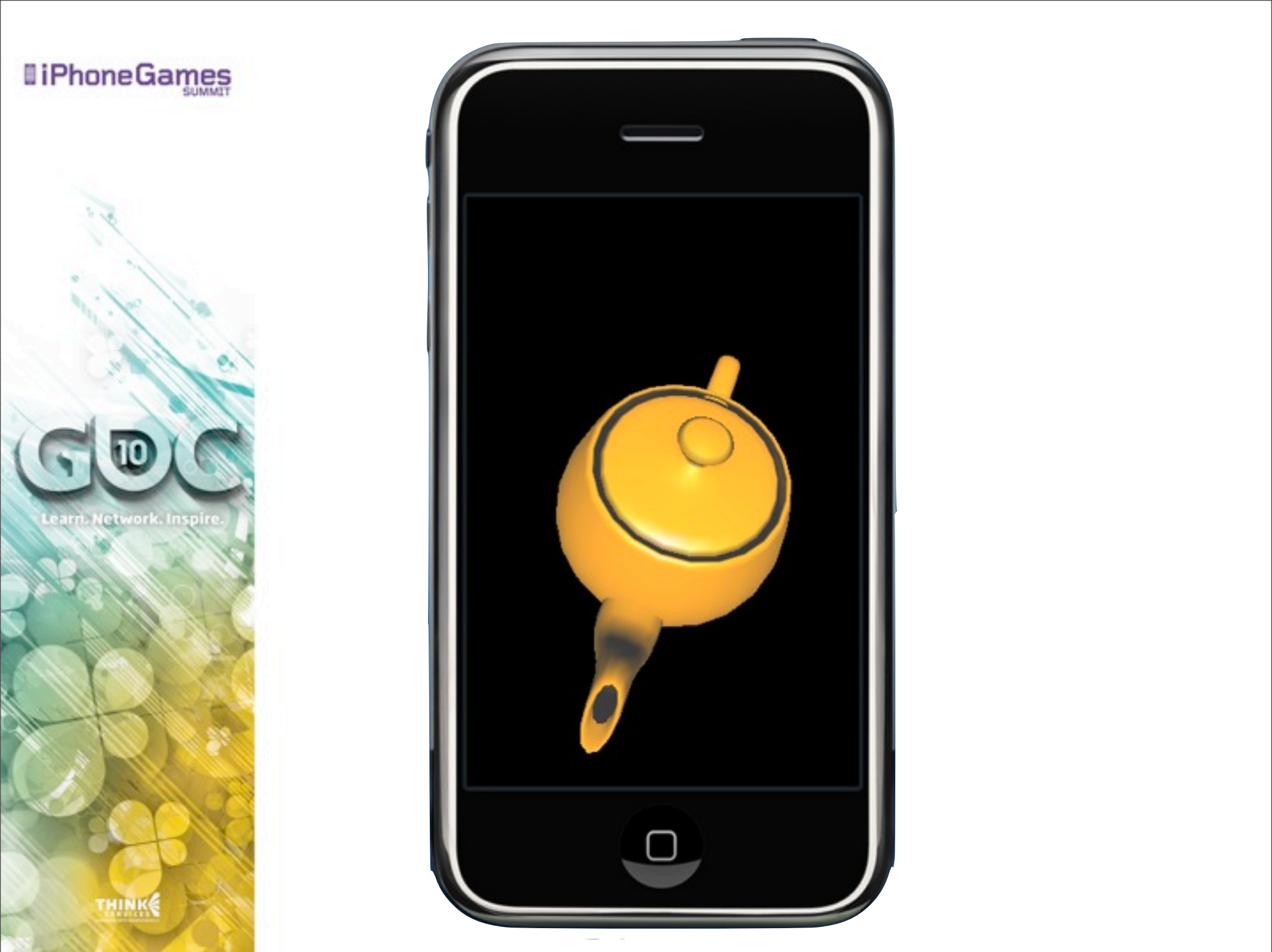


# Adding Subviews

- ⌚ Can use addSubview: to add any children to OpenGL view.
- ⌚ There used to be some vague warnings in the 2.x SDK docs about not doing that for “performance and instability” issues.

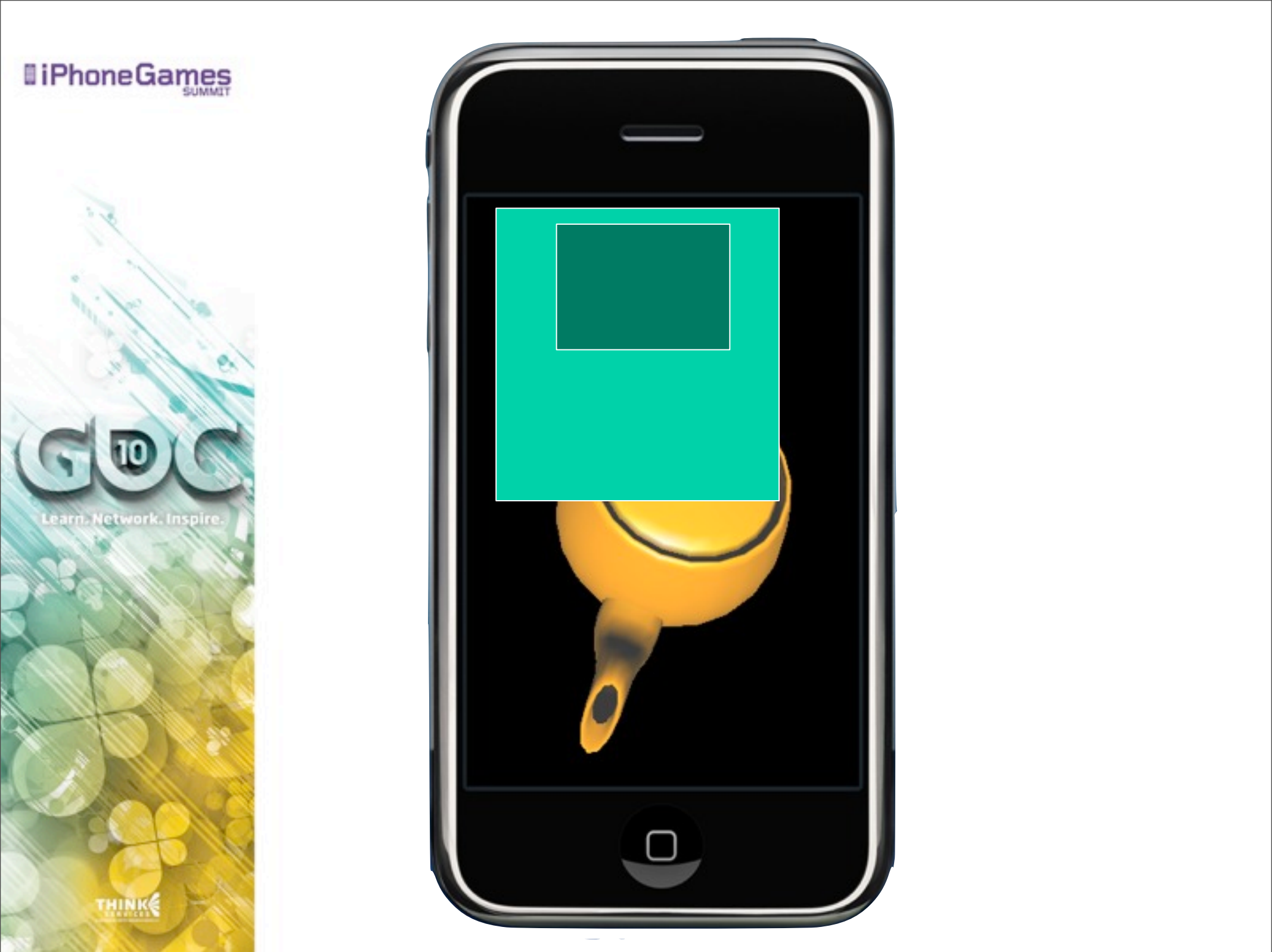


I never saw any instability

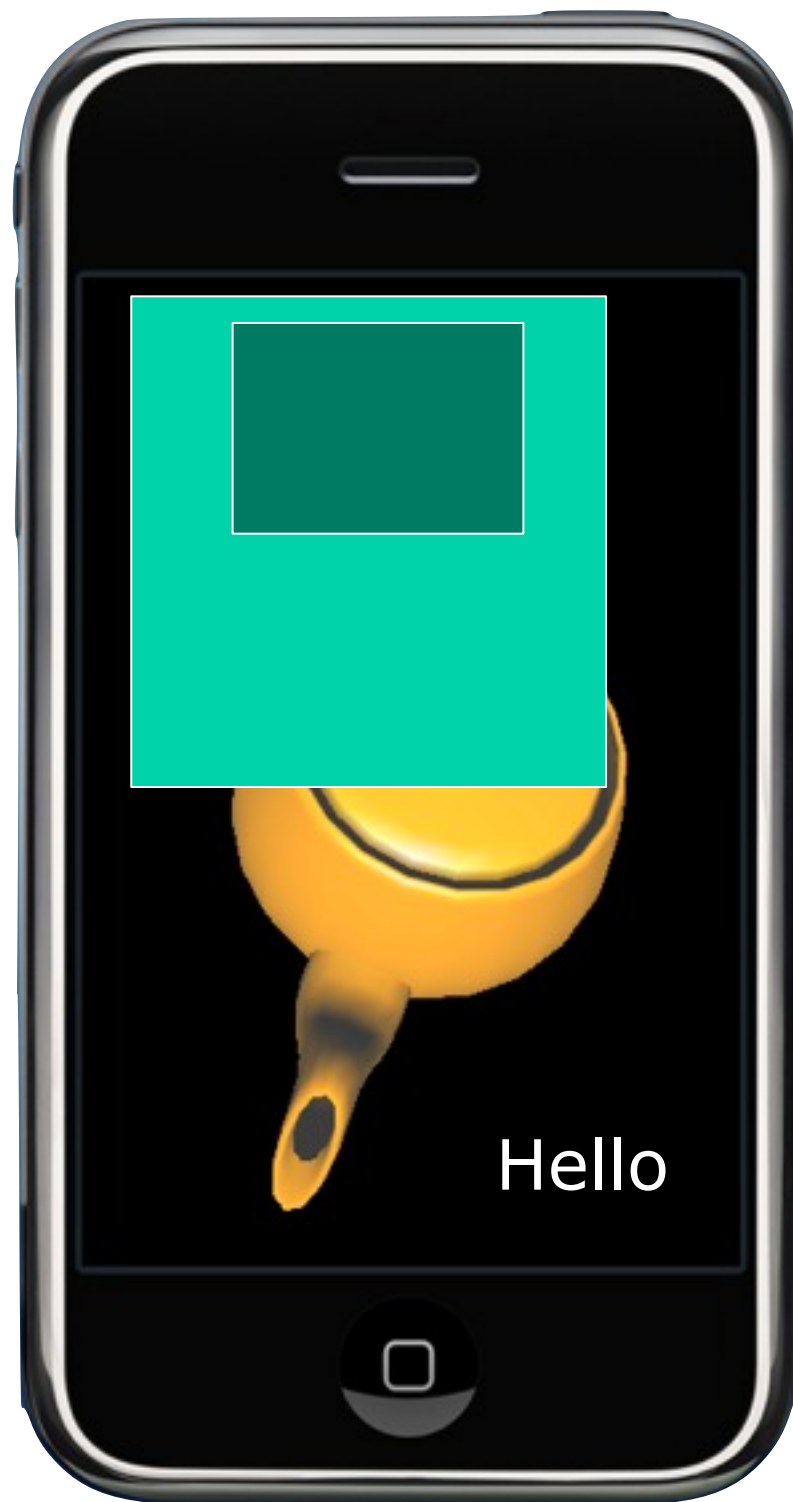


addSubview anywhere

The problem is that the UIKit is designed to be mostly static with animations in responses to events.



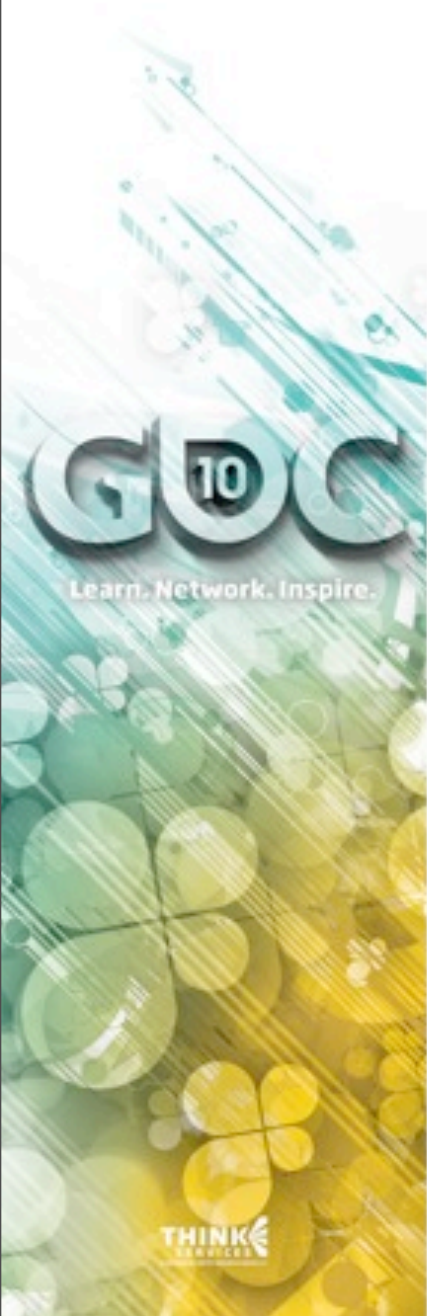
addSubview anywhere  
The problem is that the UIKit is designed to be mostly static with animations in responses to events.



addSubview anywhere  
The problem is that the UIKit is designed to be mostly static with animations in responses to events.



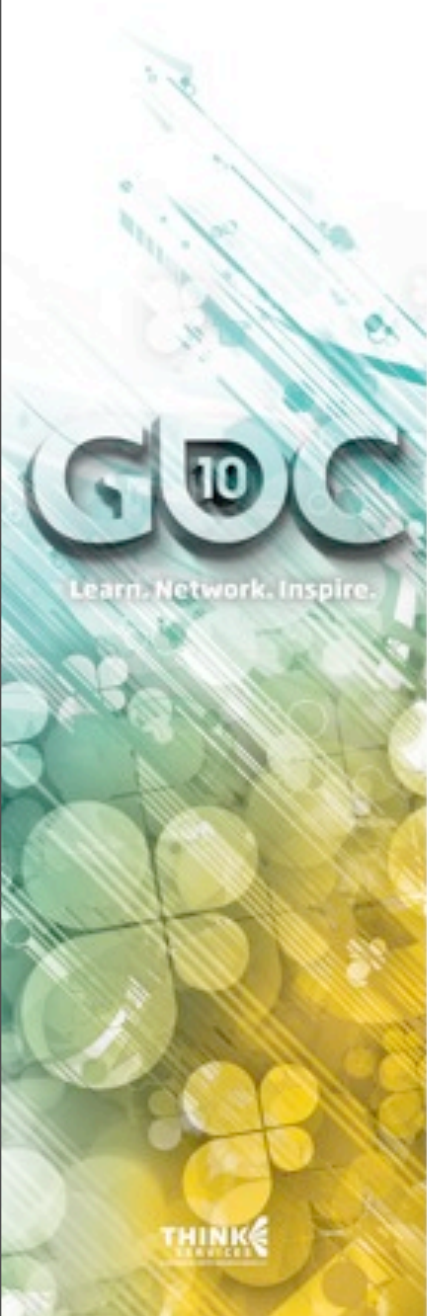
# Performance Issues



Maybe because it can coordinate better the refresh of the screen with UIKit?

# Performance Issues

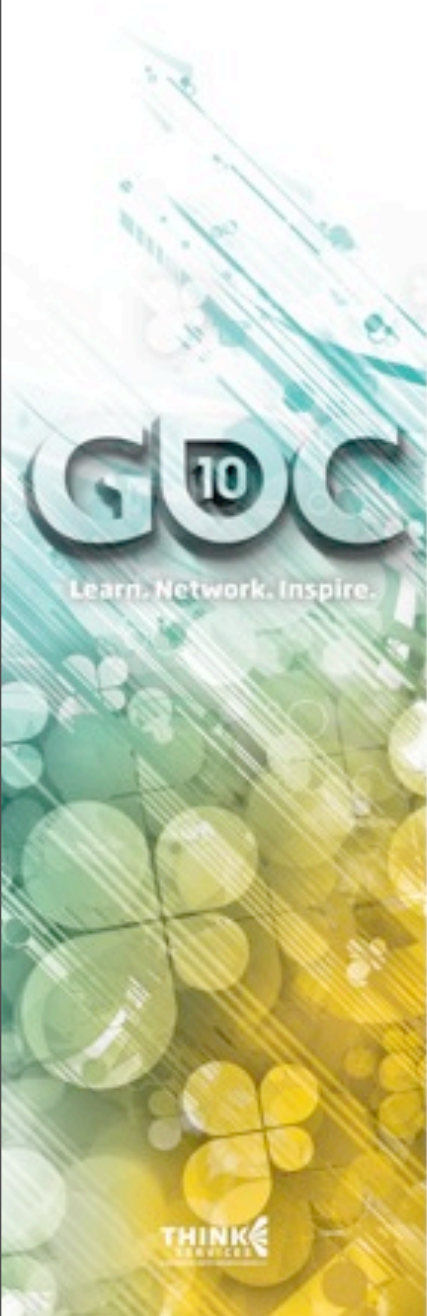
- ⌚ Things were particularly bad when driving main loop with NSTimer (don't do it!)



Maybe because it can coordinate better the refresh of the screen with UIKit?

# Performance Issues

- ⌚ Things were particularly bad when driving main loop with NSTimer (don't do it!)
- ⌚ Using CADisplayLink (3.1 or higher) seems to help a lot.



Maybe because it can coordinate better the refresh of the screen with UIKit?

# Performance Issues

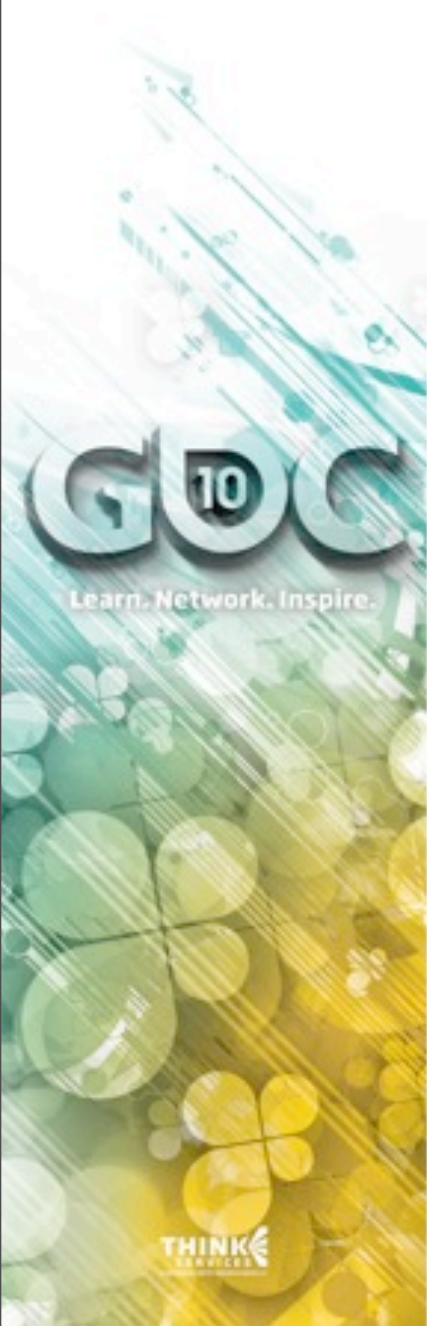
- ⌚ Things were particularly bad when driving main loop with NSTimer (don't do it!)
- ⌚ Using CADisplayLink (3.1 or higher) seems to help a lot.
- ⌚ If you display a very complex set of UIViews on top, disable update and rendering of OpenGL.



Maybe because it can coordinate better the refresh of the screen with UIKit?



# Recommendations



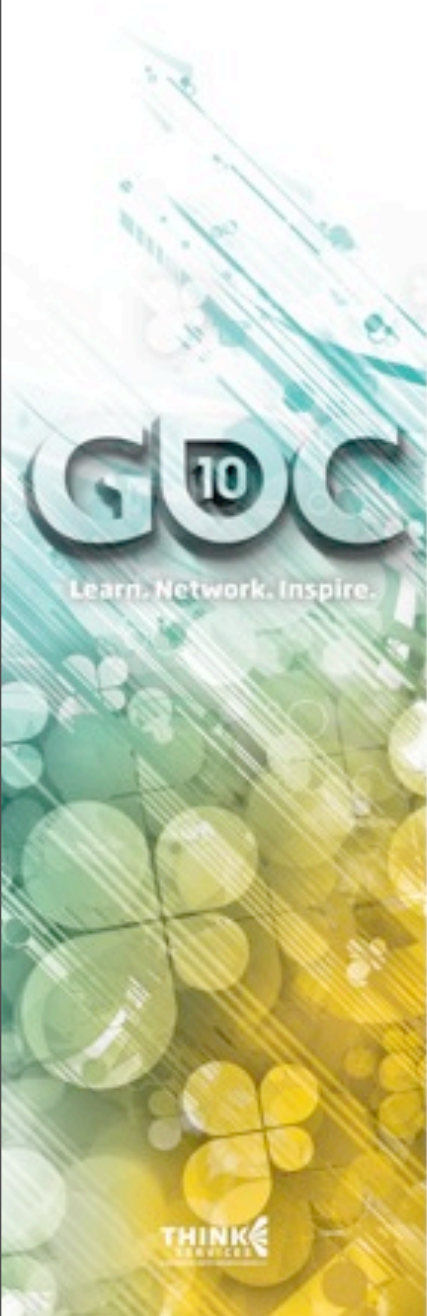
# Recommendations

- ⦿ Avoid really complex hierarchies on top of OpenGL



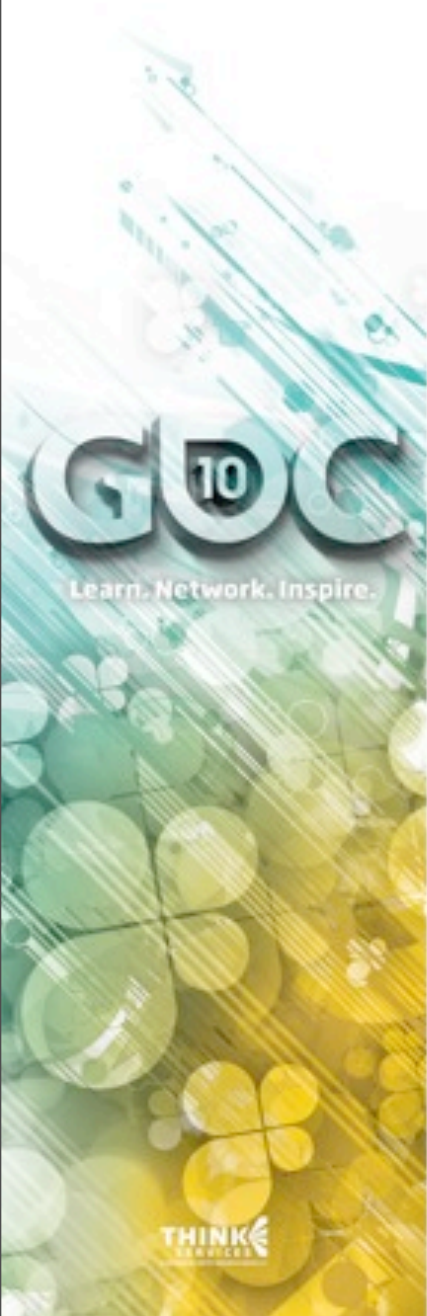
# Recommendations

- ⊗ Avoid really complex hierarchies on top of OpenGL
- ⊗ Avoid large, transparent UIKit objects



# Recommendations

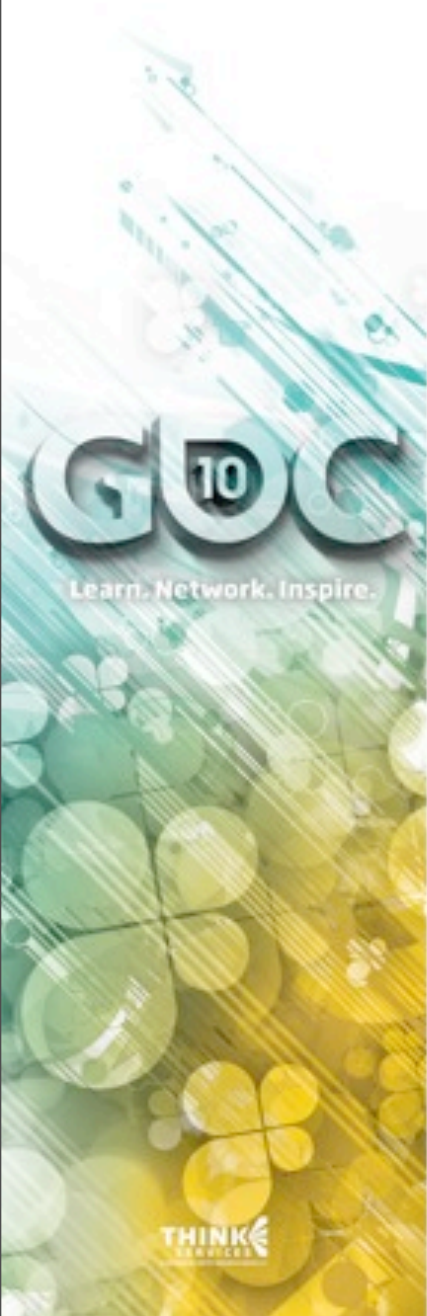
- ⊗ Avoid really complex hierarchies on top of OpenGL
- ⊗ Avoid large, transparent UIKit objects
- ⊗ Avoid objects that change very frequently (every frame)

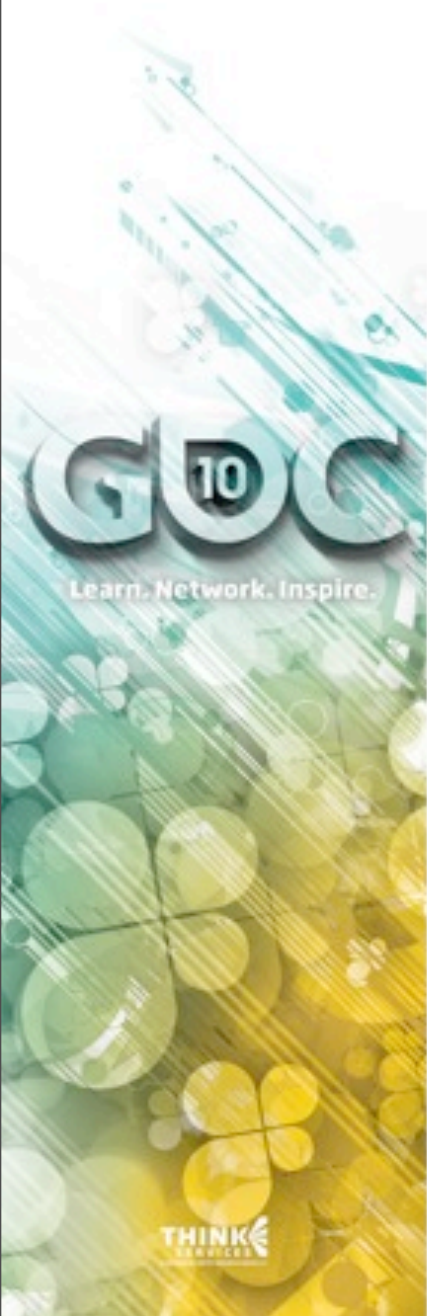




# Recommendations

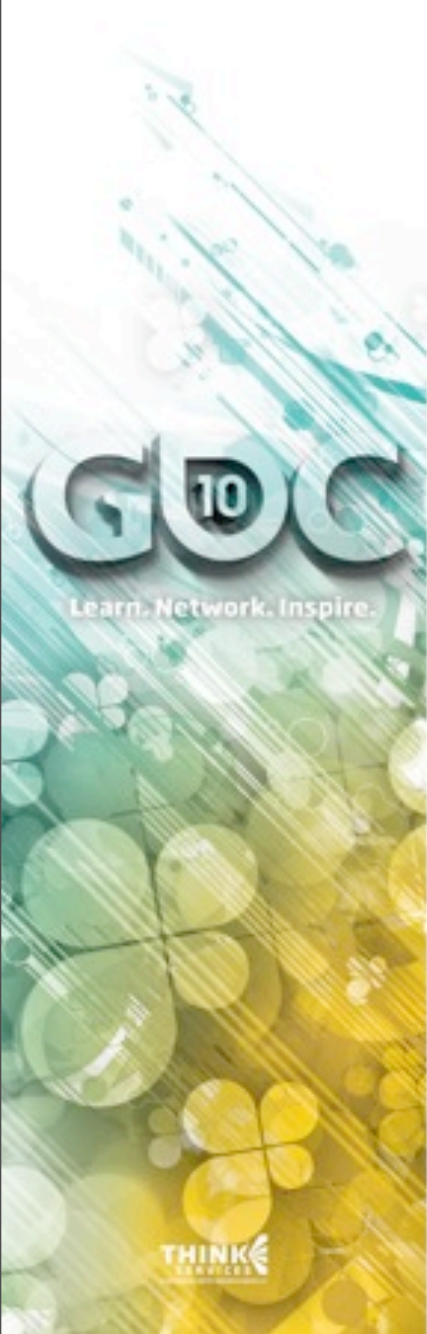
- ⌚ Avoid really complex hierarchies on top of OpenGL
- ⌚ Avoid large, transparent UIKit objects
- ⌚ Avoid objects that change very frequently (every frame)
- ⌚ Perfect for buttons, labels, solid views





# Case 3: Animating an OpenGL view

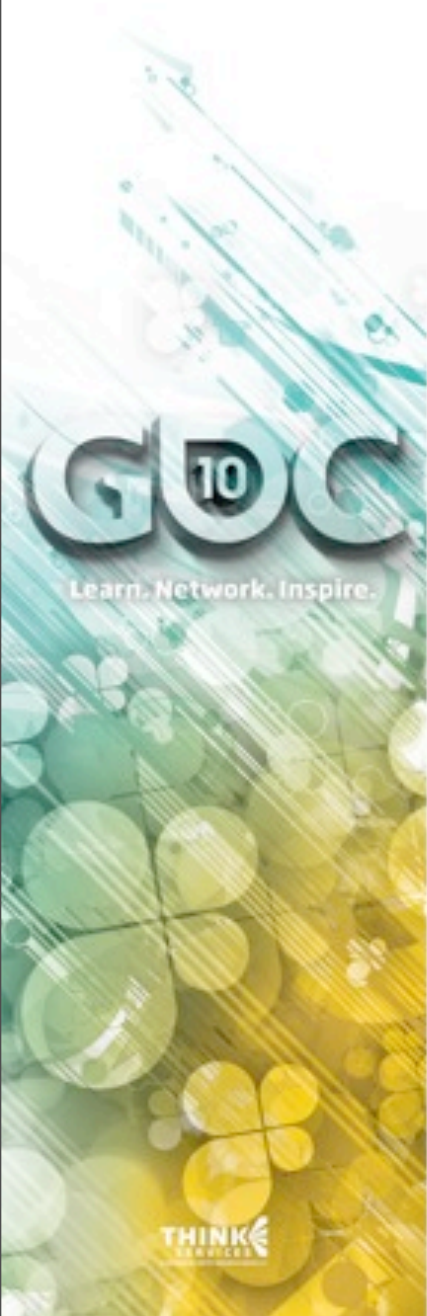
# Animations



This one's easy!

# Animations

- ⌚ Do it like any other view! :-)



This one's easy!



# Animations

- ⦿ Do it like any other view! :-)



This one's easy!

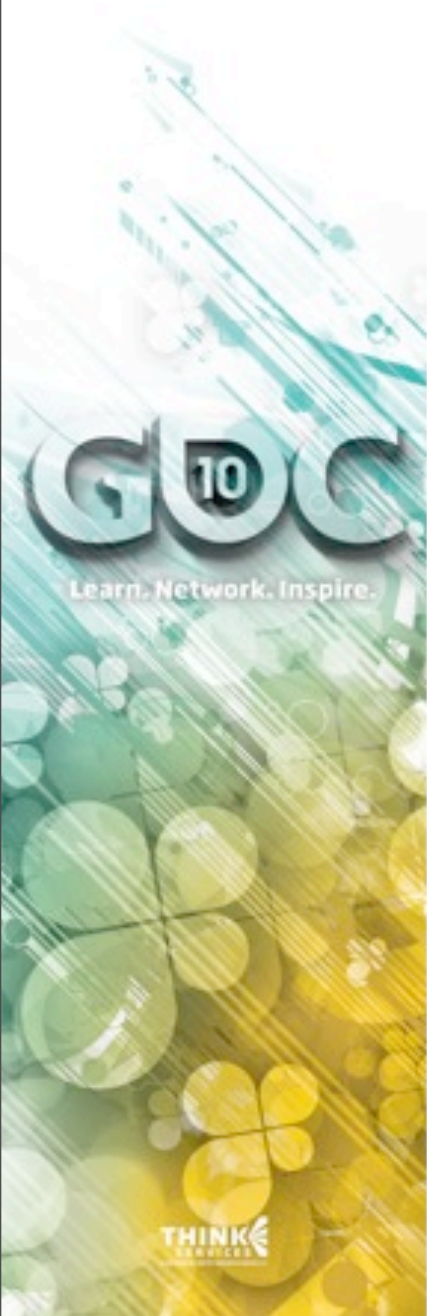
# Animations

⌚ Do it like any other view! :-)

```
[UIView beginAnimations:nil context:NULL];  
[UIView setAnimationDuration:0.3];  
[UIView setAnimationDelegate:self];  
[UIView setAnimationDidStopSelector:@selector  
(tabControllerDidDisappear)];  
    oldView.center = pt;  
    [m_plantCareViewController view].center =  
careCenter;  
[UIView commitAnimations];
```

This one's easy!

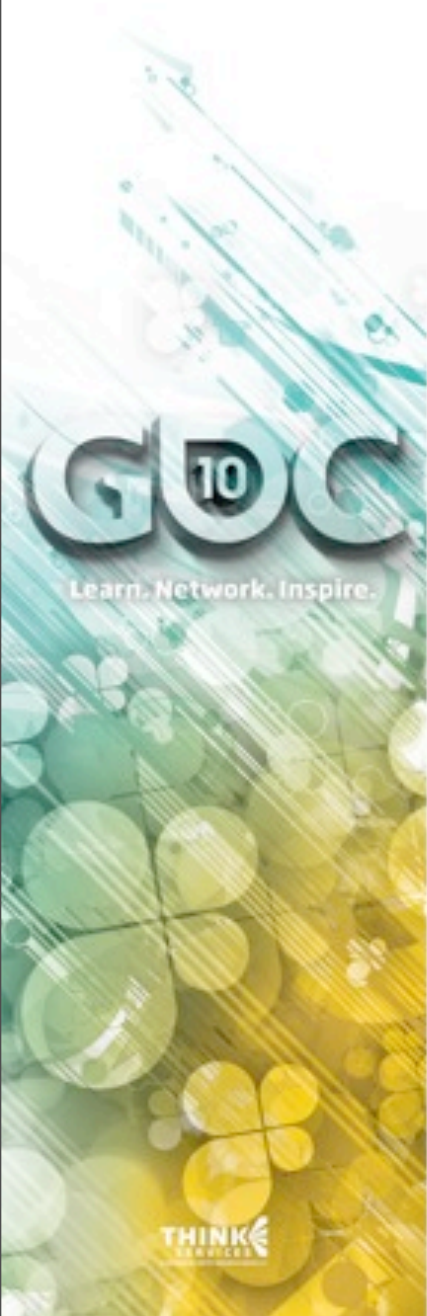
# Animations



So you can still animate it transitioning to the game, and then you can start animating the game.

# Animations

- ⌚ Animating a full OpenGL view seems to add a significant performance hit.

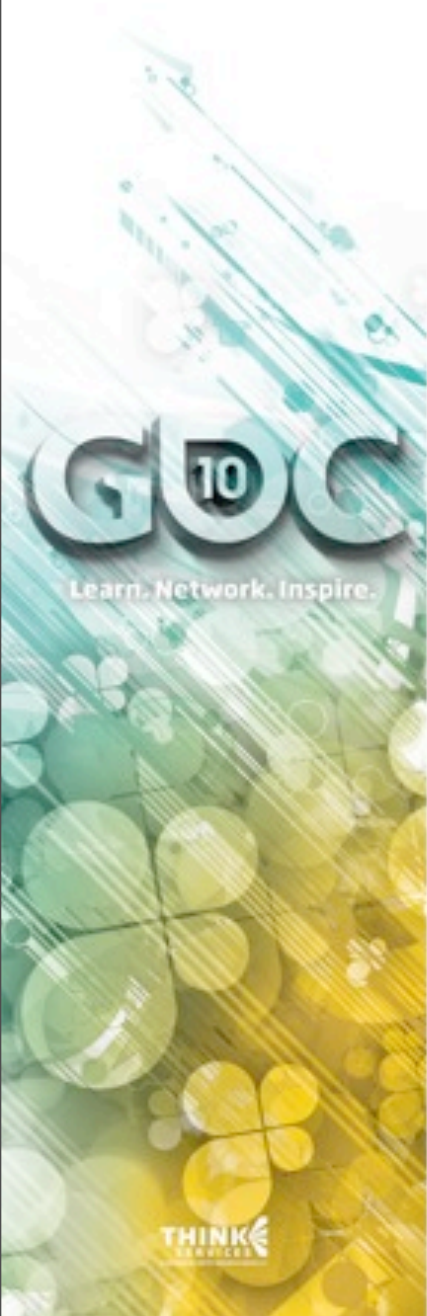


So you can still animate it transitioning to the game, and then you can start animating the game.

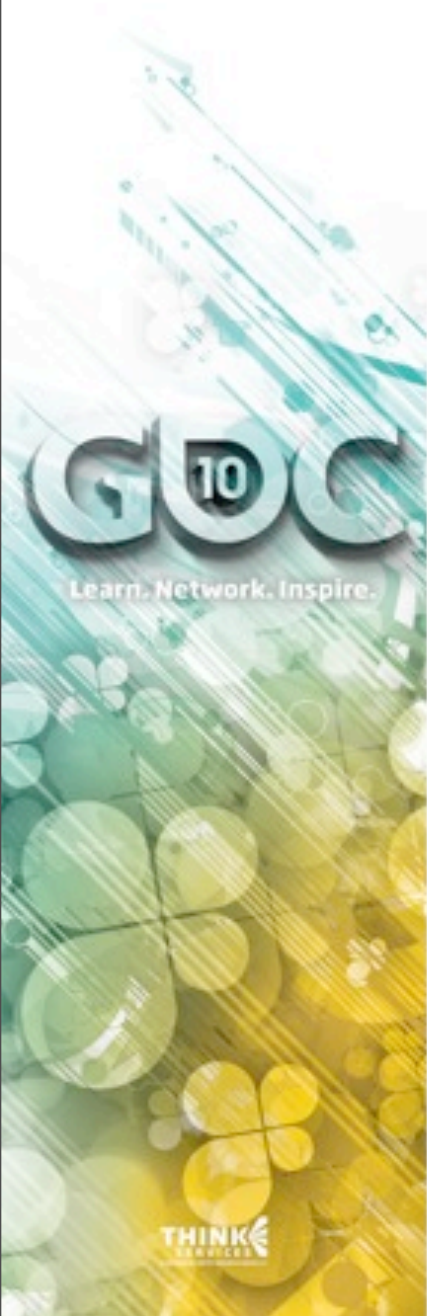


# Animations

- ⌚ Animating a full OpenGL view seems to add a significant performance hit.
- ⌚ If you can, disable update and render of OpenGL view until animation is complete.



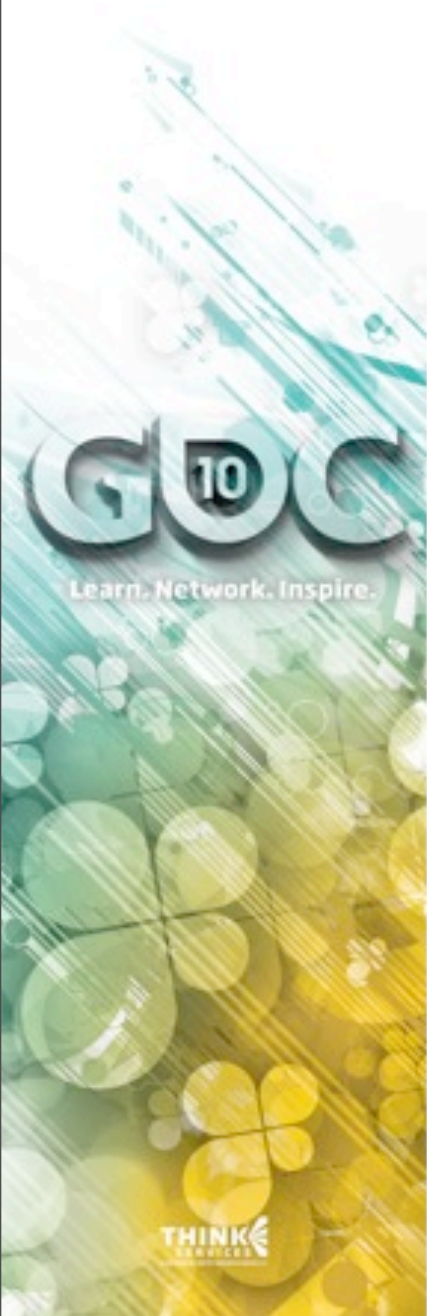
So you can still animate it transitioning to the game, and then you can start animating the game.



## Case 4: Multiple OpenGL Views

This is where it gets interesting

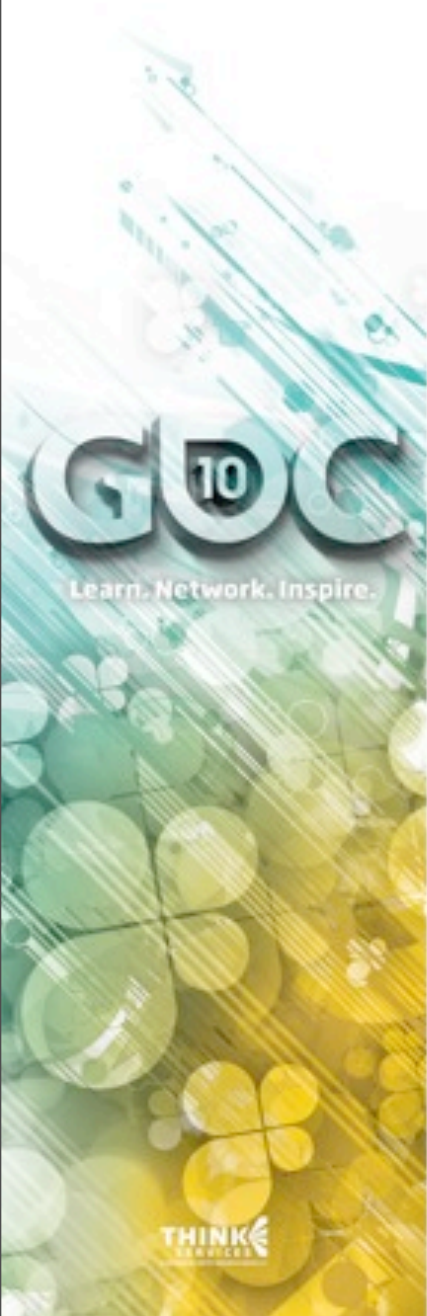
# Why Multiple OpenGL Views?



You can lay the views out in IB for convenience

# Why Multiple OpenGL Views?

- ⌚ A lot of the time you can reuse a single OpenGL view. Especially if you're just doing full screen.

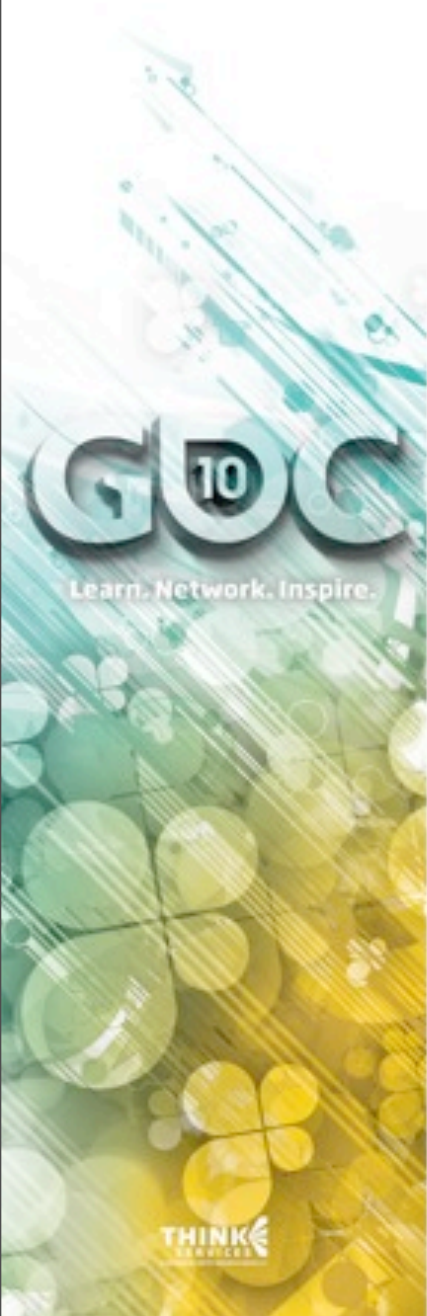


You can lay the views out in IB for convenience



# Why Multiple OpenGL Views?

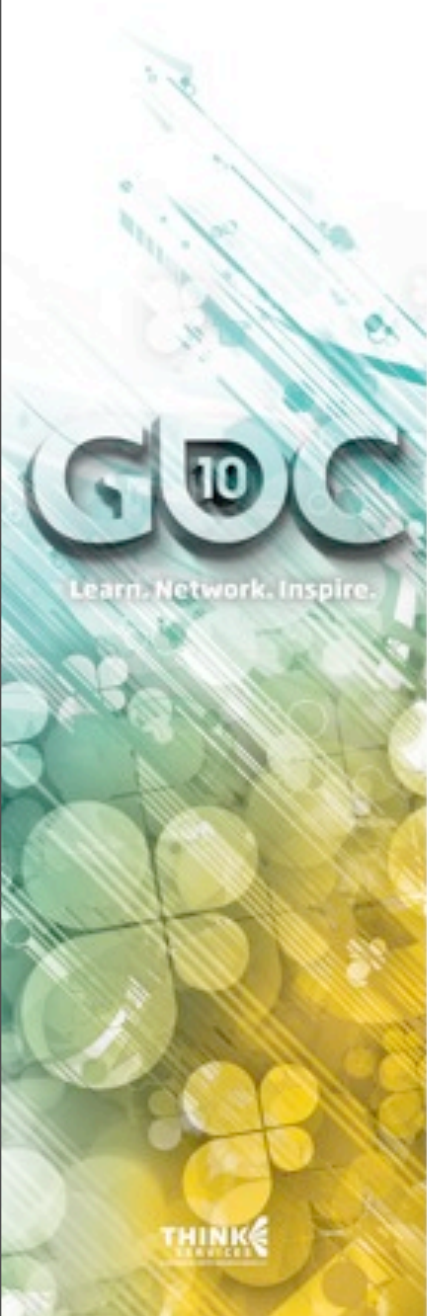
- ⌚ A lot of the time you can reuse a single OpenGL view. Especially if you're just doing full screen.
- ⌚ But sometimes you need more than one: flower and bouquet screens, or main game and character customization screens.



You can lay the views out in IB for convenience

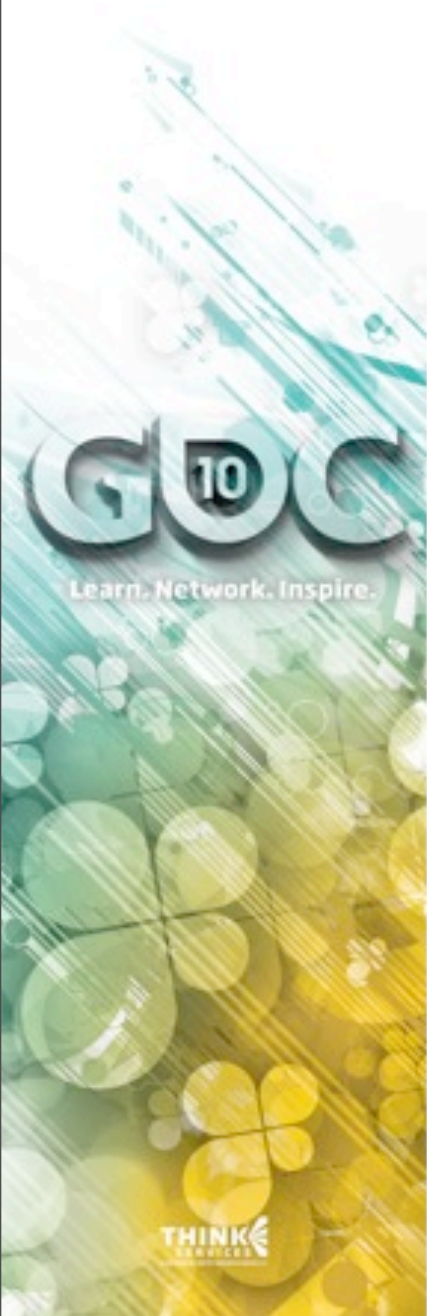
# Why Multiple OpenGL Views?

- ⌚ A lot of the time you can reuse a single OpenGL view. Especially if you're just doing full screen.
- ⌚ But sometimes you need more than one: flower and bouquet screens, or main game and character customization screens.
- ⌚ Sometimes you may even need to show them at the same time (transition or in same screen)



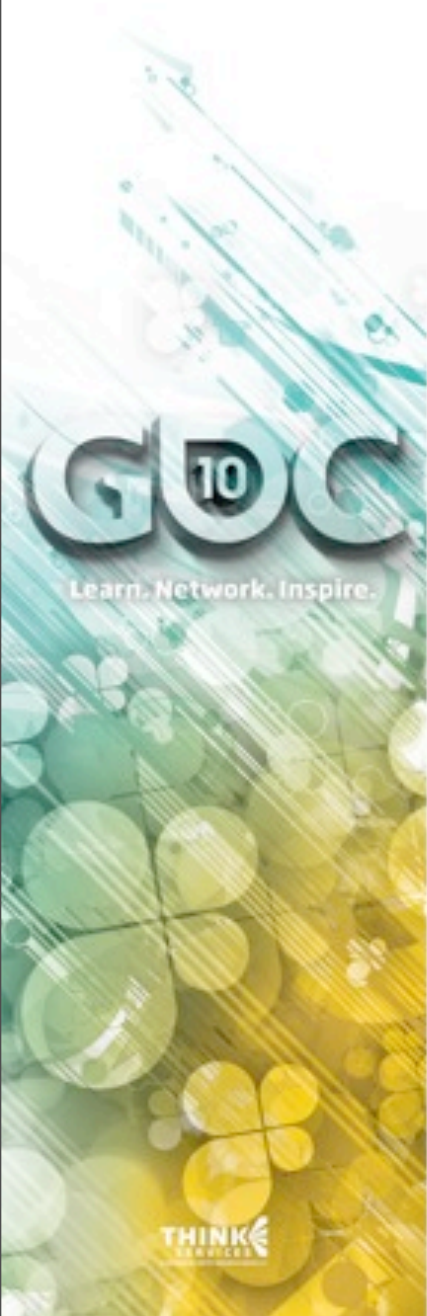
You can lay the views out in IB for convenience

# Multiple OpenGL Views



# Multiple OpenGL Views

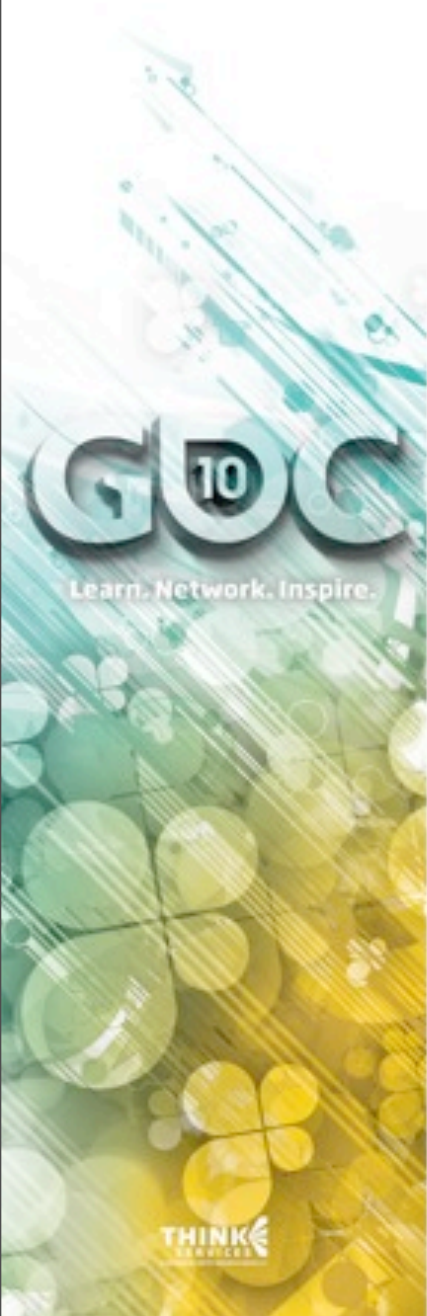
⊕ Multiple ways:





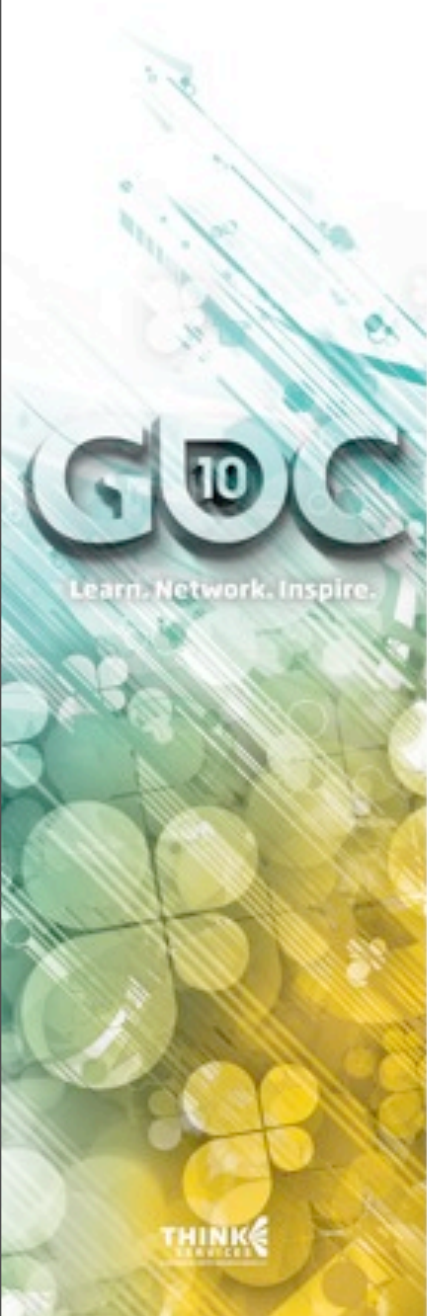
# Multiple OpenGL Views

- ⊕ Multiple ways:
- ⊕ One OpenGL context per view  
(prevents sharing of resources)

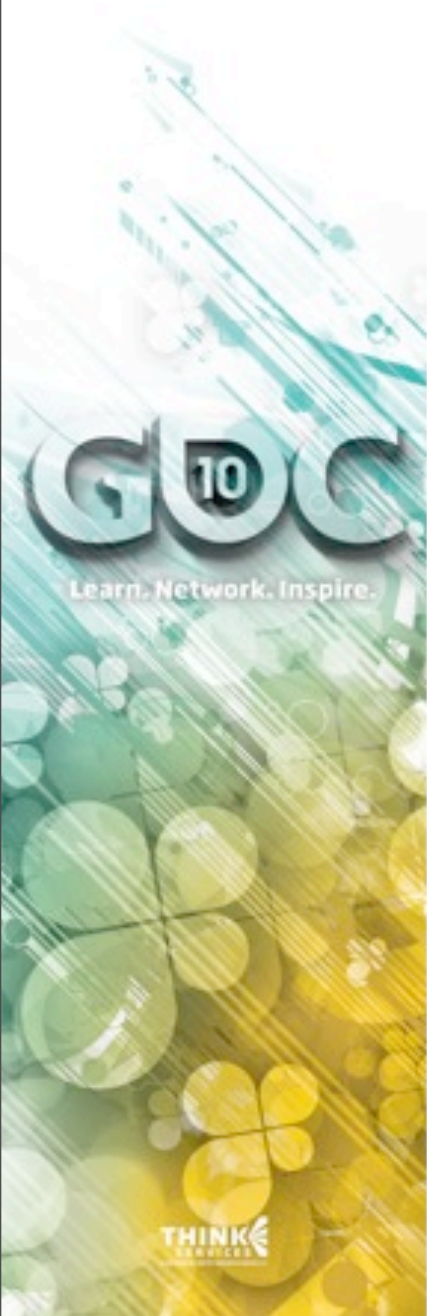


# Multiple OpenGL Views

- ⊕ Multiple ways:
- ⊕ One OpenGL context per view (prevents sharing of resources)
- ⊕ One render target per view (that's what I did)



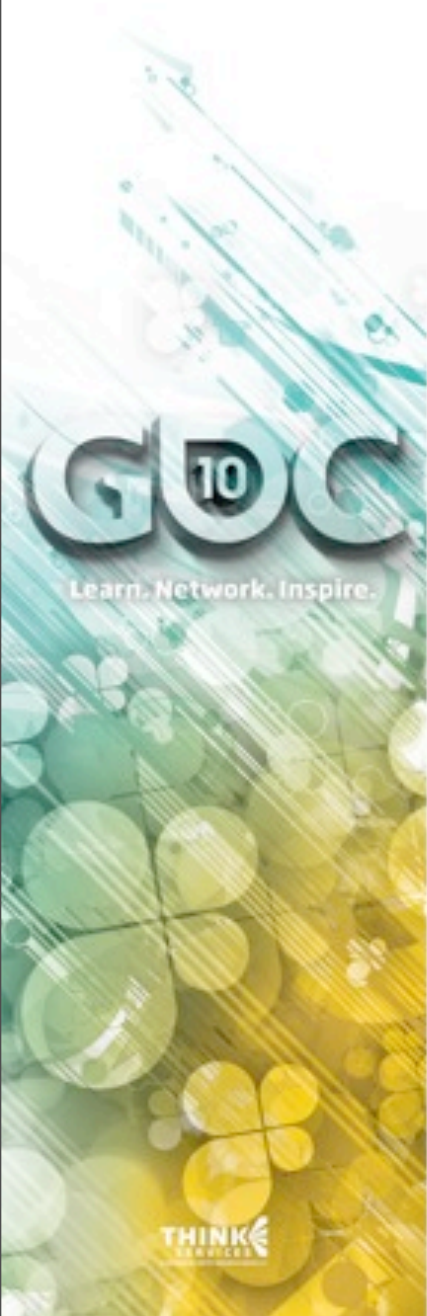
# Multiple Render Targets



For many uses: env maps, screenshots, advanced processing, etc

# Multiple Render Targets

- ⊕ Multiple render targets is extremely useful to render images offscreen

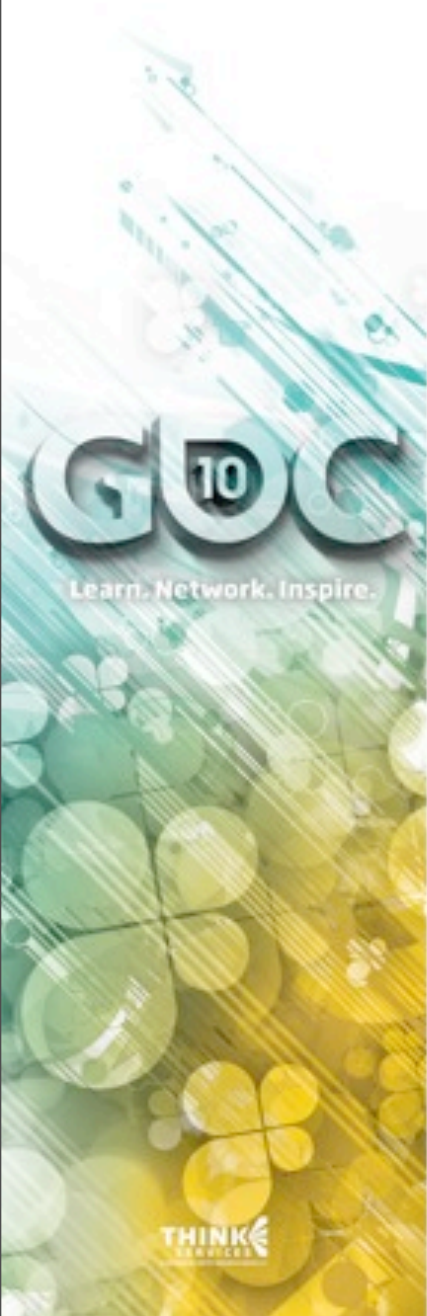


For many uses: env maps, screenshots, advanced processing, etc



# Multiple Render Targets

- ⊕ Multiple render targets is extremely useful to render images offscreen
- ⊕ Associate each OpenGL view with a new render target using that view as storage.



For many uses: env maps, screenshots, advanced processing, etc

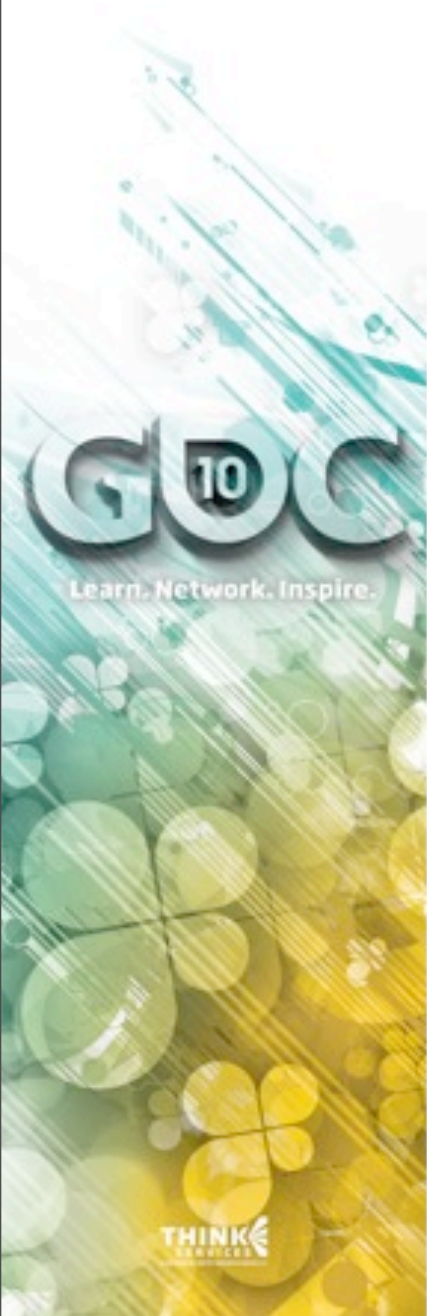
# Multiple Render Targets

- ⌚ Multiple render targets is extremely useful to render images offscreen
- ⌚ Associate each OpenGL view with a new render target using that view as storage.

```
glBindFramebufferOES(GL_FRAMEBUFFER_OES,  
buffer.m_frameBufferHandle);  
glBindRenderbufferOES(GL_RENDERBUFFER_OES,  
buffer.m_colorBufferHandle);  
SetViewport(Rect(0, buffer.m_height, 0,  
buffer.m_width));
```

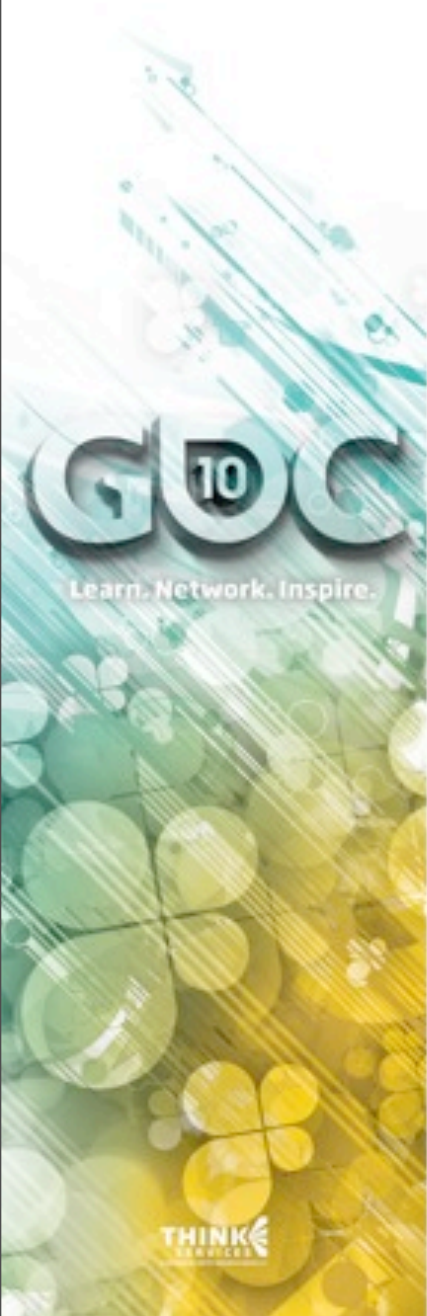
For many uses: env maps, screenshots, advanced processing, etc

# Multiple Render Targets



# Multiple Render Targets

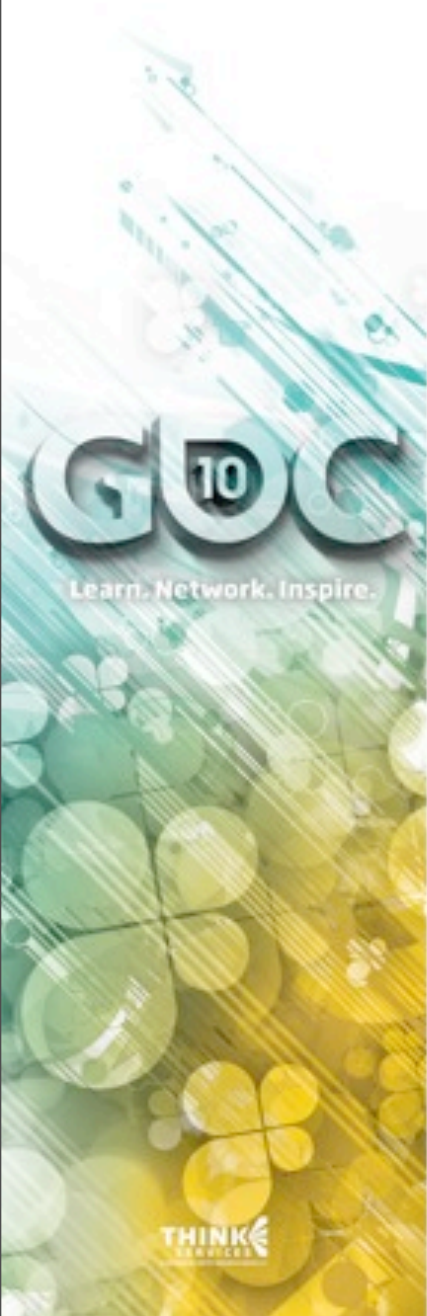
- ④ Switch to each target as you render each view





# Multiple Render Targets

- ⌚ Switch to each target as you render each view
- ⌚ Or on viewWillAppear: if you're only switching between them.

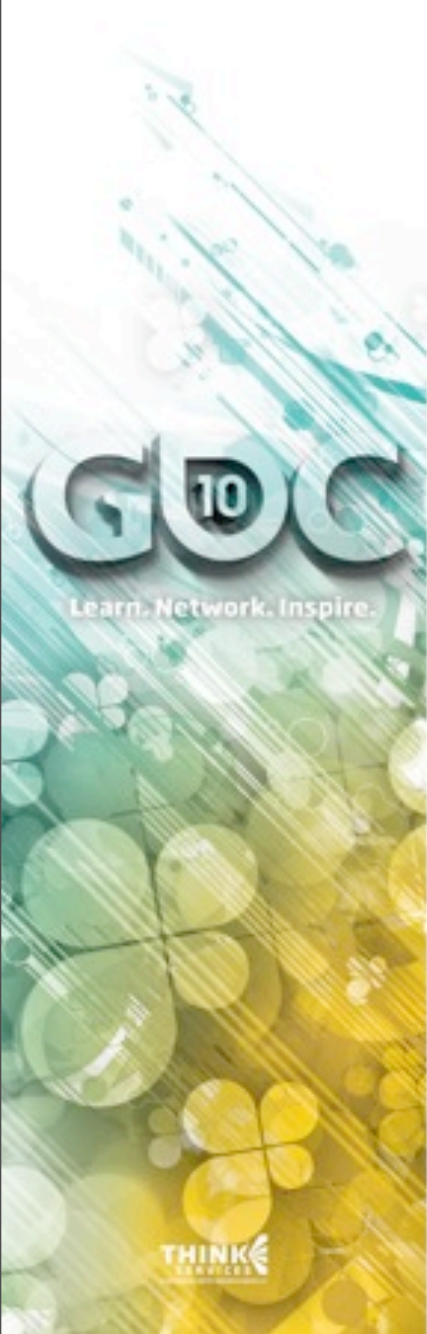




## Case 5: Landscape Orientation

This one can be a bit tricky

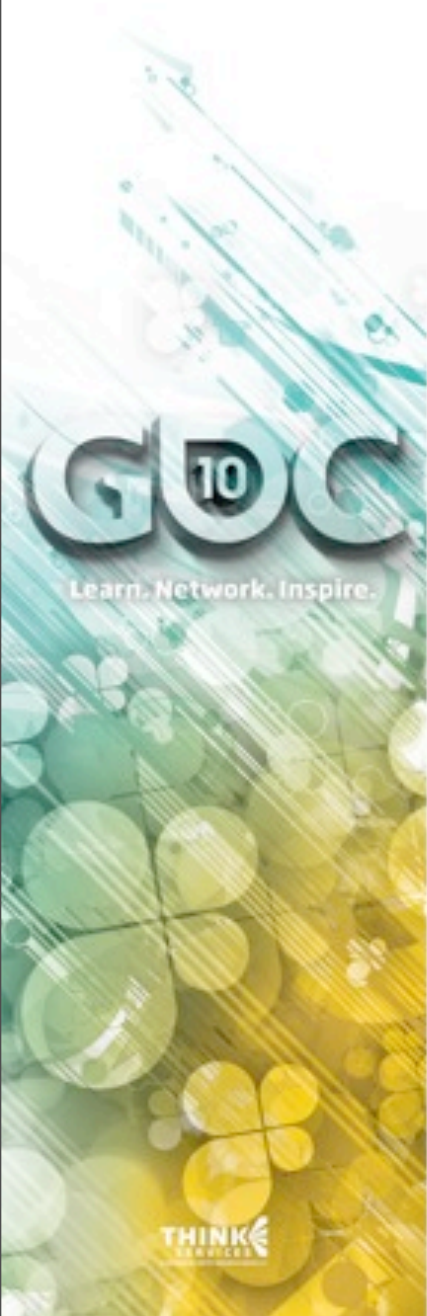
# Landscape



Most games are in landscape!

# Landscape

- ⌚ You could treat the OpenGL view like any other and rotate it...

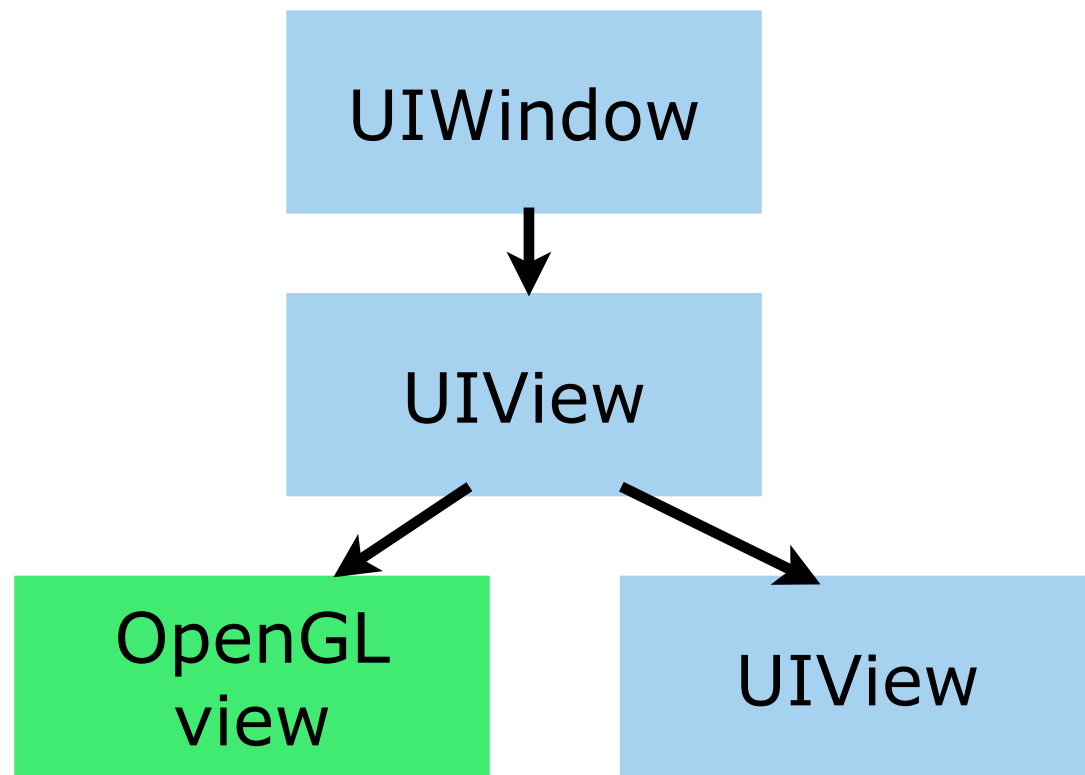


Most games are in landscape!



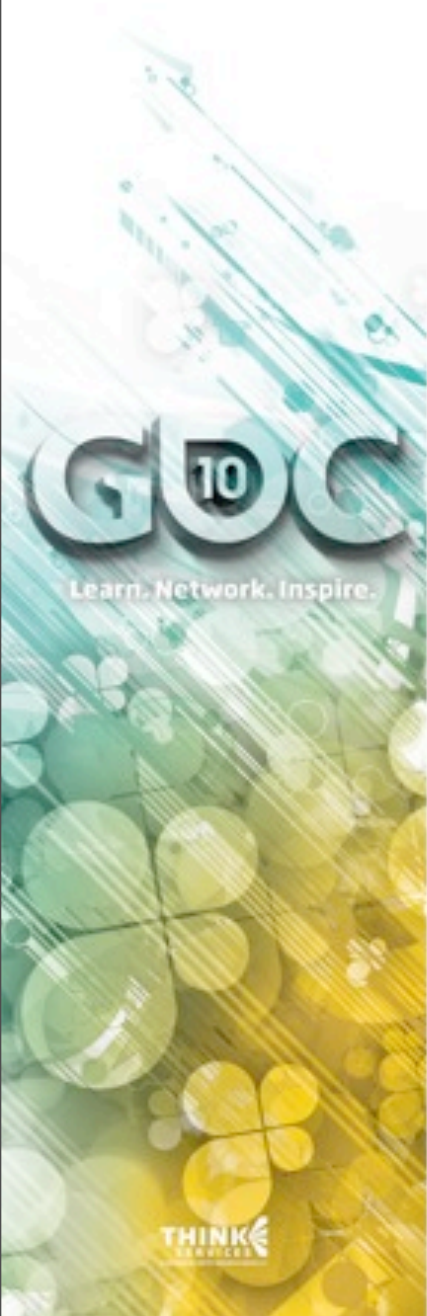
# Landscape

- ⌚ You could treat the OpenGL view like any other and rotate it...



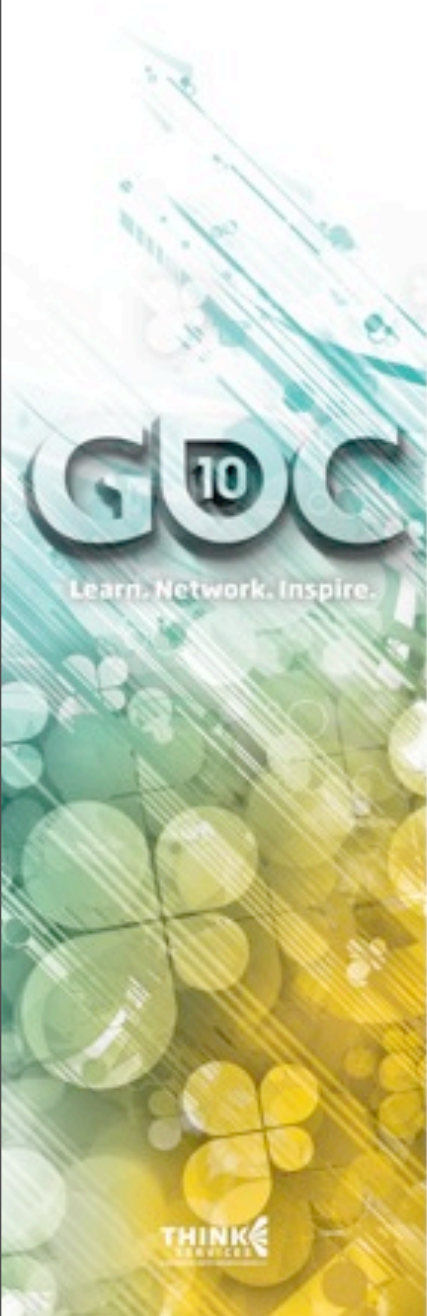
Most games are in landscape!

# Landscape



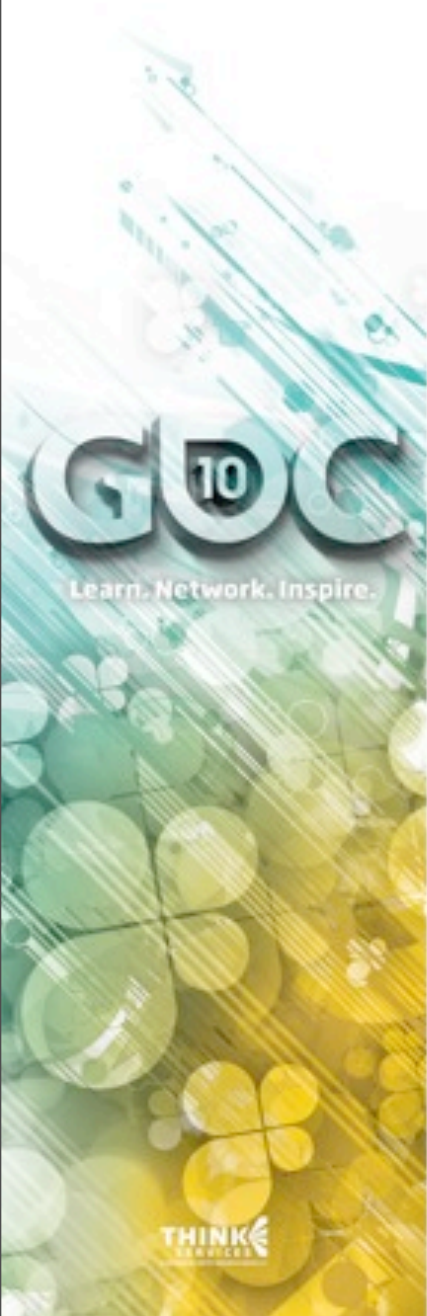
# Landscape

- ⊕ But Apple recommends against it (for performance reasons).



# Landscape

- ⌚ But Apple recommends against it (for performance reasons).
- ⌚ Instead, create the OpenGL view in landscape mode and set rotate your projection matrix.



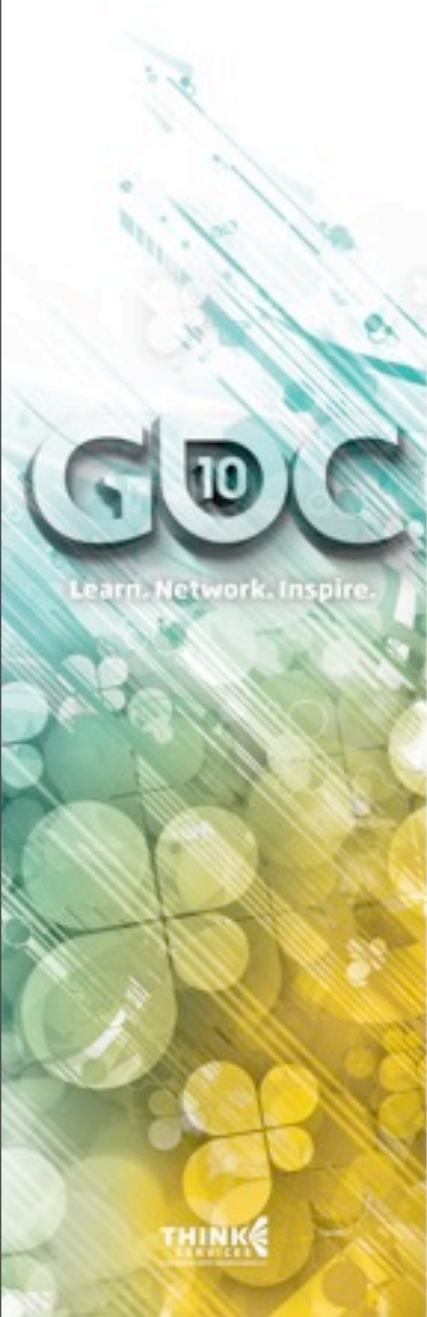


# Landscape

- ⌚ But Apple recommends against it (for performance reasons).
- ⌚ Instead, create the OpenGL view in landscape mode and set rotate your projection matrix.

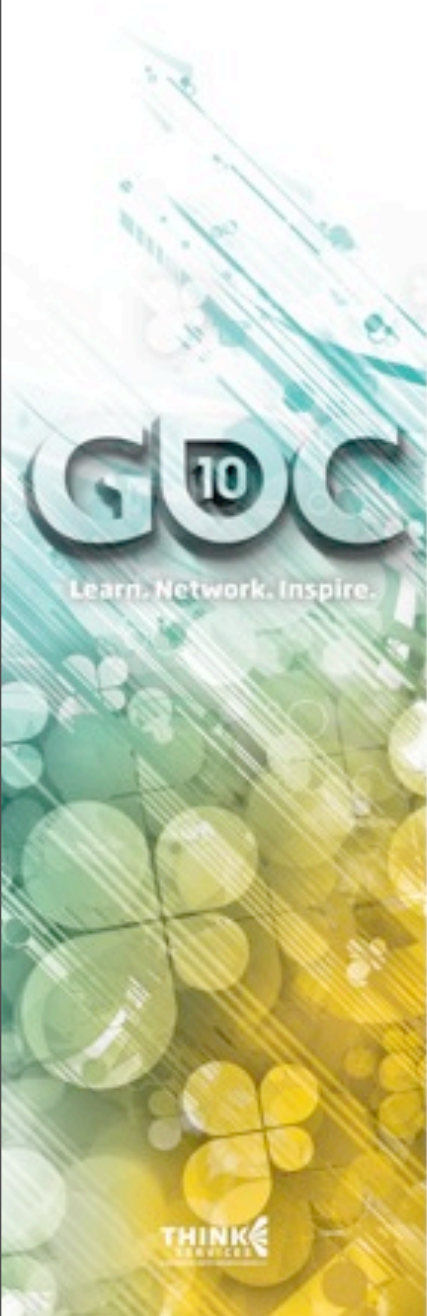
```
glMatrixMode(GL_PROJECTION);  
glLoadIdentity();  
glRotatef(-90, 0, 0, 1);  
glOrthof(0, 480, 0, 320, 0, 1);
```

# Landscape and Hierarchy



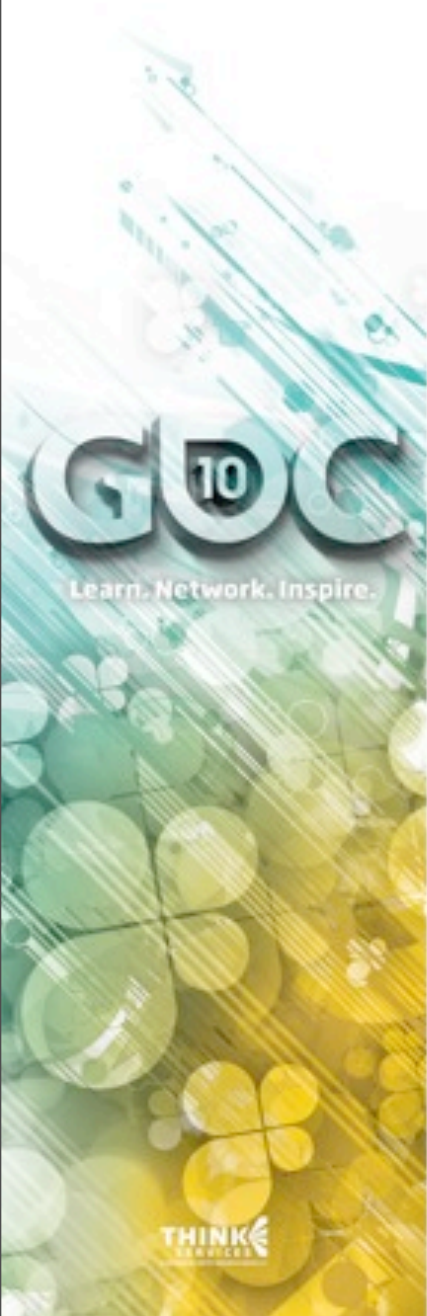
# Landscape and Hierarchy

- ⌘ Since you'll use other views, you'll want to leave those rotated as usual.



# Landscape and Hierarchy

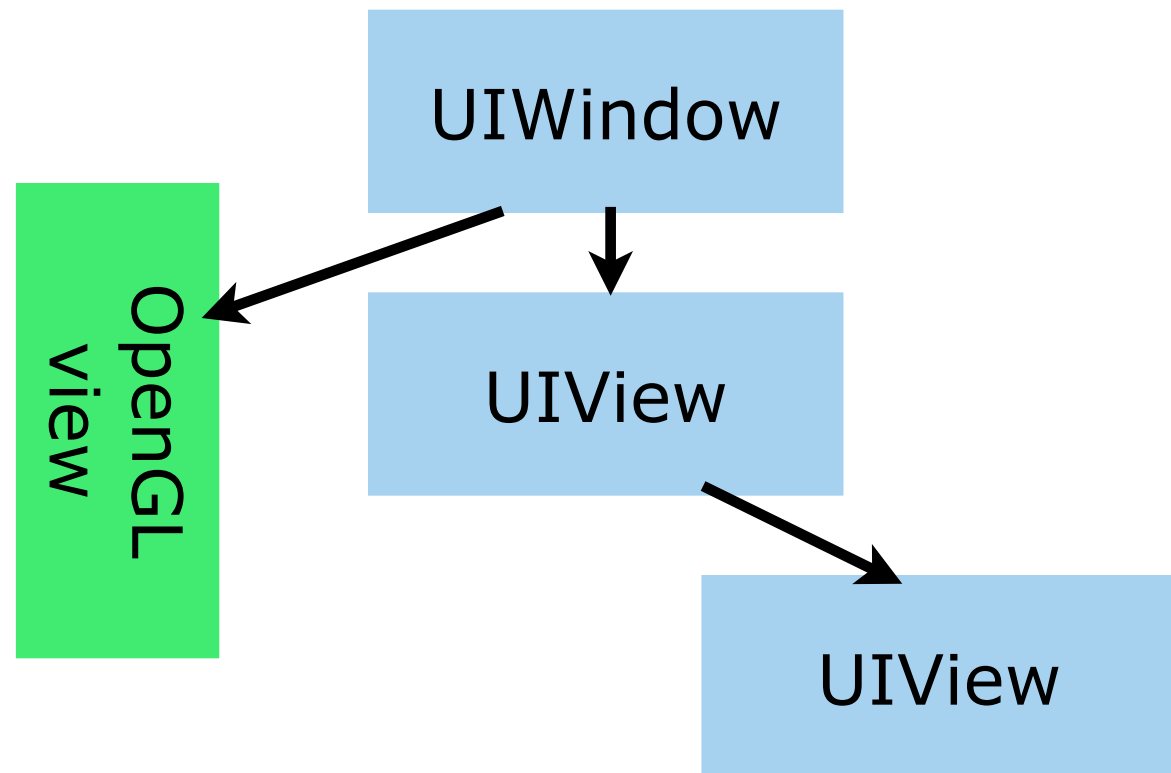
- ⌚ Since you'll use other views, you'll want to leave those rotated as usual.
- ⌚ And put OpenGL view at the root.

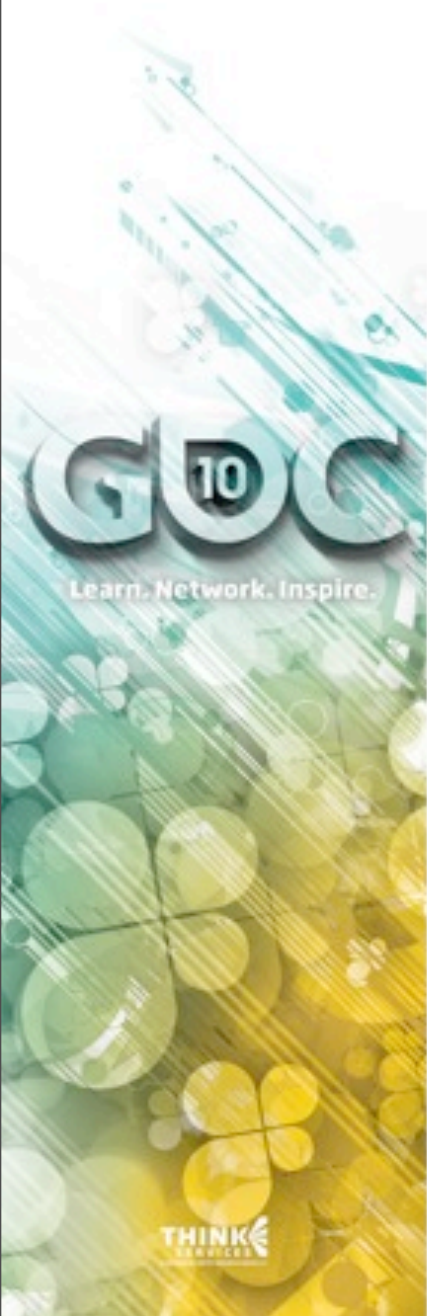




# Landscape and Hierarchy

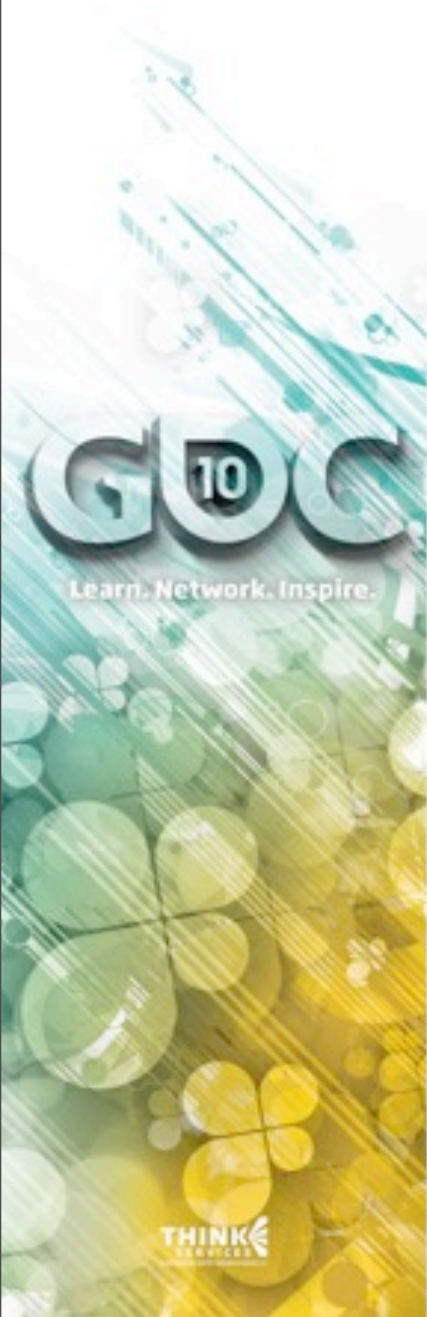
- ⌚ Since you'll use other views, you'll want to leave those rotated as usual.
- ⌚ And put OpenGL view at the root.





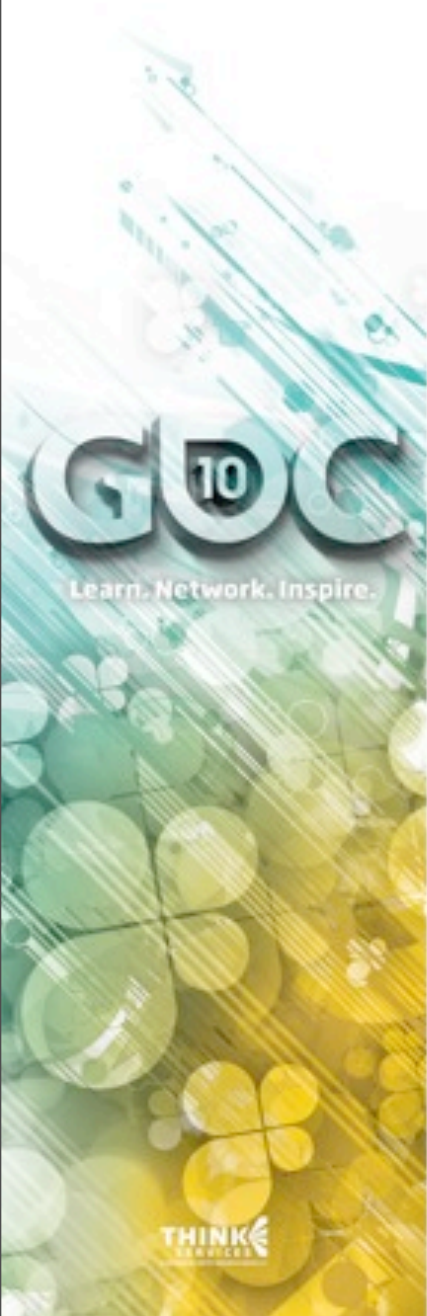
# Case 6: Rendering From OpenGL To UIKit

# OpenGL -> UIKit



# OpenGL -> UIKit

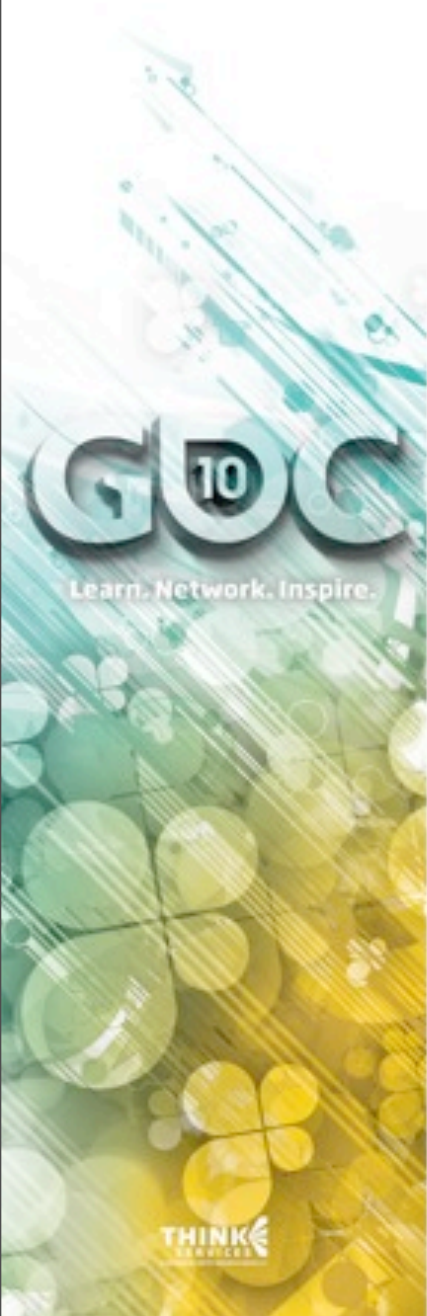
- ⌚ Whenever you want to use something you rendered in OpenGL





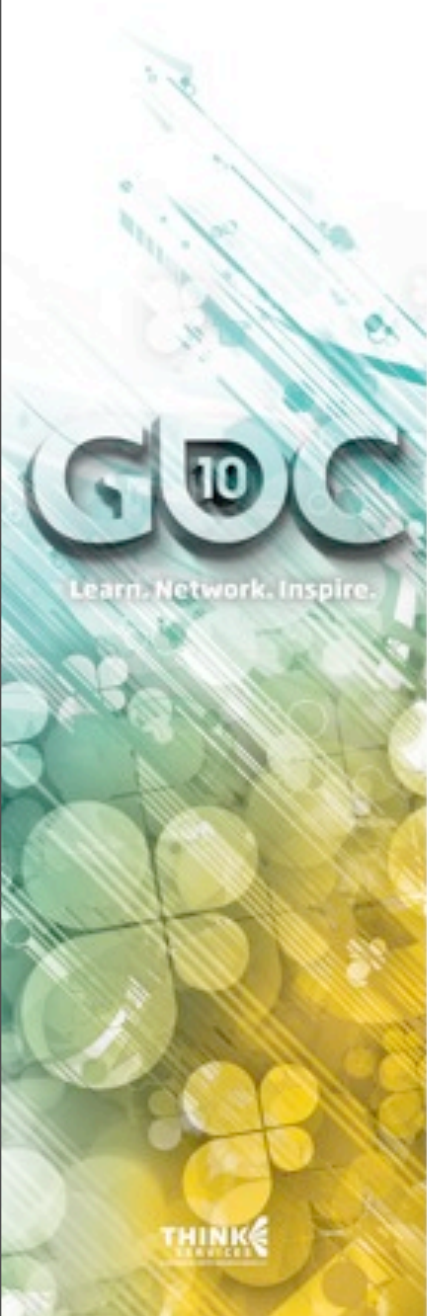
# OpenGL -> UIKit

- ⌚ Whenever you want to use something you rendered in OpenGL
- ⌚ For example, to save a screenshot to disk.

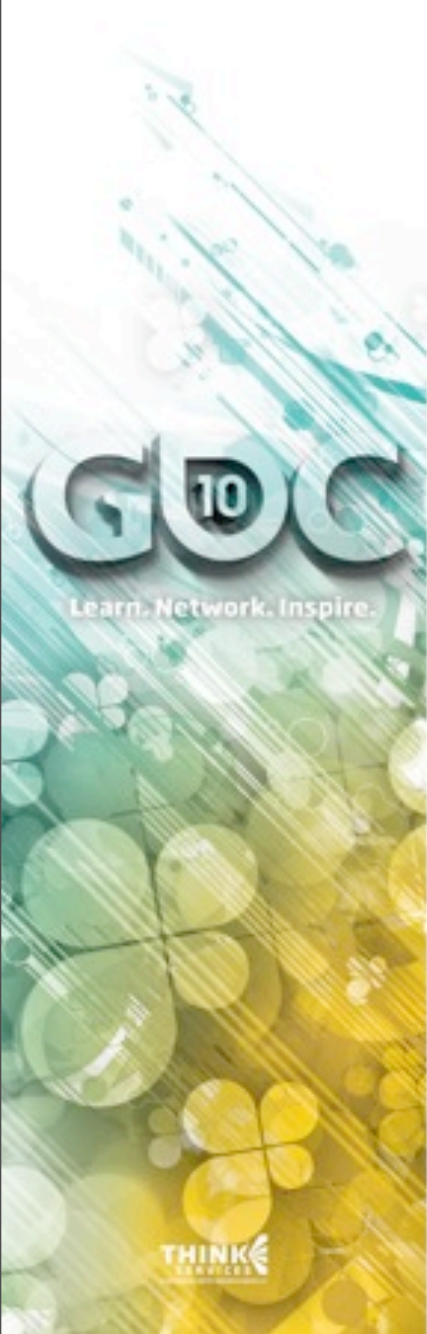


# OpenGL -> UIKit

- ⌚ Whenever you want to use something you rendered in OpenGL
- ⌚ For example, to save a screenshot to disk.
- ⌚ Or to update an image element on a button or UIView

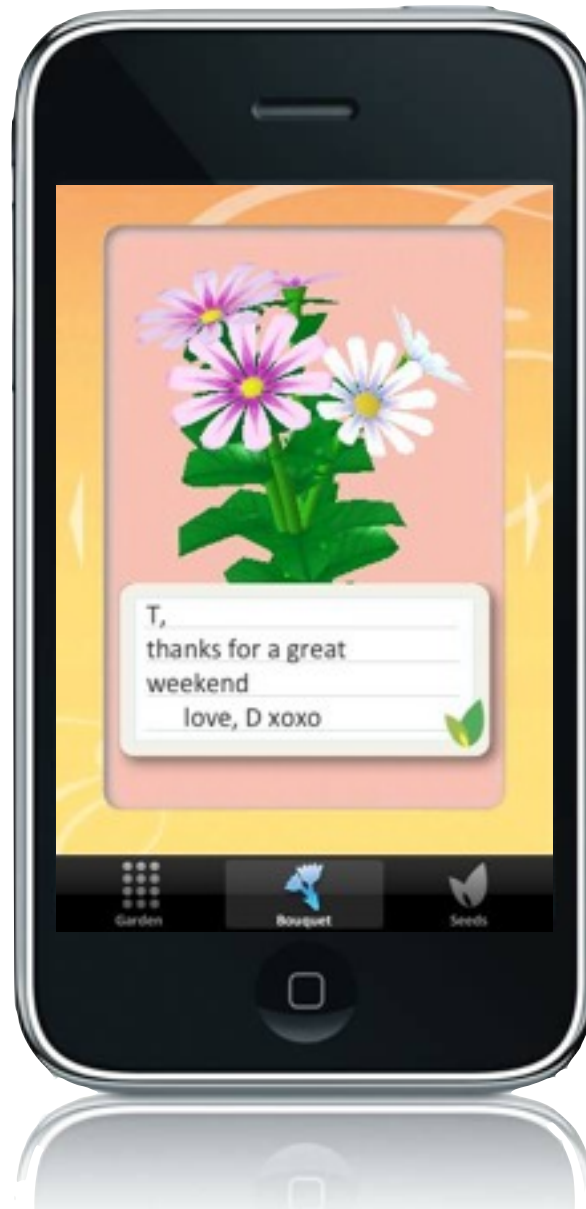
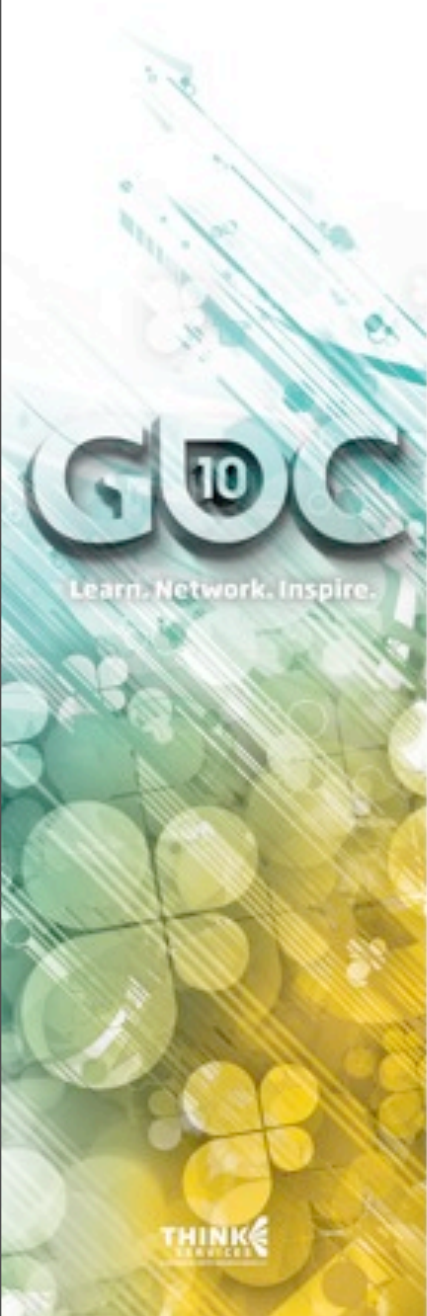


# OpenGL -> UIKit



Flower Garden does it in two places

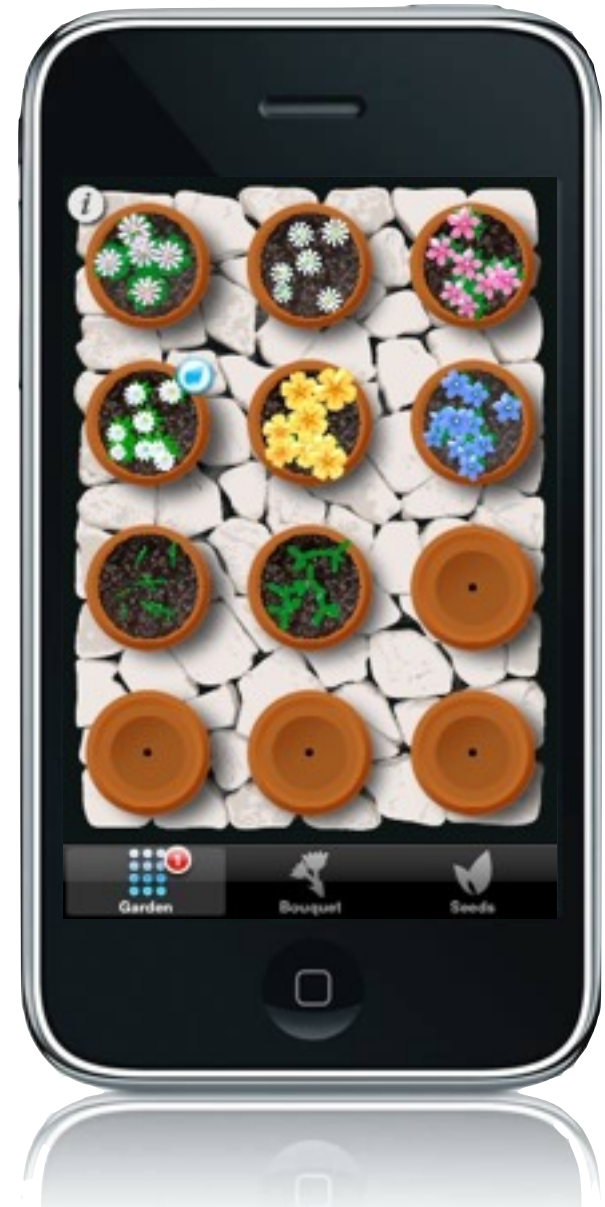
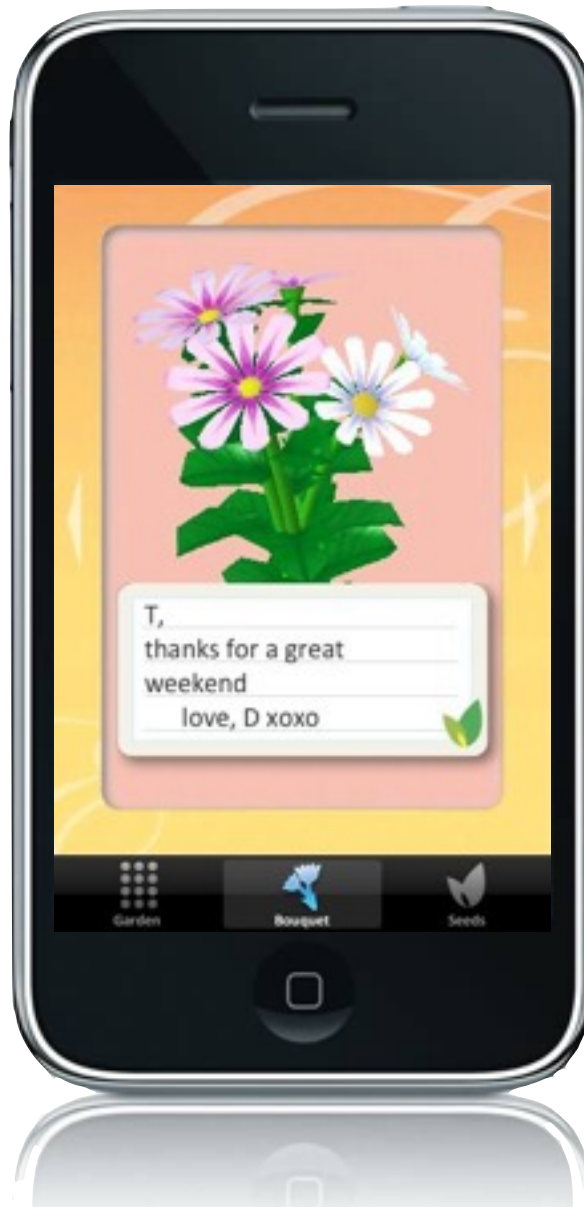
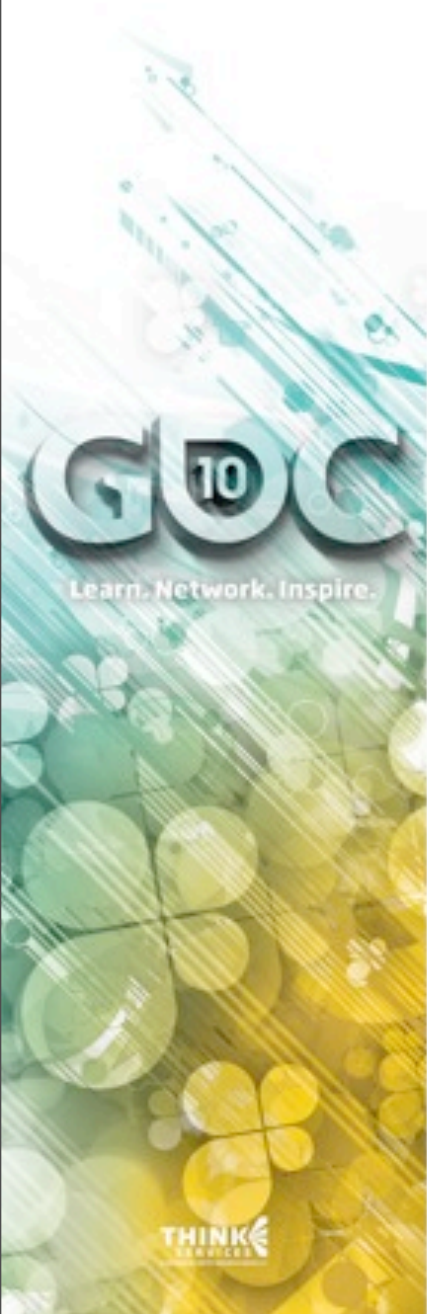
# OpenGL -> UIKit



Flower Garden does it in two places

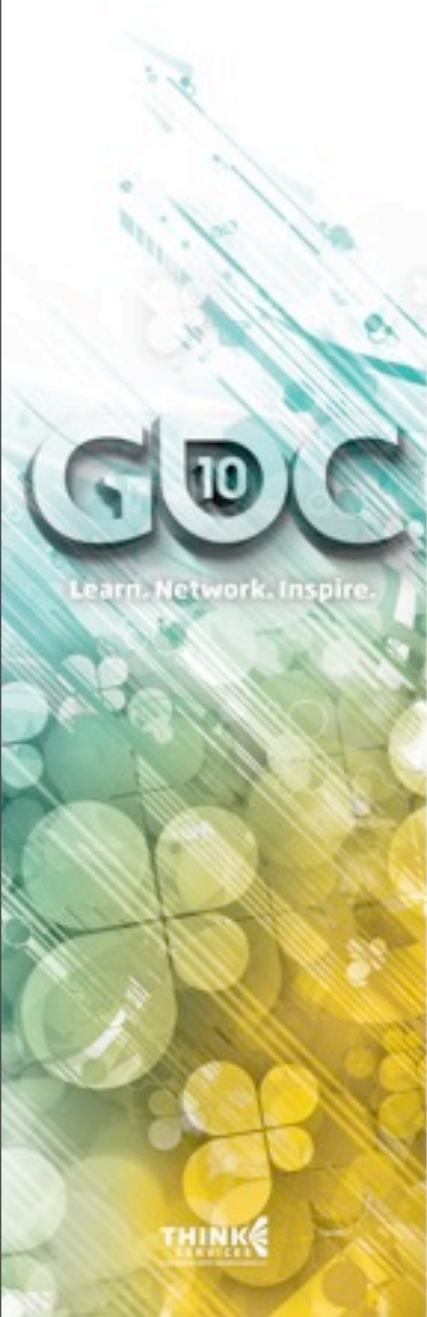


# OpenGL -> UIKit



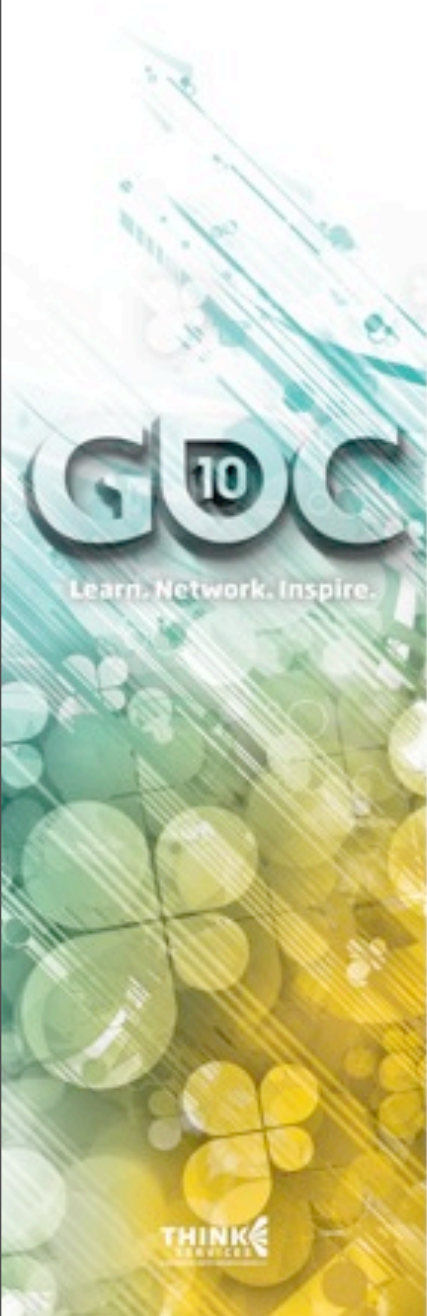
Flower Garden does it in two places

# OpenGL -> UIKit



# OpenGL -> UIKit

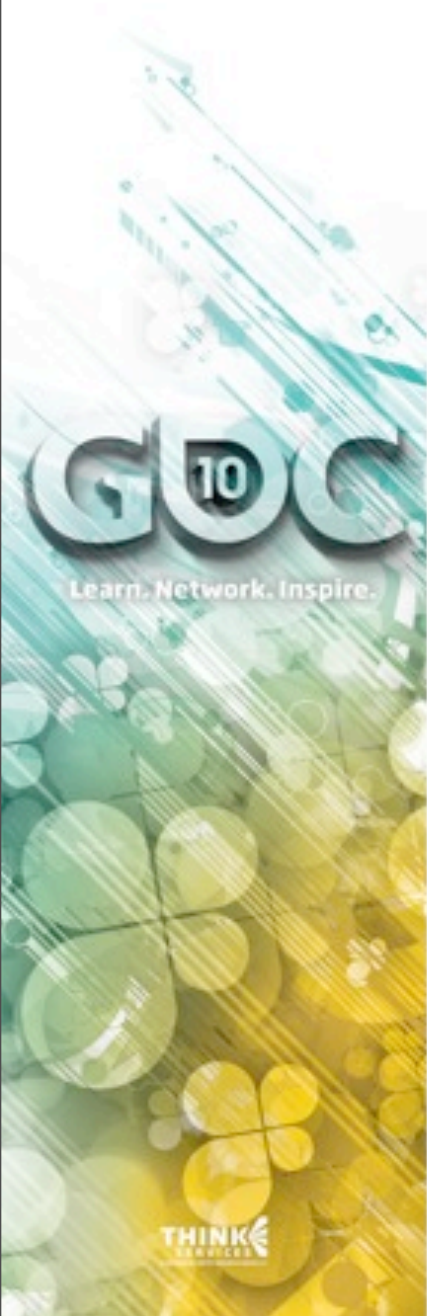
- ④ The easy part is getting the pixels back: `glReadPixels`



# OpenGL -> UIKit

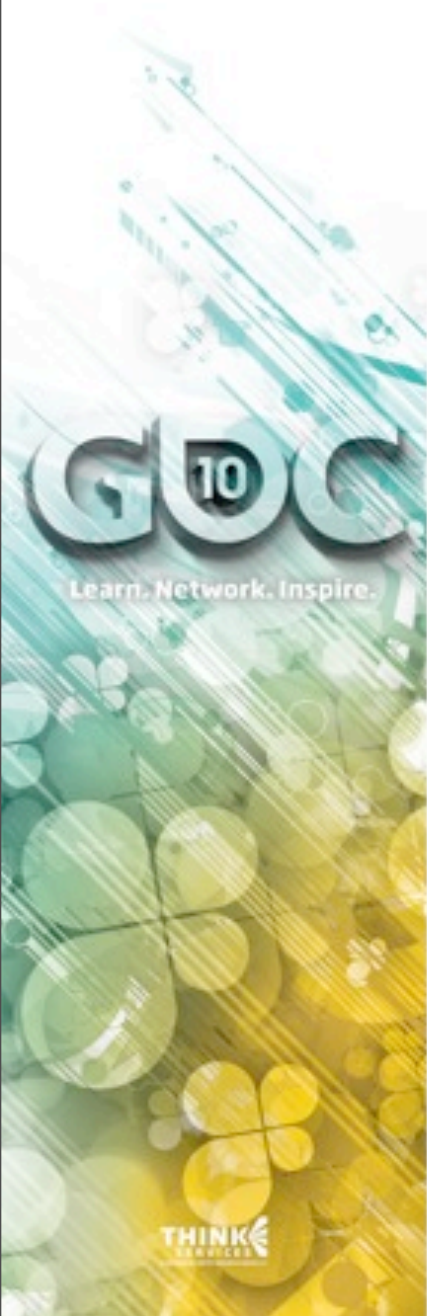
- ⌚ The easy part is getting the pixels back: `glReadPixels`

```
glReadPixels(0,0,RenderTargetWidth,  
RenderTargetHeight, GL_RGBA,  
GL_UNSIGNED_BYTE, imageBuffer);
```





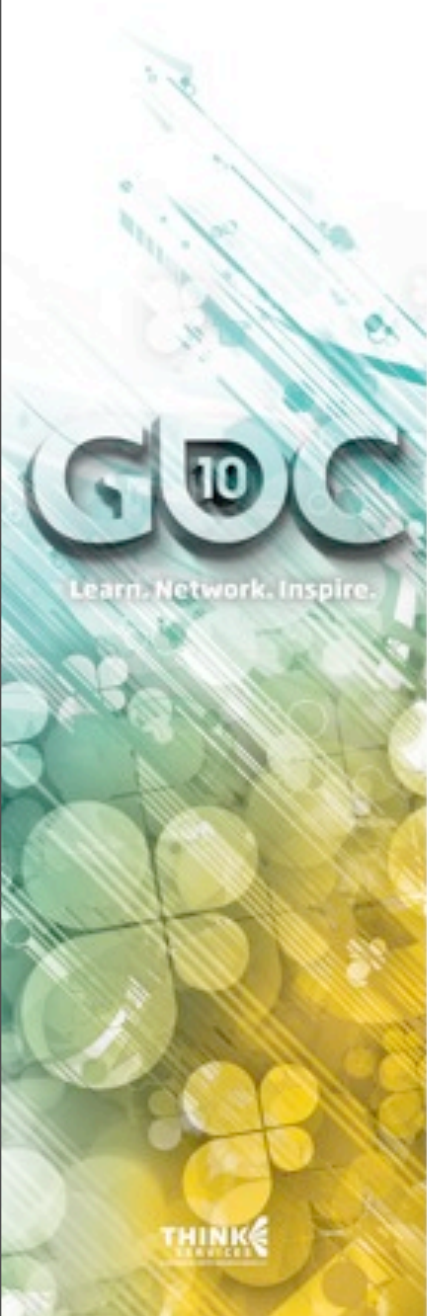
# OpenGL -> UIKit



The gist of it is: use correct color space and flip the image  
Source code on my web site

# OpenGL -> UIKit

- ⌚ The hard part is stuffing that into a UIImage!



The gist of it is: use correct color space and flip the image  
Source code on my web site

# OpenGL -> UIKit

⊕ The hard part is stuffing that into a UIImage!

```
const float RowSize = RenderTargetWidth*4;

CGDataProviderRef ref = CGDataProviderCreateWithData(NULL, imageBuffer, RenderTargetSize, NULL);
CGImageRef iref = CGImageCreate(RenderTargetWidth, RenderTargetHeight, 8, 32, RowSize,
                                CGColorSpaceCreateDeviceRGB(),
                                kCGImageAlphaLast | kCGBitmapByteOrderDefault, ref,
                                NULL, true, kCGRenderingIntentDefault);

uint8_t* contextBuffer = (uint8_t*)m_resources->m_scratch.Allocate(RenderTargetSize);
memset(contextBuffer, 0, RenderTargetSize);
CGContextRef context = CGBitmapContextCreate(contextBuffer, RenderTargetWidth, RenderTargetHeight, 8, RowSize,
                                                CGImageGetColorSpace(iref),
                                                kCGImageAlphaPremultipliedFirst | kCGBitmapByteOrder32Big);

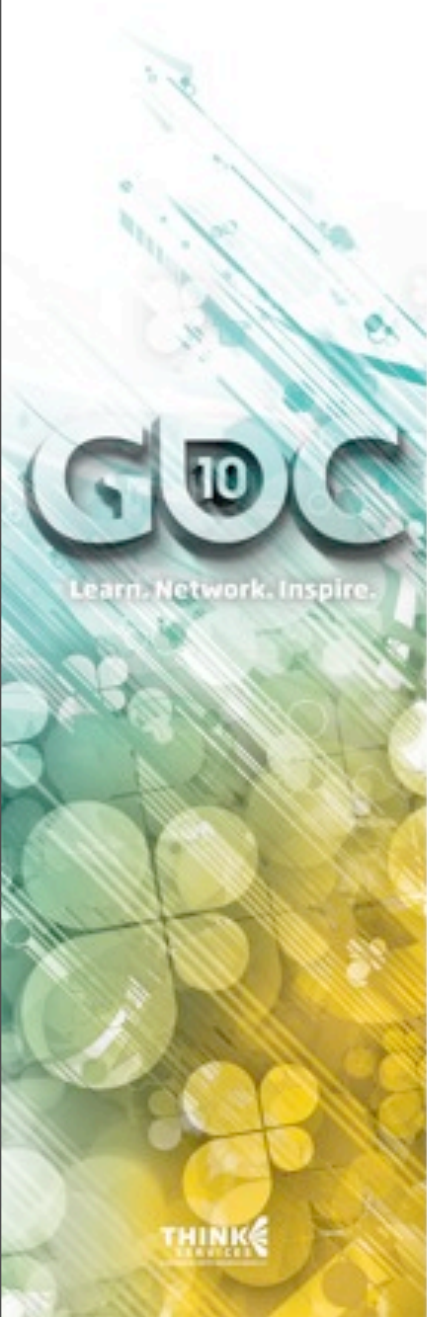
CGContextTranslateCTM(context, 0.0, RenderTargetHeight);
CGContextScaleCTM(context, 1.0, -1.0);
CGContextDrawImage(context, CGRectMake(0.0, 0.0, RenderTargetWidth, RenderTargetHeight), iref);
CGImageRef outputRef = CGBitmapContextCreateImage(context);

UIImage* image = [[UIImage alloc] initWithCGImage:outputRef];

CGImageRelease(outputRef);
CGContextRelease(context);
CGImageRelease(iref);
CGDataProviderRelease(ref);
```

The gist of it is: use correct color space and flip the image  
Source code on my web site

# OpenGL -> UIKit





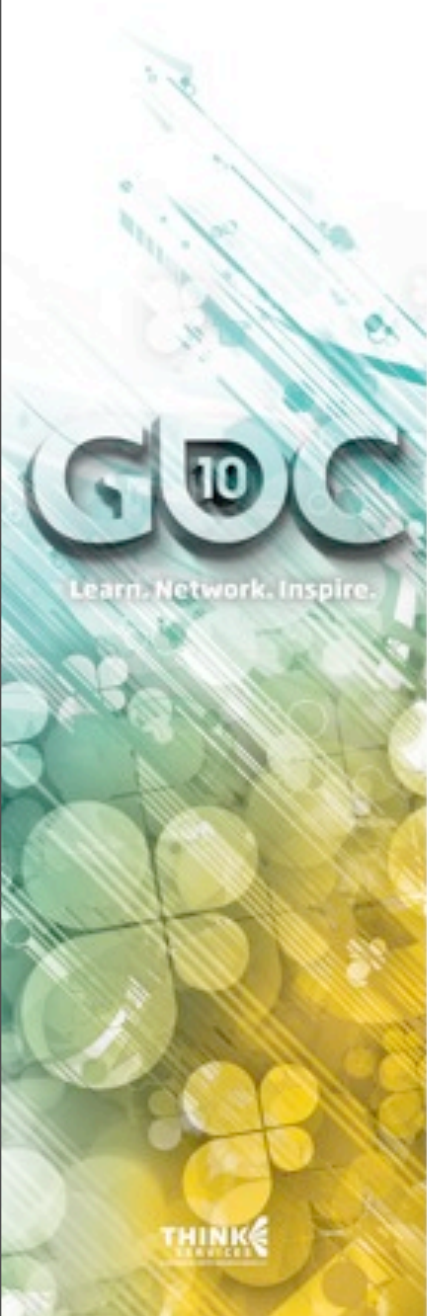
# OpenGL -> UIKit

- ⌚ glReadPixels is slow



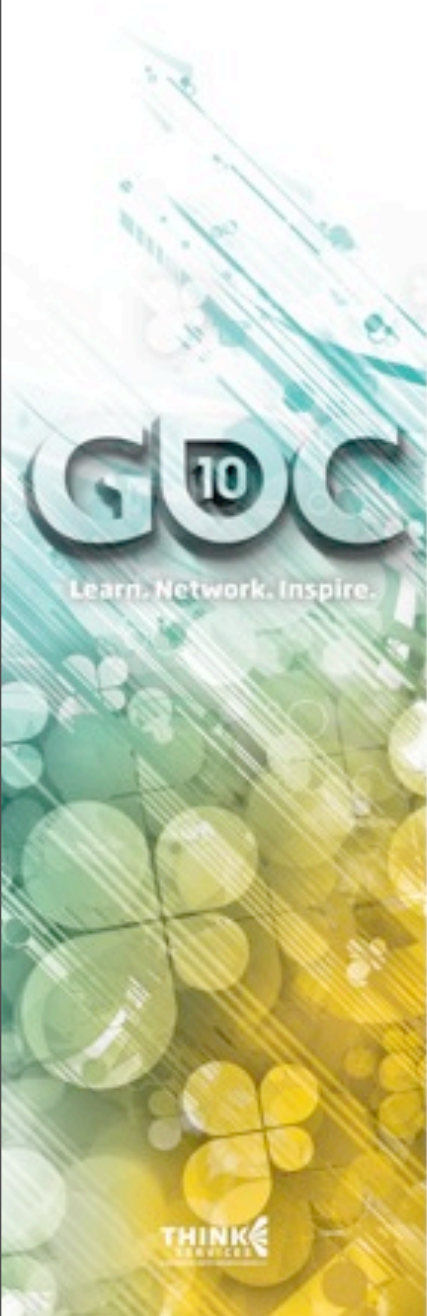
# OpenGL -> UIKit

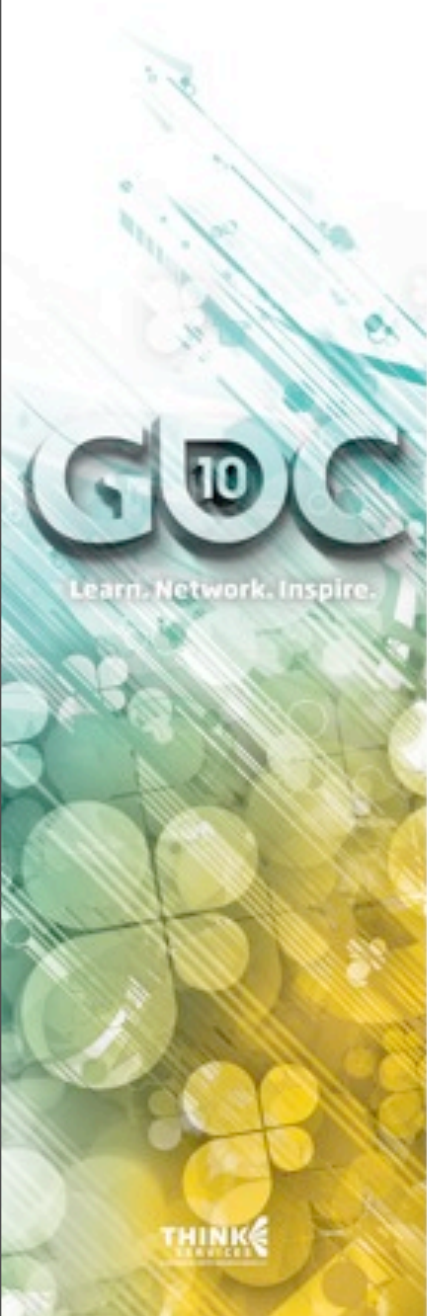
- ⌚ glReadPixels is slow
- ⌚ You need to create 2 temp buffers with the image data (in addition to the final UIImage). That adds up to quite a bit.



# OpenGL -> UIKit

- ⌚ glReadPixels is slow
- ⌚ You need to create 2 temp buffers with the image data (in addition to the final UIImage). That adds up to quite a bit.
- ⌚ You can use this to take higher-than-normal resolution screenshots.

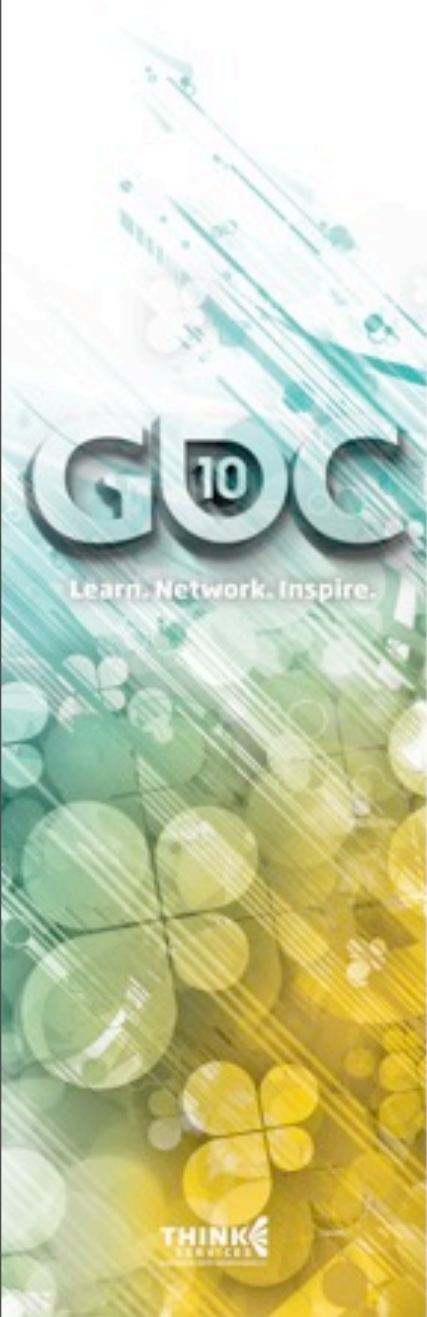




# Case 7: Rendering From UIKit to OpenGL

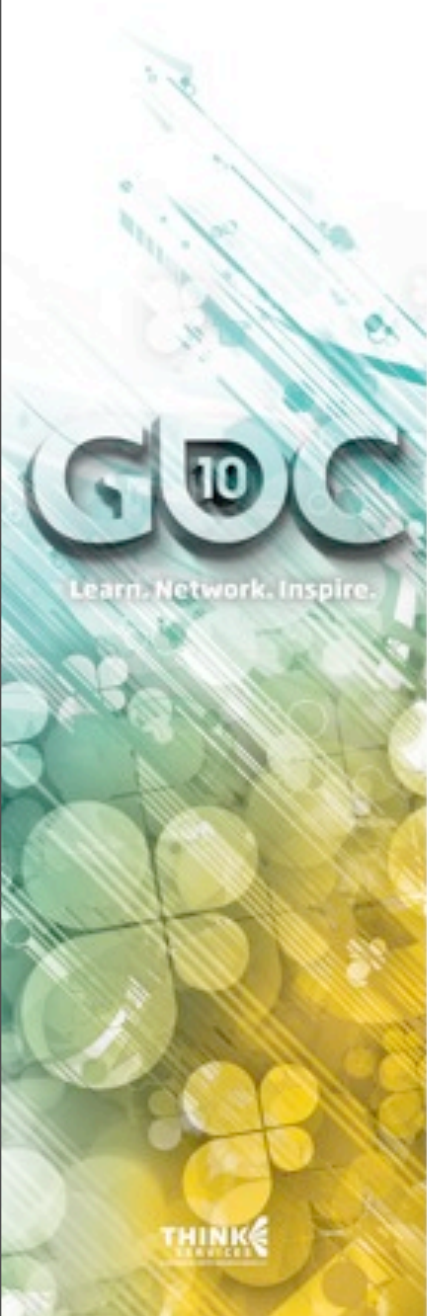


# UIKit -> OpenGL



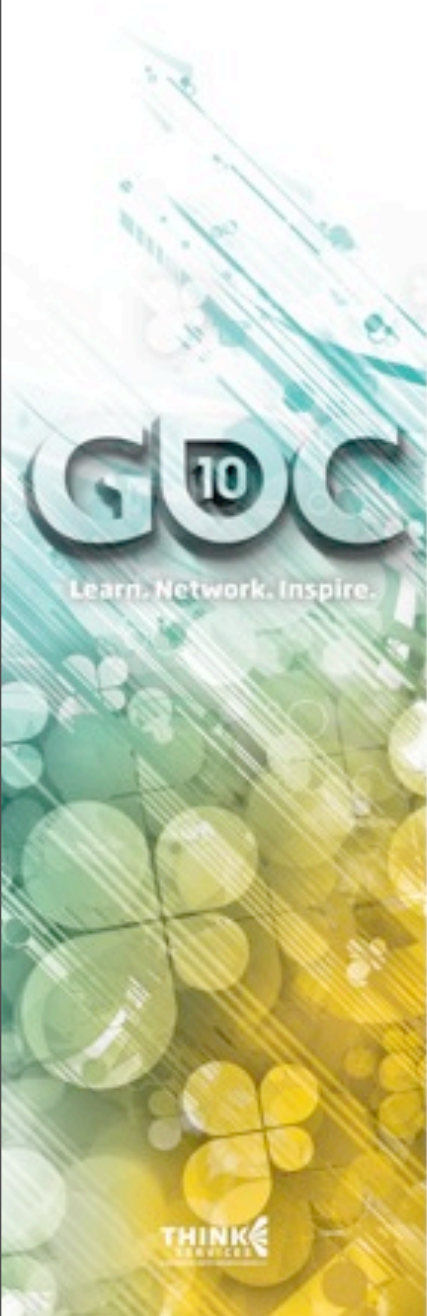
# UIKit -> OpenGL

- ⊕ Need to do that whenever you want to create a texture with the contents you created in UIKit.



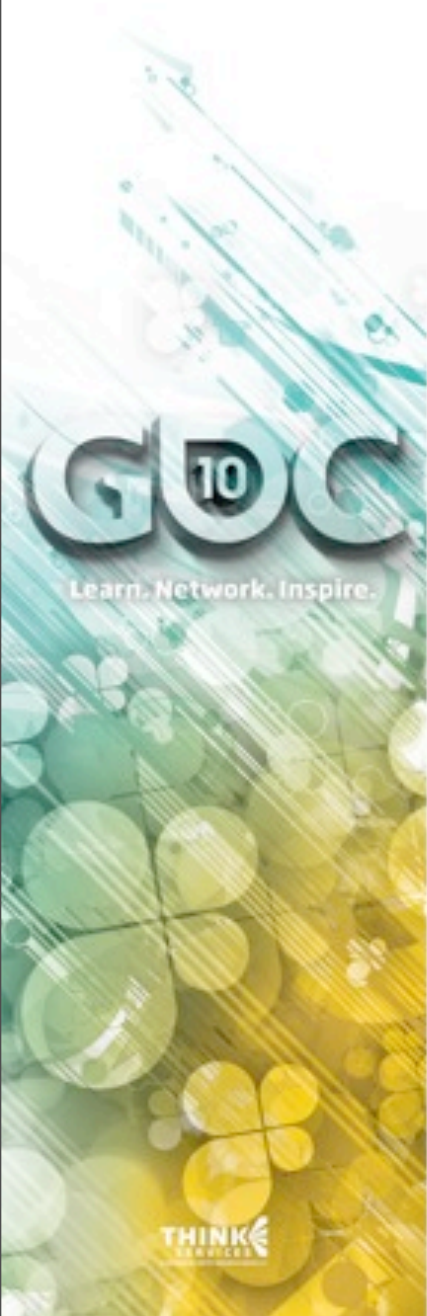
# UIKit -> OpenGL

- ⌚ Need to do that whenever you want to create a texture with the contents you created in UIKit.
- ⌚ Font rendering



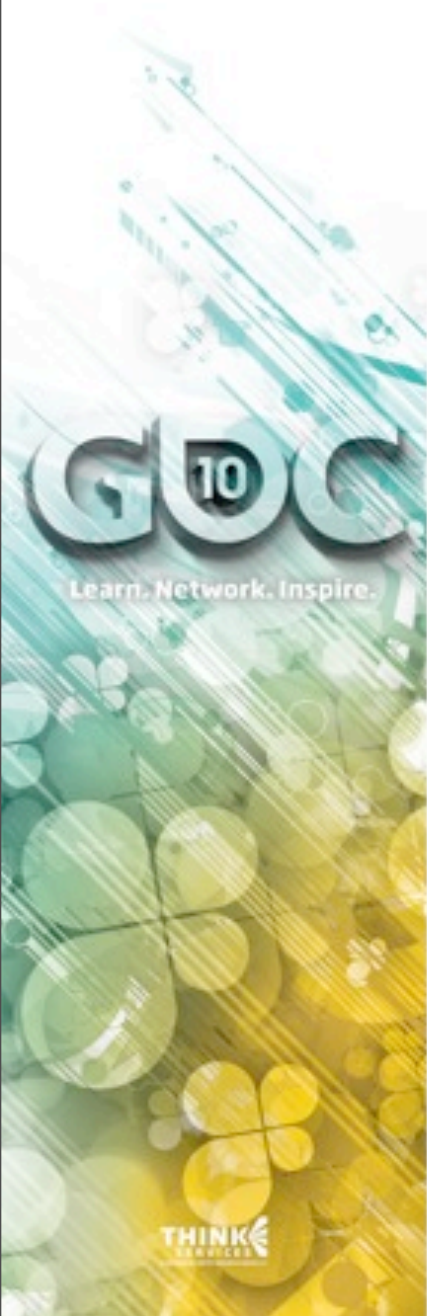
# UIKit -> OpenGL

- ⌚ Need to do that whenever you want to create a texture with the contents you created in UIKit.
- ⌚ Font rendering
- ⌚ Fancy Quartz2D bitmap creation/composition





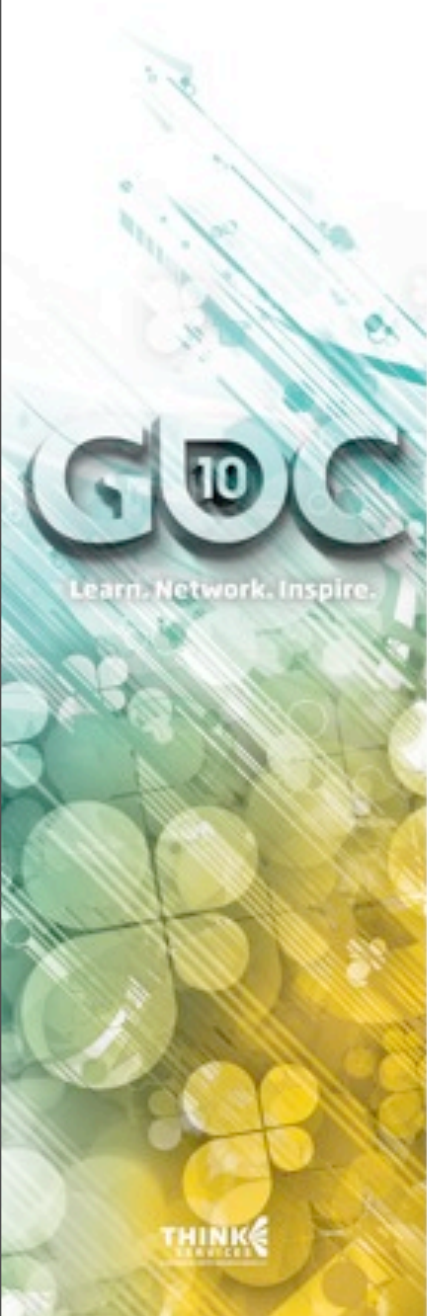
# UIKit -> OpenGL



You may be loading textures this way already (Apple samples do that)

# UIKit -> OpenGL

- ⌚ Once you have a UIImage, do inverse conversion and set texture data.



You may be loading textures this way already (Apple samples do that)

# UIKit -> OpenGL

- ⌚ Once you have a UIImage, do inverse conversion and set texture data.
- ⌚ You can write to non 32-bit textures too.



You may be loading textures this way already (Apple samples do that)

# UIKit -> OpenGL

## Code to print text directly on a texture

```
void TextureUtils::PrintToTexture(Texture& texture, const Rect& destRect, NSString* txt, UIFont* font, Seq scratch)
{
    int width, height;
    texture.GetDimensions(width, height);

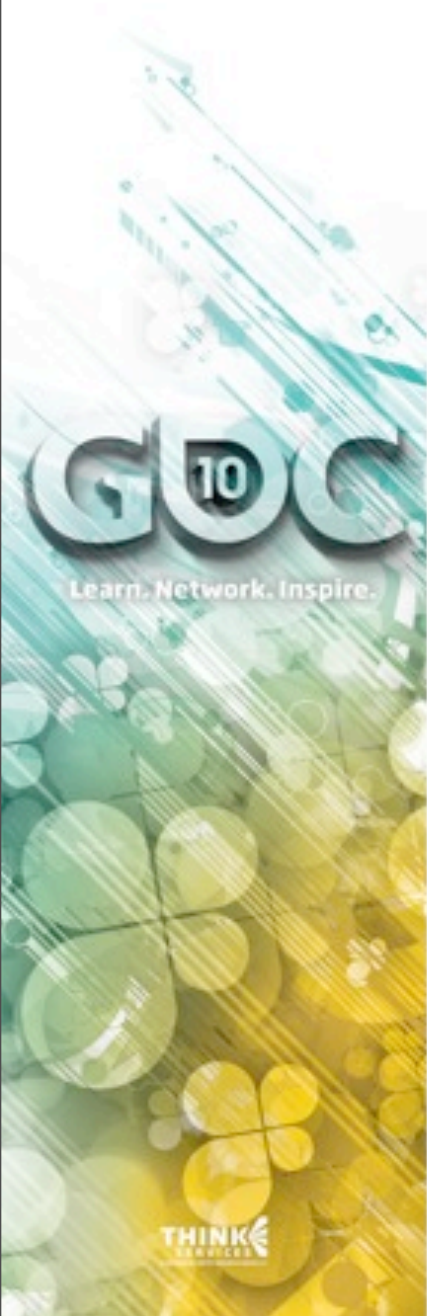
    CGColorSpaceRef colorSpace = CGColorSpaceCreateDeviceGray();
    int sizeInBytes = height*width;
    void* data = scratch.Allocate(sizeInBytes);
    memset(data, 0, sizeInBytes);
    CGContextRef context = CGBitmapContextCreate(data, width, height, 8, width, colorSpace, kCGImageAlphaNone);
    CGColorSpaceRelease(colorSpace);
    CGContextSetGrayFillColor(context, 1.0f, 1.0f);
    CGContextTranslateCTM(context, 0.0, height);
    CGContextScaleCTM(context, 1.0, -1.0);
    UIGraphicsPushContext(context);

    [txt drawInRect:CGRectMake(destRect.left, destRect.bottom, destRect.Width(), destRect.Height())
        withFont:font lineBreakMode:UILineBreakModeWordWrap alignment:UITextAlignmentCenter];

    UIGraphicsPopContext();

    texture.SetData(data, sizeInBytes);

    CGContextRelease(context);
    scratch.Reset();
}
```







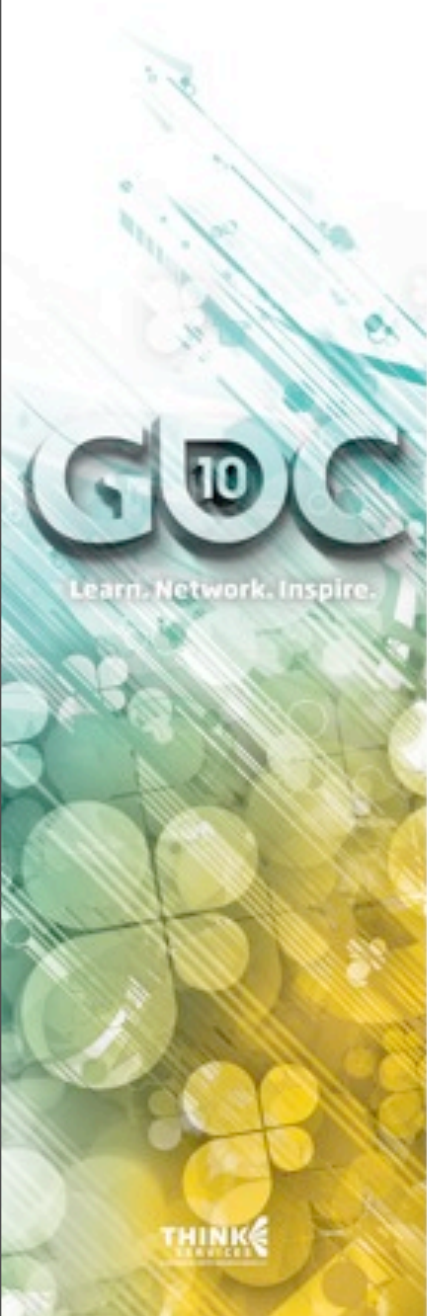
# Putting It All Together



- OpenGL view non full screen - Multiple OpenGL views (other screens)
- UIKit elements on top - OpenGL -> UIKit (send bouquet)
- UIKit -> OpenGL text from text field to texture



- OpenGL view non full screen - Multiple OpenGL views (other screens)
- UIKit elements on top - OpenGL -> UIKit (send bouquet)
- UIKit -> OpenGL text from text field to texture



# Conclusions



# Conclusions



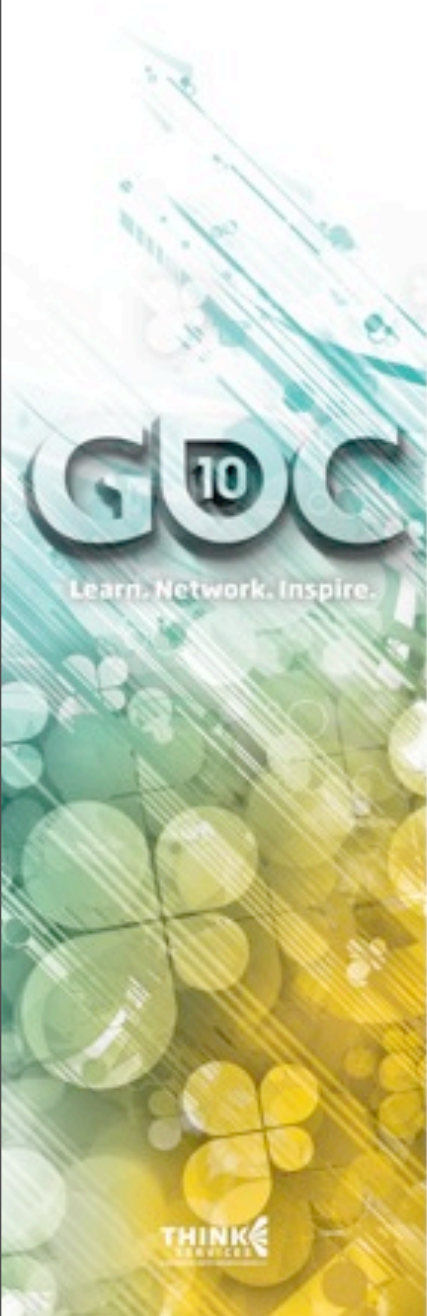
# Conclusions

- ③ Very powerful to mix the two.



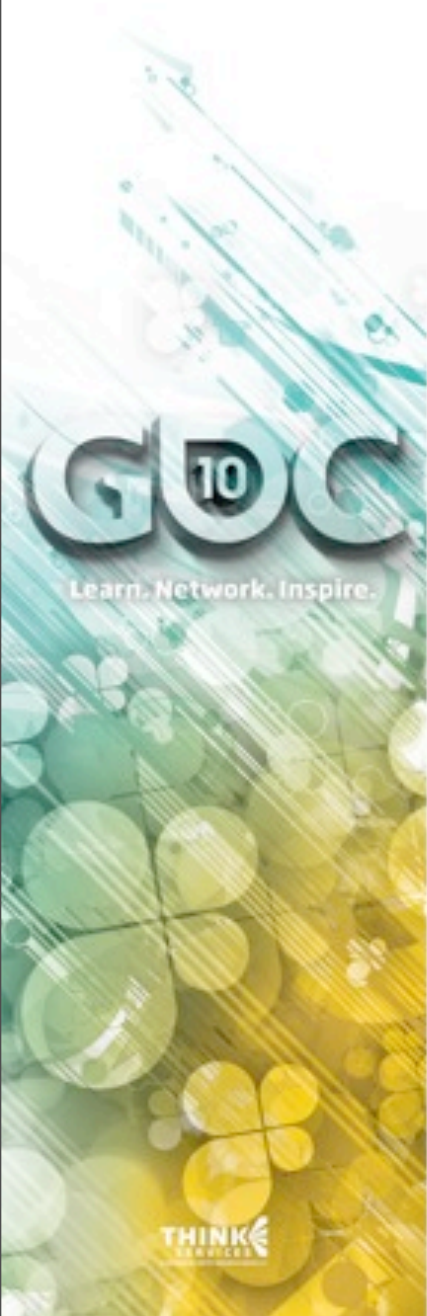
# Conclusions

- ③ Very powerful to mix the two.
- ③ Saves lots of time and you get access to great tools.



# Conclusions

- ④ Very powerful to mix the two.
- ④ Saves lots of time and you get access to great tools.
- ④ Learn and appreciate Interface Builder (I turned it into a level editor for my latest project!)





# Questions?

Slides and sample code on my web site

Noel Llopis

Blog: <http://gamesfromwithin.com>

Email: [noel@snappytouch.com](mailto:noel@snappytouch.com)

Twitter: @snappytouch

