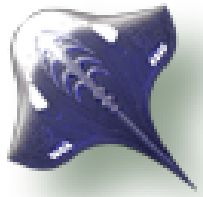
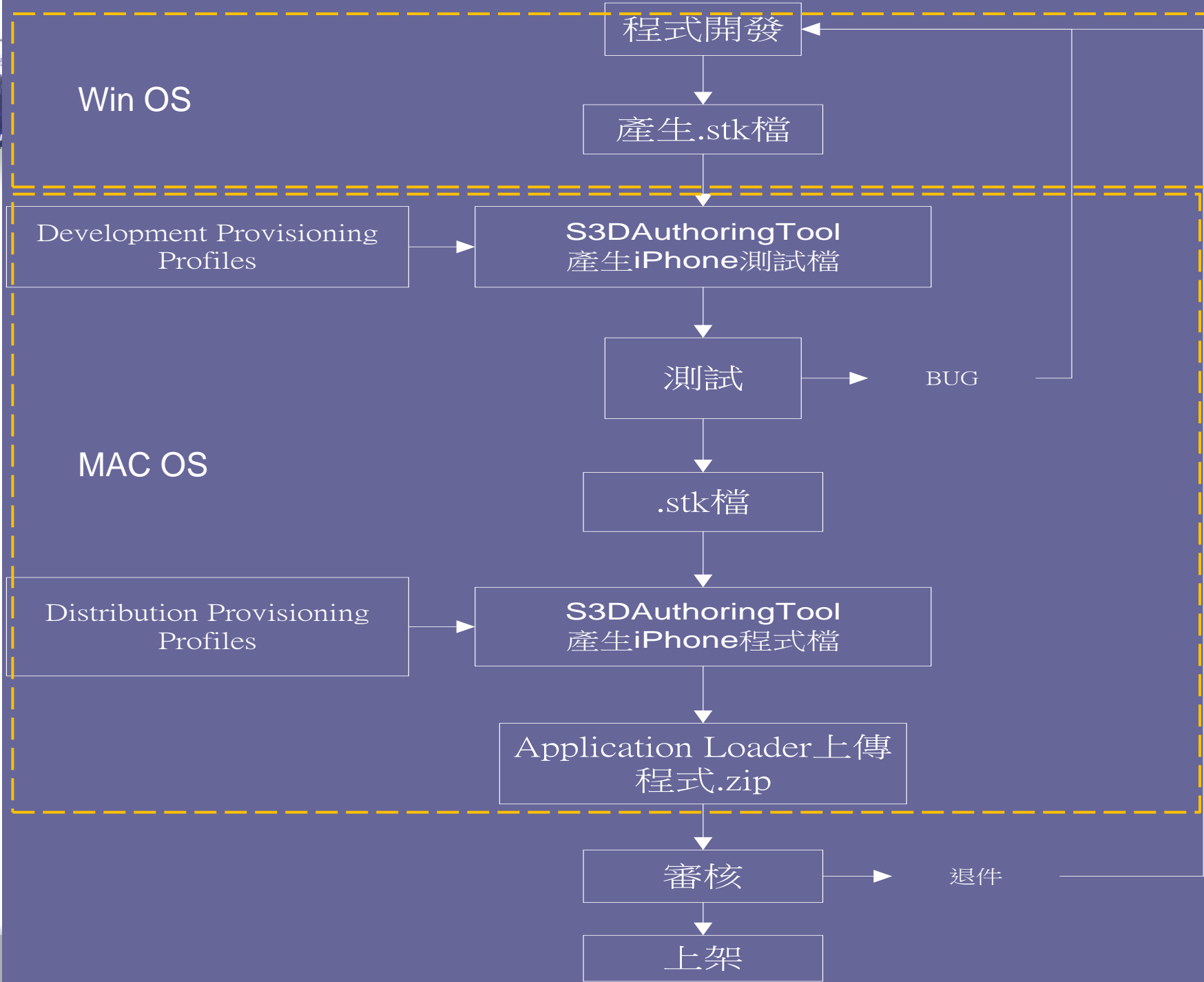
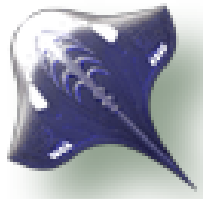


iPhone與Android 應用程式 開發流程



iPhone應用程式開發

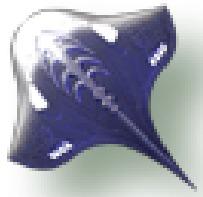




iPhone 3GS程式開發注意事項

開發平台：

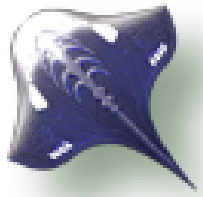
- ◎ Shiva3D：Windows作業系統
 - 程式開發
- ◎ Xcode、iOS SDK、S3DAuthoringTool：
MacOS Snow Leopard
 - 測試與上傳



iPhone 3GS程式開發注意事項

貼圖：

- ◎ 貼圖比例需 1:1且為正方形，尺寸為2之平方(8x8, 16x16, 64x64)，最小尺寸8x8，最大1024x1024
- ◎ normal mapping 支持
- ◎ specular mapping 支持
- ◎ Environment / Sphere mapping 支持
- ◎ Texture clips 支持
- ◎ Texture scrolling / scaling modifier 可接受
- ◎ Texture filtering mode GPU "default mode" is used (bilinear mipmapped)
- ◎ Material settings ambient-diffuse-emissive-specular-shininess, and emissive will only act as a constant color not depending on the scene and lights



iPhone 3GS程式開發注意事項

Shaders

- ◎ Normal mapping 支持
- ◎ Specular mapping 支持
- ◎ Environment/sphere mapping 支持
- ◎ Shadow mapping 支持

Dynamic Shadows

- ◎ 不支援

Dynamic Lights

- ◎ The hardware supports up to 8 dynamic lights.
- ◎ "Receive per vertex" is the only accepted setting.



iPhone 3GS 程式開發注意事項

Environment

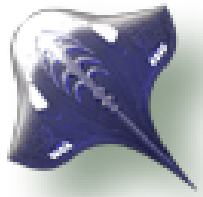
- ◎ **fog** yes, no restrictions
- ◎ **camera view distance** unlimited, but relies on a 16bit z-buffer, so be careful: keep the range as small as possible to avoid Z-fighting

Particle systems

- ◎ **Max particle count per scene** depends on the screen size of the particles (alpha blending limitations)
- ◎ **Max particle count per emitter** no more than 256 if you want good performances, but again it depends on the screen size of the particles

Sounds and Music

- ◎ **Music** length is unlimited, but slow, as it's going to be streamed, better use short sounds (<10s)
- ◎ **Sounds per sound bank** unlimited
format 16bits, mono, 44100 Hz or less (lesser will be faster).



iPhone 3GS程式開發注意事項

In Game Video

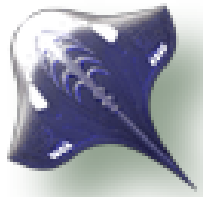
- ◎ 可以加入與使用硬體播放

Number of Polygons and Animation

- ◎ **Max polys visible at the same time** 7.000 for a good frame rate, but tested with lot more, and it "works" (don't crash)
- ◎ **max polys per scene** limited to 24Mb Texture + Vertex Buffers memory
- ◎ **max poly per object** depends on the number of visible objects, but again, "lesser is better"
- ◎ **animation limit per anim bank** none
- ◎ **bones count limit** "lesser is better" but no limitations (from 0 to 16 is a good value)
- ◎ **bones per vertex limit** really try to use 1 or 2, but limited to 4.

Keys and Input

- ◎ **Available controls** accelerometer, mouse and touch handlers
- ◎ **System reserved** home button, side/volume buttons



iPhone 程式觸控控制

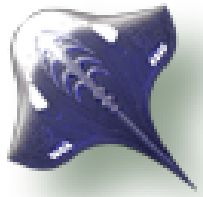
多點觸控Handler

```
⚡ onTouchSequenceBegin ( )  
⚡ onTouchSequenceChange ( nTaps0, nX0, nY0, nTaps...  
⚡ onTouchSequenceEnd ( )
```

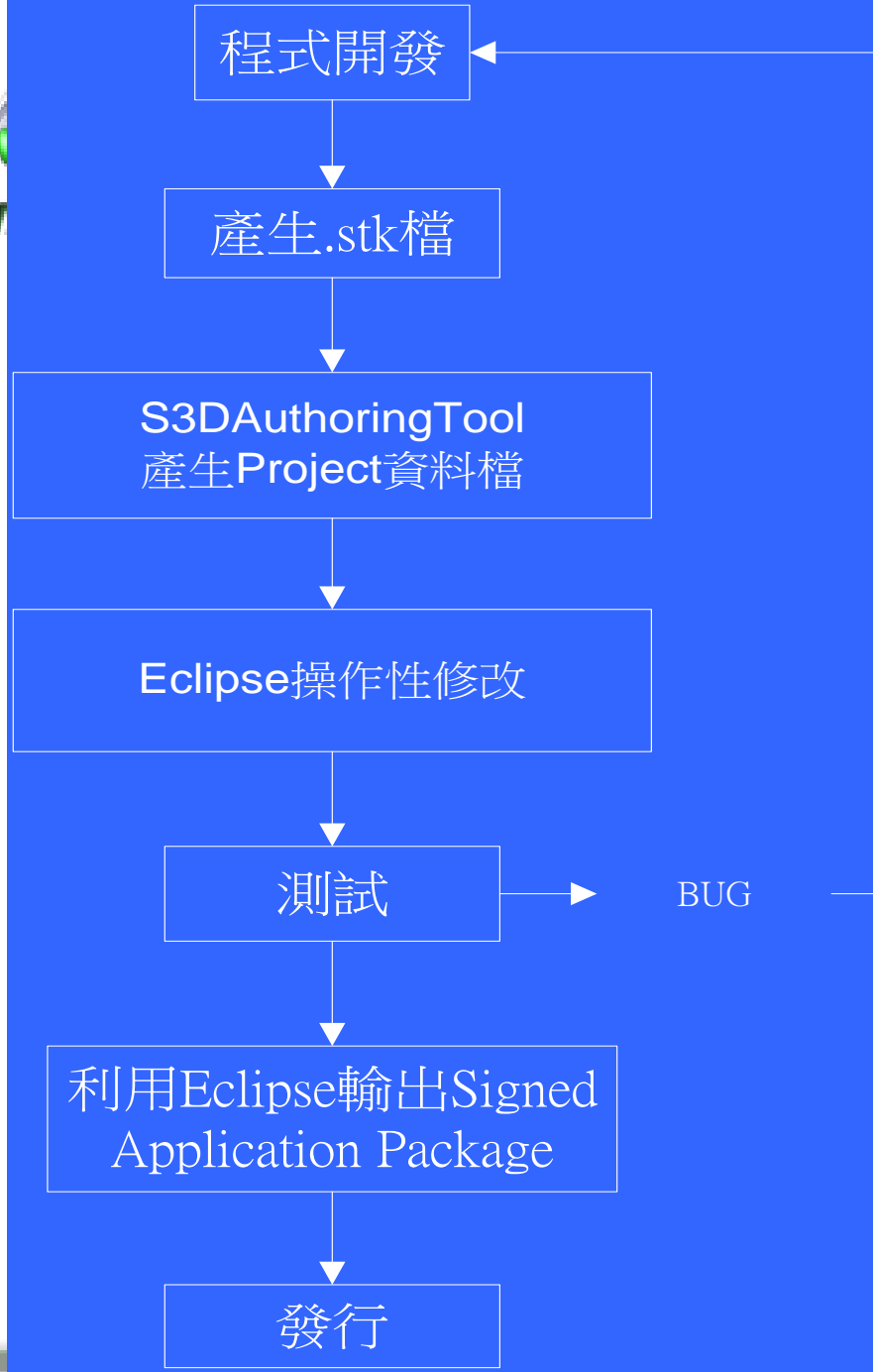
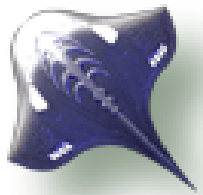
滑鼠操作Handler

```
⚡ onMouseButtonDown ( nButton, nPointX, nPointY, n...  
⚡ onMouseButtonUp ( nButton, nPointX, nPointY, nRa...  
⚡ onMouseMove ( nPointX, nPointY, nDeltaX, nDeltaY, ...
```

多點觸控最好跟滑鼠操作不要同時



Andriod應用程式開發





Android程式開發環境

開發平台：

- ◎ Windows作業系統
- ◎ SDK與環境

Cygwin folder

C:/cygwin

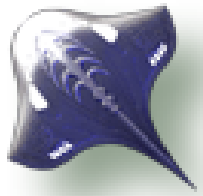
Android SDK folder

D:/shiva/android/eclipse/android_sdk

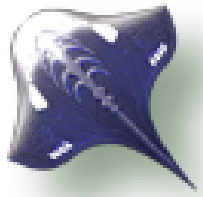
Android NDK folder

D:/shiva/android/android-ndk-r4b-windows/android-ndk-r4b

- ◎ Eclipse IDE



AppStore與Android market 帳號申請與程式開發流程

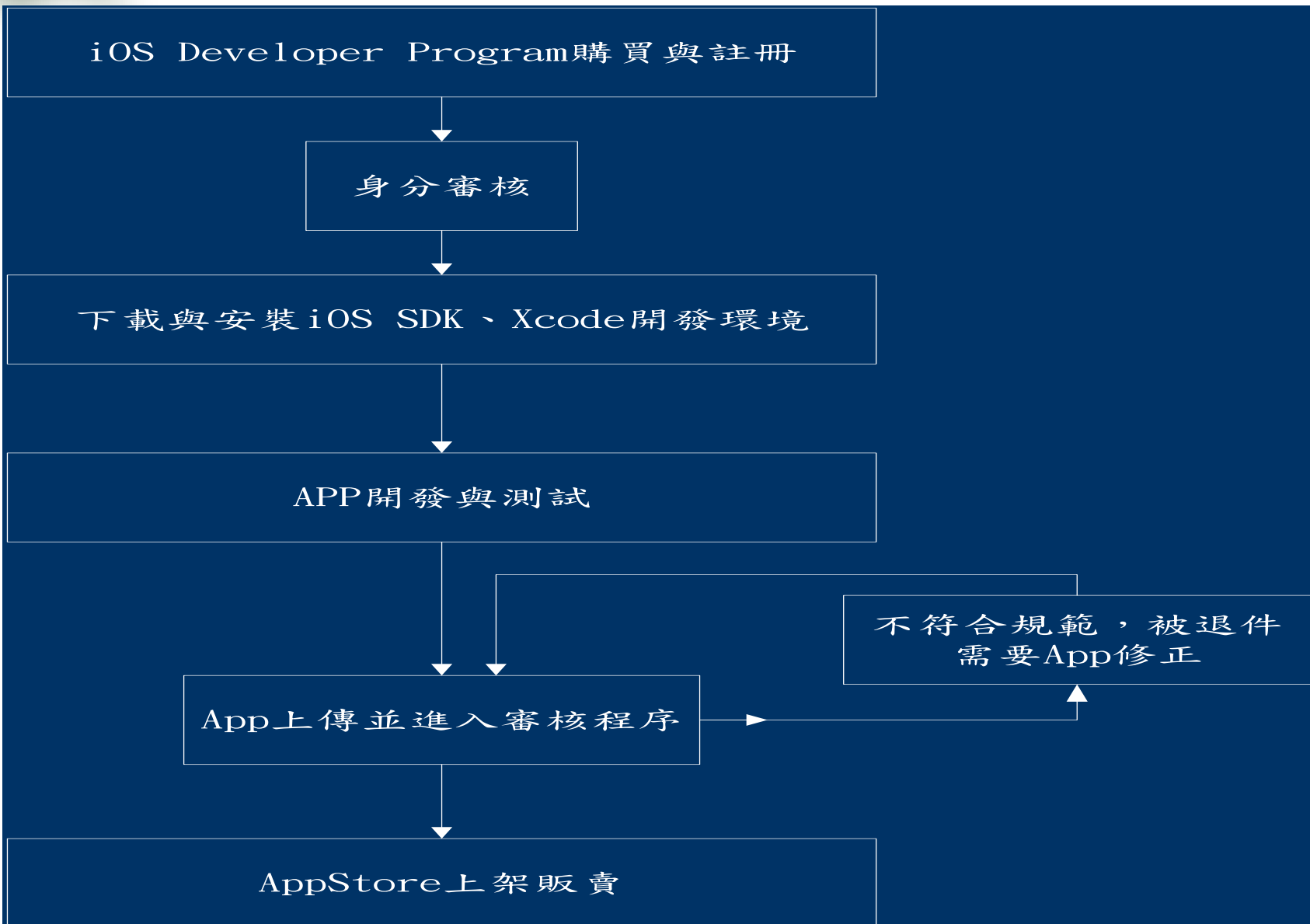


AppStore -設定iOS Developer Program



AppStore-申請與程式開發流程

3D TECHNOLOGY





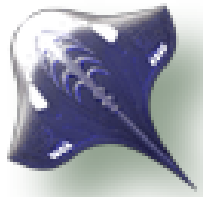
AppStore-申請與程式開發流程

◎ 平台

- iPhone、iPad、iPod Touch

◎ 流程

- 註冊iOS Developer Program (\$USD 99)
- 下載與安裝 Xcode、iOS SDK
- 開發與測試
- App送審
- 審核通過上架



註冊與設定iOS Developer Program

- ◎ <http://developer.apple.com/programs/ios/>
- ◎ \$USD99/year
- ◎ 身分認證(可能需要傳真資料至Apple)
- ◎ 付費與審核通過
 - 公司與個人的申請流程稍不同
- ◎ 註冊成功
 - 設定Provisioning Portal
 - 設定iTunes Connect



1. 首先連到iPhone Developer Program(IDP)頁面，點選左上角的Enroll Now按鈕
<https://developer.apple.com/programs/iphone/>

Apple Developer

Technologies

Resources

Programs

Support

Member Center

Search Developer

iPhone Developer Program

The fastest path from code to customer.

Enroll Now \$99/year



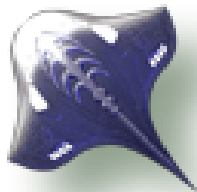
1. Develop



2. Test



3. Distribute



2. 加入IDP的流程：註冊為開發者會員(免費) → 選擇你想要購買的項目 → 確認購買
<https://developer.apple.com/programs/start/standard/>

Developer

Apple Developer Program Enrollment

Enroll in the Apple Developer Programs



1. Register as an Apple Developer

If you have not already registered as an Apple Developer, we will walk you through the process so you can complete and submit your enrollment.



2. Select your Programs

Once you have registered as an Apple Developer, you will select a Program (or Programs) based on the platform you wish to develop for.



3. Complete your purchase

After purchasing your Program, you will receive an email from Apple Developer Support with information on how to access your Program resources.


Continue

Technical Requirement:

To develop with iPhone SDK you must have an Intel-based Mac running Mac OS X Snow Leopard or later.



3. 接下來你會看到一個流程圖在頁面上方，就照著他的步驟一步一步確實填寫吧
<https://developer.apple.com/programs/start/standard/create.php>

 Developer

Apple Developer Program Enrollment



Are you new or a registered Apple developer?

New Apple Developer

- I need to create a new account for an Apple Developer Program.
- I currently have an Apple ID I would like to use for my enrollment in an Apple Developer Program.

Existing Apple Developer

- I'm registered as a developer with Apple and would like to enroll in a paid Apple Developer Program.
- I'm currently an ADC Select, Premier, or Student Member and would like to enroll in an Apple Developer Program.
- I'm currently enrolled in iPhone Developer Program or Mac Developer Program and want to add an additional program to my existing account.



4. 下一個步驟是要你選擇要以個人或公司名義申請，就看你的需求吧。有人說用個人名義申請會比較慢，不過以我這次申請的狀況來看是還好，沒什麼差。

<https://developer.apple.com/enroll/selectEnrollmentType.php>

Are you Enrolling as an Individual or Company?

Individual

Enroll as an Individual if you do not need to add additional developers to your team. If you are enrolling in the iPhone Developer Program as an Individual, your name will appear as the "seller" in the App Store.



Individual Development Only

You are the sole developer who will be allowed access to Program resources.



App Store distribution for iPhone

Your name will appear as the "seller" in the App Store when you enroll in the iPhone Developer Program as an Individual.
[View example](#)



To enroll as an Individual you will need:

- Credit Card Billing information for identity verification.

Individual

Company

Enroll as a Company if you would like to add additional developers to your team. If you are enrolling in the iPhone Developer Program as a Company, your company name will appear as the "seller" in the App Store.



Development Team

You can add additional developers to your team who can access Program resources.



App Store distribution for iPhone

Your company will appear as the "seller" in the App Store when you enroll in the iPhone Developer Program as a Company.
[View example](#)



To enroll on behalf of a Company you will need:

- Legal Company/Organization Name.
- The legal authority to bind your company to any legal agreements that may be presented to you during the enrollment process or your program year.
- To provide us business documents including, but not limited to: Articles of Incorporation, Business License, etc. as part of our identity verification process.

Company



5. 全部的步驟都完成後，最後是確認購買。假如你還有點猶豫的話，也可以暫時不做購買動作，先擺著。之後登入你的帳號進來時，會保留之前已經完成的填寫狀態(好像也沒辦法回頭再改?)，不用再全部流程跑一次。

<http://developer.apple.com/iphone/enroll/purchaseProgram.action>

Developer

Apple Developer Program Enrollment

Enter Account Info Select Program Review & Submit Agree to License (if applicable) Purchase Program Activate Program

Proceed to your country's Apple Online Store to purchase.

Taiwan



iPhone Developer Program
NT\$3200/year

Please note that it may take up to 24 hours to receive your activation email.

Add to cart



1. Purchase your Apple Developer Program

Click 'Add to cart' to proceed to the Apple Online Store and purchase your program.



2. Receive instructions from Apple Developer Support

In addition to your purchase confirmation email from the Apple Online Store, you will receive an email from Apple Developer Support within 24 hours after your purchase. This email will contain information on how to access the resources of your Program.



6. 確認購買後，在24hr內你就會收到一封標題為“Apple Developer Program Activation Code”的信件，裡面代有啟用碼及啟用連結，點取連結即開始啟用。假如一切沒問題，啟用成功後就會看到你的iPhone Developer Program Enrollment狀態已經全部完成了，並且會告訴你何時IDP到期。

Developer

Apple Developer Program Enrollment

Enter Account Info

Select Program

Review & Submit

Agree to License
(if applicable)

Purchase Program

Activate Program



Activation Complete

Below are details about your new membership:

Name

[REDACTED]

Individual ID

[REDACTED]

Program

iPhone Developer Program
NT\$3200/year

Expiration Date

Jun 06, 2011

Get Started



之後在Apple Developer登入你Apple ID後，在Member Center檢視你的帳戶時，便會看到你的Programs狀態已經改變
<http://developer.apple.com/membercenter/index.action#accountSummary>

Developer



Programs & Add-ons

Your Account



Account Summary



Legal Agreements

Your Account Summary



Personal & Professional Profile

Update Profile

Program Membership

Name: [REDACTED]

Individual ID: [REDACTED]

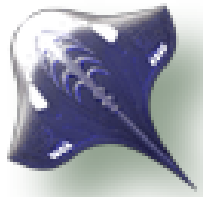
Account Type: Individual

Developer Programs

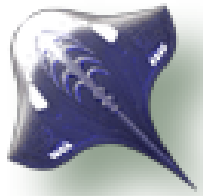


iPhone Developer Program

Expiration Date: ?? 06, 2011



AppStore -設定Provisioning Portal



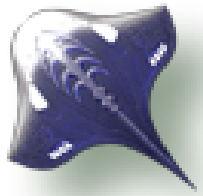
設定 Provisioning Portal

◎ Development Certificates

- 透過MAC的Keychain Access獲得
 - Development Certificates
 - 於App開發時需用
 - Distribution Certificates
 - 於App上架時需要

◎ Registered Devices

- 設定開發機：iPhone、iPad、iPod Touch
- 輸入40字元的UDID
- 最多100部



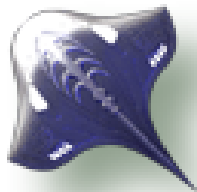
設定Provisioning Portal

◎ 設定AppID

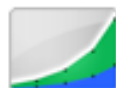
- 為所開發之程式設定AppID
- 設定Bundle Seed ID
- 設定Bundle Identifier
 - Example: com.domainname.appname

◎ 設定Provisioning Profiles

- Development Provisioning Profiles
 - 只能使用於開發機有時效限制
- Distribution Provisioning Profiles
 - 只能於上傳AppStore時產生最終上傳檔時使用



設定iTune Connect



Sales and Trends

Preview or download your daily and weekly sales information here.



Contracts, Tax, & Banking Information

Request Contracts and manage your contact, banking and tax information.



Payments and Financial Reports

View and download your monthly financial reports and payments.



Manage Users

Create and manage both iTunes Connect and In App Purchase Test User accounts.



Manage Your Applications

Add, view, and manage your applications in the iTunes Store.



Manage Your In App Purchases

Create and manage In App Purchases for paid applications.



Request Promotional Codes

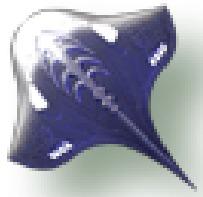
Get codes that will give you free downloads of your applications.



Contact Us

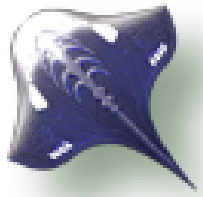
Having a problem uploading your application? Can't find a Finance Report? Use our Contact Us system to find an answer to your question or to generate a question to an iTunes Rep





設定Provisioning Portal

- ◎ 填寫各項調款
- ◎ 設定收款銀行帳戶資料
 - 填寫連絡人
 - 條款確認
 - 填寫帳戶與帳戶英文名稱



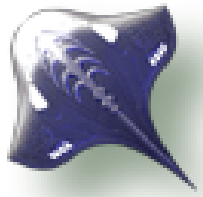
設定Provisioning Portal

◎ 新增程式

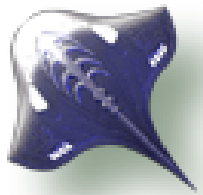
- 填寫程式名稱與設定價格
- 填寫各項MetaData資料
- 上傳ICON與截圖

◎ 預備上傳程式

- 確認
- 下載Application Loader，只能於MacOS以Application Loader上傳程式



Android Market



Google帳號註冊



購買Android Market開發帳號
\$USD 25的註冊費



下載與安裝Android SDK與其它開發環境



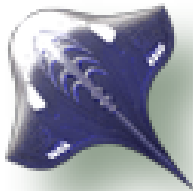
APP開發與測試



產生簽署應用程式



Upload上架販賣



1. 如果你是位程式設計師，點選「Learn more」連結。

Android Market

Check out our site for some of the more popular applications and games available in Android Market. For a comprehensive, up-to-date list of the thousands of titles that are available, you will need to view Android Market on a handset.

Featured

Top Paid
Top Free

Are you a developer?
Publish your application on Android Market.
[Learn more](#)

PicSay Pro

Developer: [ShinyCase](#)
Category: **Multimedia**

Improve your photos with sharpen and color corrections. Be creative with paint, word balloons, and props. Or have fun with distortions, cutouts, special effects, and more. All in an intuitive easy-to-use interface, making PicSay Pro the perfect all-in-one solution for editing images on your Android powered device.

Wikipedia Facebook Cardio TRAINER Doggy Catcher FeedR News Reader
Hyperspace PicSay Pro up To Go Amazon.com Qik

1 3 3 4

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2. 輸入 Google 帳號登入。

Google Accounts - Microsoft Internet Explorer

檔案(F) 編輯(E) 檢視(V) 我的最愛(B) 工具(T) 說明(H)

上一頁 後進 搜尋 我的最愛

網址: http://www.google.com/accounts/ServiceLogon?service=android&referrer=trac&sv=1&confine=http://www.google.com/market/android.com&pubid=50vq-1m

ANDROID market

Distribute your applications to users of Android mobile phones.

Android Market enables developers to easily publish and distribute their applications directly to users of Android-compatible phones.

Come one. Come all.
Android Market is open to all Android application developers. Once registered, developers have complete control over when and how they make their applications available to users.

Easy and simple to use.
Start using Android Market in 3 easy steps: register, upload, and publish.

Great visibility.
Developers can easily manage their application portfolio where they can view information about downloads, ratings and comments. Developers can also easily publish updates and new versions of their apps.

To learn more about how to use Android Market, visit the [Android Market help center](#).

Sign in to Android Market Publisher Site with your **Google Account**

Email: DavidLeng

Password: *****

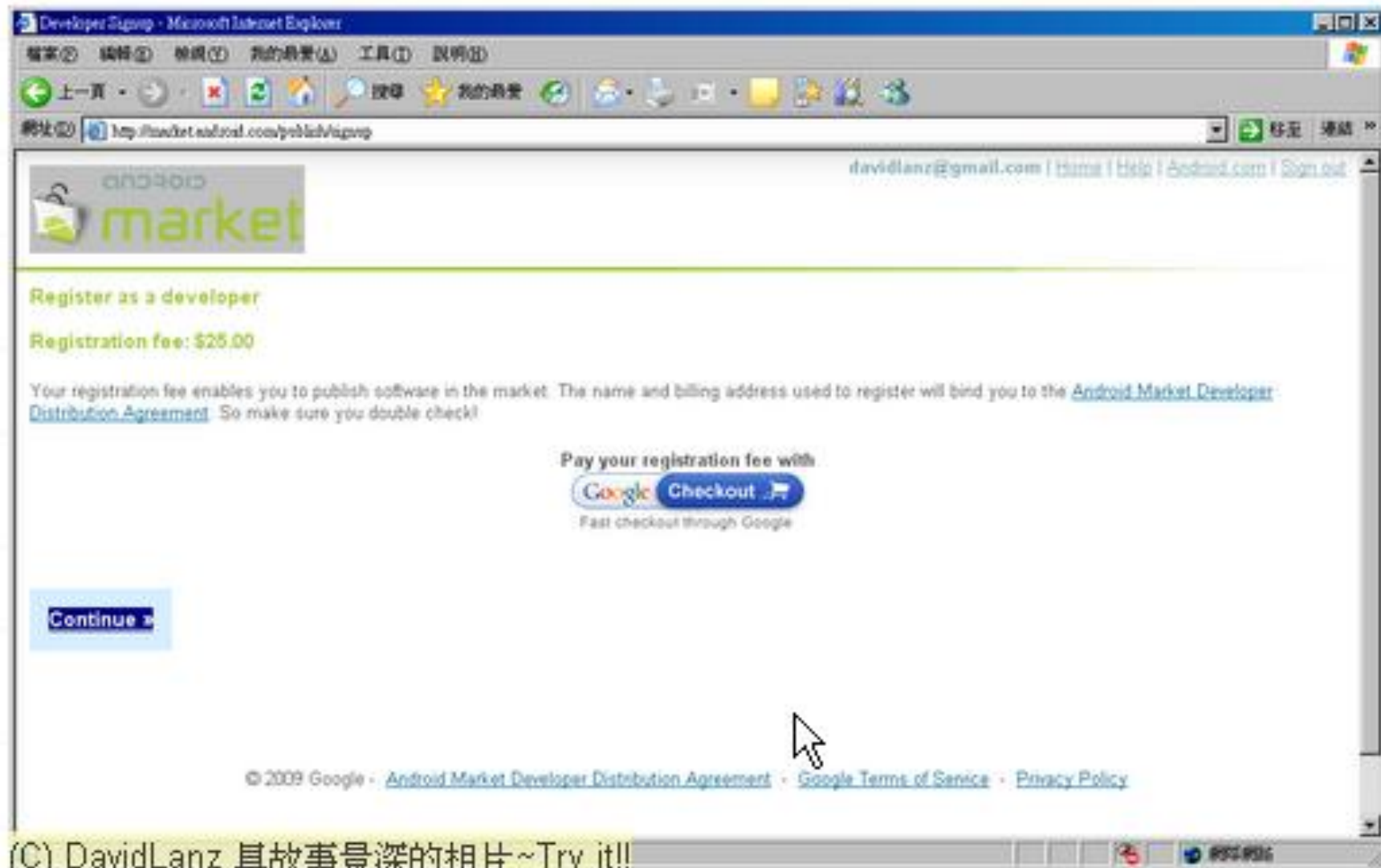
Stay signed in

[Can't access your account?](#)

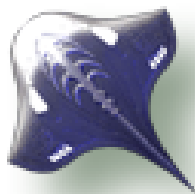
Don't have a Google Account?
[Create an account now](#)

©2008 Google - [Android.com](#) - [Privacy Policy](#) - [Program Policies](#) - [Terms of Use](#)

3.按Continue繼續信用卡付費。



(C) DavidLanz 具故事景深的相片~Try it!!



輸入信用卡卡號與帳單地址。



訂單詳細資料 - Android Market, 1600 Amphitheatre Parkway, Mountain View, CA 94043 US

數量 貨品

1 **Android** - Developer Registration Fee for davidlanz@gmail.com

如要繼續，請在 [Google](#) 帳戶 新增信用卡

使用 **Google Checkout** 安心購物

立即申請，讓您在眾多網路商店中購物時，擁有百分之百的安全購物保障。

電子郵件：

davidlanz@gmail.com [以不同的使用者身分登入](#)

位置：

台灣

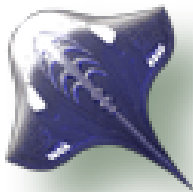
卡號：

[Redacted card number]



到期日：

[Redacted expiration date] / [Redacted expiration date] CVC: [Redacted CVC] [這是什麼?](#)



5. 確認金額無誤之後，按下「立即下單」。

Google 使用安全付款服務 - Microsoft Internet Explorer

http://checkout.google.com/view/xyz?flow=shoppingcart&shoppingcart=627760360234955

android market

Change Language / 變更語言 [中文 (繁體)]

訂單詳細資料 - Android Market, 1600 Amphitheatre Parkway, Mountain View, CA 94043 US

數量	貨品	價格
1	Android - Developer Registration Fee for davidlano@gmail.com	USD25.00
		稅款: USD0.00
		總計: USD25.00

付款方式: VISA xxx-9404 - [Change](#)

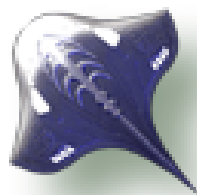
請將我的電子郵件地址保持為私密。
Google 會將所有 Android Market 所發的電子郵件寄至 davidlano@gmail.com * [變更此設定](#)

我願意收到 Android Market 的促銷電子郵件。

立即下單 - USD25.00

帳單資料和隱私權
Google 將向您的信用卡收費。您的信用卡對帳單將顯示「GOOGLE * Android Market」。 [瞭解更多資訊](#)

©2009 Google [使用條款](#) [隱私權政策](#) [Google 首頁](#)



6. 付費完成，回到開發者網頁。

購買程序已完竣 - Microsoft Internet Explorer

檔案(F) 編輯(E) 檢視(V) 我的最愛(B) 工具(T) 說明(H)

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android market

✓ 恭喜您，感謝您，訂購手續已完成！
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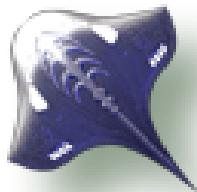
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完成



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Feng-Chin Chu

feng3d@gmail.com

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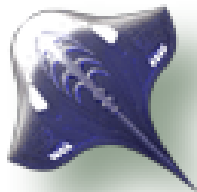
All Android Market listings

	3D Kung Fu Xiao Ba Ji Quan v1.0.0 Applications: Health	(1) ★☆☆☆☆ Comments	41 total 1 active installs (2%)	Free	 Unpublished
	3D Kung Fu Xiao Ba Ji Quan v1.0.0 Applications: Sports	(4) ★★★★★ Comments	235 total 12 active installs (5%)	Free	 Unpublished
	3D KungFu XiaoBaJiQuan v1.0.0 Applications: Sports	(5) ★★★★★ Comments	393 total 61 active installs (15%)	Free	 Unpublished

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Account Information

Status	Account Active
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Upload an Application

Upload assets

Application .apk file

com.fengin.xiaobaji3d (4.0M)

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XiaoBaji

VersionName: 1.0.0

VersionCode: 1

Localized to: default

This apk requests 2 permissions that users will be warned about

android.permission.WAKE_LOCK

android.permission.INTERNET

Screenshots

0 or 2



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Screenshots:

320w x 480h or 480w x 854h

24 bit PNG or JPEG (no alpha)

Full bleed, no border in art

Landscape thumbnails are cropped