



Building Multi-Density and Multi-Platform UIs with Flex

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Calibrating...

- Have a touchscreen smartphone (Android, iOS, other)?
- Have a touchscreen tablet (Android, iOS, other)?
- Know what a ViewNavigator is?
- Used Flash Builder “Burrito”/Flex “Hero” prerelease?
- Built a mobile Flex app?

Overview

- Challenges in multiscreen development
- Designing adaptive UI for multiple mobile screens
- Building adaptive UI using Flex

What I won't be covering in depth

- New mobile app components (ViewNavigator, ActionBar, ViewMenu)
- Overall app architecture
- Code sharing between mobile and desktop apps
- Packaging workflows for multiple platforms



Challenges in multiscreen development



What does multiscreen mean?

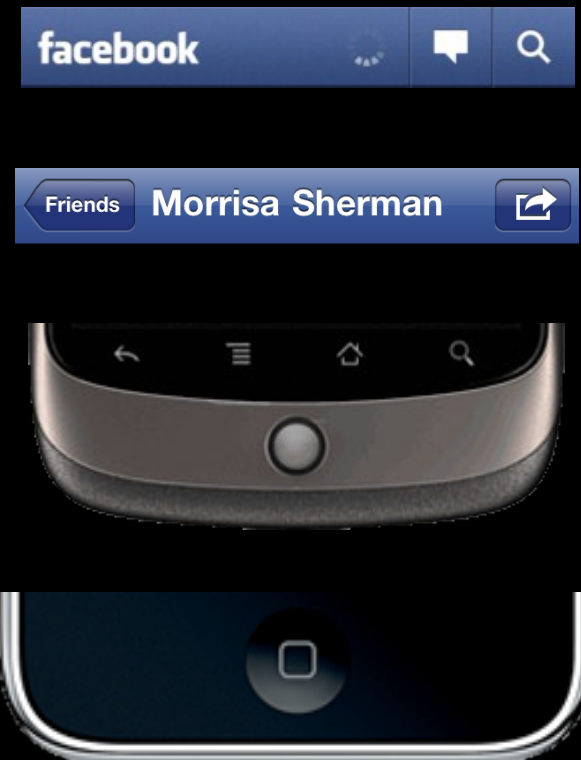
Form factors



Pixel densities



UI and hardware conventions



Leveraging Flex 4.5 for multiscreen mobile UI development

Classic Flex features	Core Spark components Dynamic layout States and state groups
Mobile components and skins	App components (ViewNavigator / ActionBar / ViewMenu) Cross-platform component skins Alternative skins for certain platform conventions Per-platform CSS rules
DPI management	Automatic DPI-based application scaling DPI-aware skins Multi-DPI bitmaps Per-DPI CSS rules



Designing adaptive UI for multiple mobile screens



Before you design...

Know your platforms

Platform UI guidelines | Great apps | UI patterns

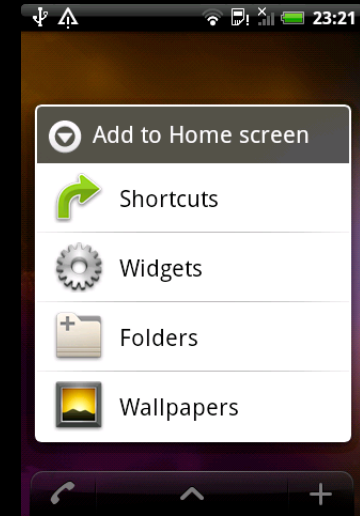
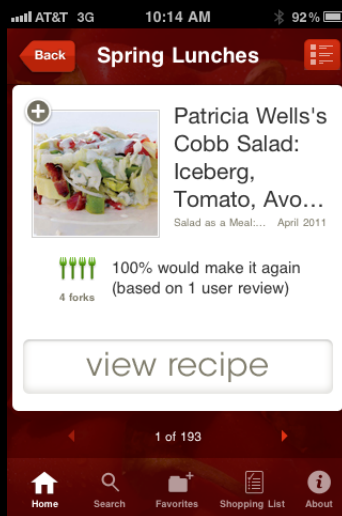
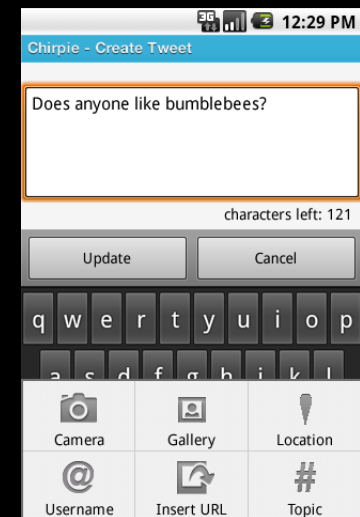
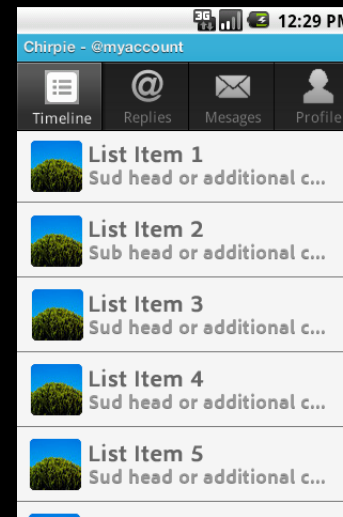
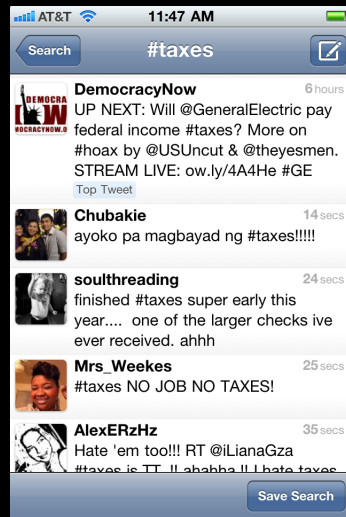
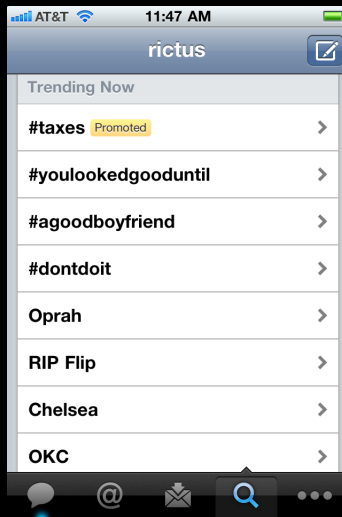
Know your devices

Screen resolutions | Pixel densities | Hardware affordances

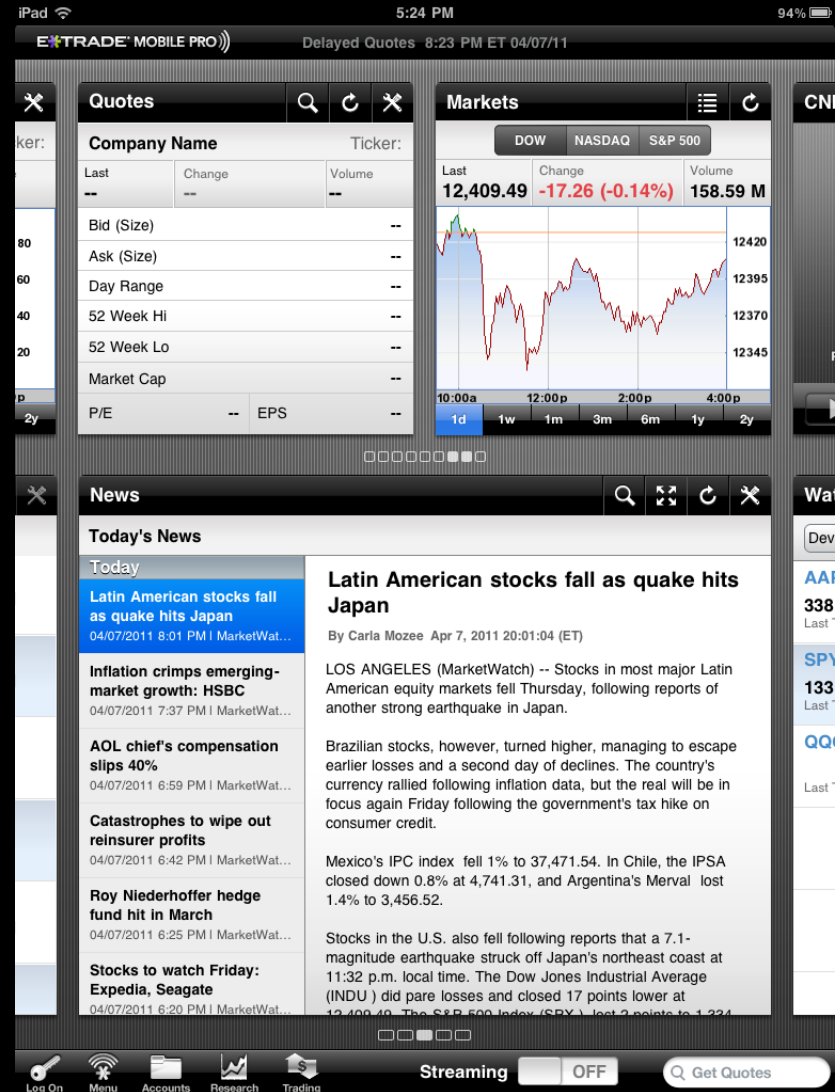
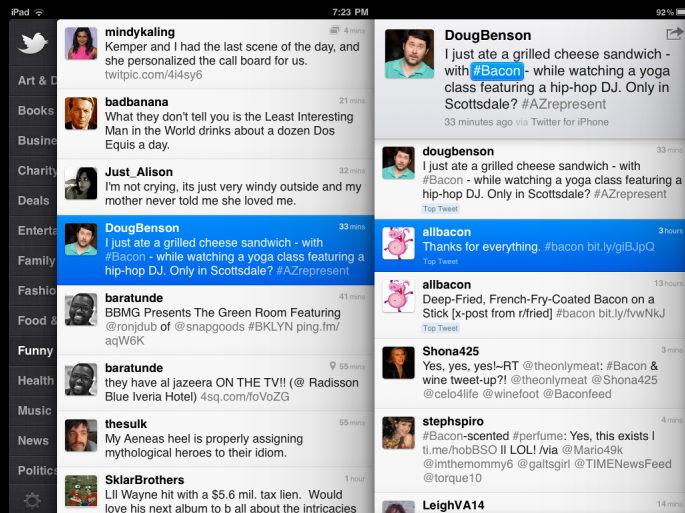
Know your app

Core information | Key user tasks | Appropriateness for mobile

UI patterns: Phones



UI patterns: Tablets



Example: Floupon – a Groupon browser

Groupon

Featured Deal

All Deals

How It Works

upload your pic Narciso J.

San Francisco

Refer Friends, Get \$10

\$15 for \$30 Worth of Custom Ceramic Creations at Color Me Mine. Seven Locations Available.

Color Me Mine Multiple Locations

from \$15

Buy!

Value	Discount	You Save
\$30	50%	\$15

Buy it for a friend!


Time Left To Buy
2 days 13:26:11

710 bought

The deal is on!

Tipped at 6:46AM with 50 bought

Share: 65



The Fine Print

Expires Oct 11, 2011
Limit 1 per person. Limit 1 per group per visit. **Valid only for location purchased. Subject to availability. Not valid for parties. Not valid on Mother's Day or Father's Day. Must use in 1 visit, no cash back. Not valid with other offers.**
[See the rules](#) that apply to all deals.

Highlights

- Paint your own ceramic pieces
- 400+ pieces & 60+ colors
- Kiln handled by professionals
- Fun for all ages & abilities

More Great Deals Nearby

[Spa Packages at Splendor Beauty Spa in San Ramon. Two Options Available. San Ramon](#)

\$75
\$155 value
View it!

[Antioch \(The Golf Club At Roddy Ranch\)](#)
\$55 for 18 Holes of Golf for Two with Cart at The Golf Club at Roddy Ranch in Antioch

[Online Deal](#)
\$25 for \$75 Worth of Wine from Wine Insiders

[Berkeley \(South Berkeley\)](#)
\$10 for \$20 Worth of Home Décor and Accessories at Home 101

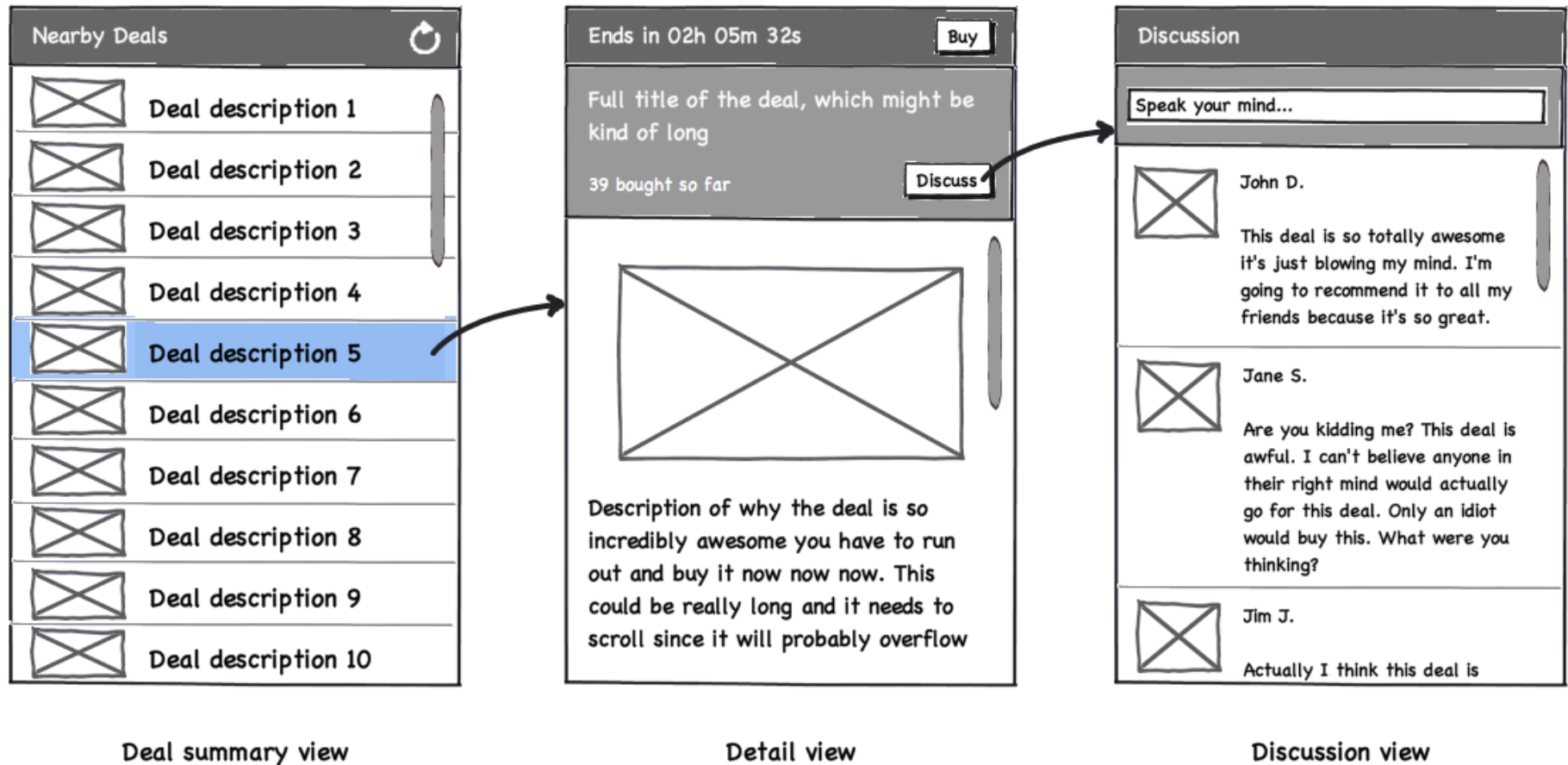
[Online Deal](#)
\$10 for \$20 Worth of Fudge Truffles from Napa Valley Fudge Company

[American Canyon \(Paintball Jungle\)](#)
\$55 for a Paintball Package for Two at Paintball Jungle in American Canyon (\$110 Value)

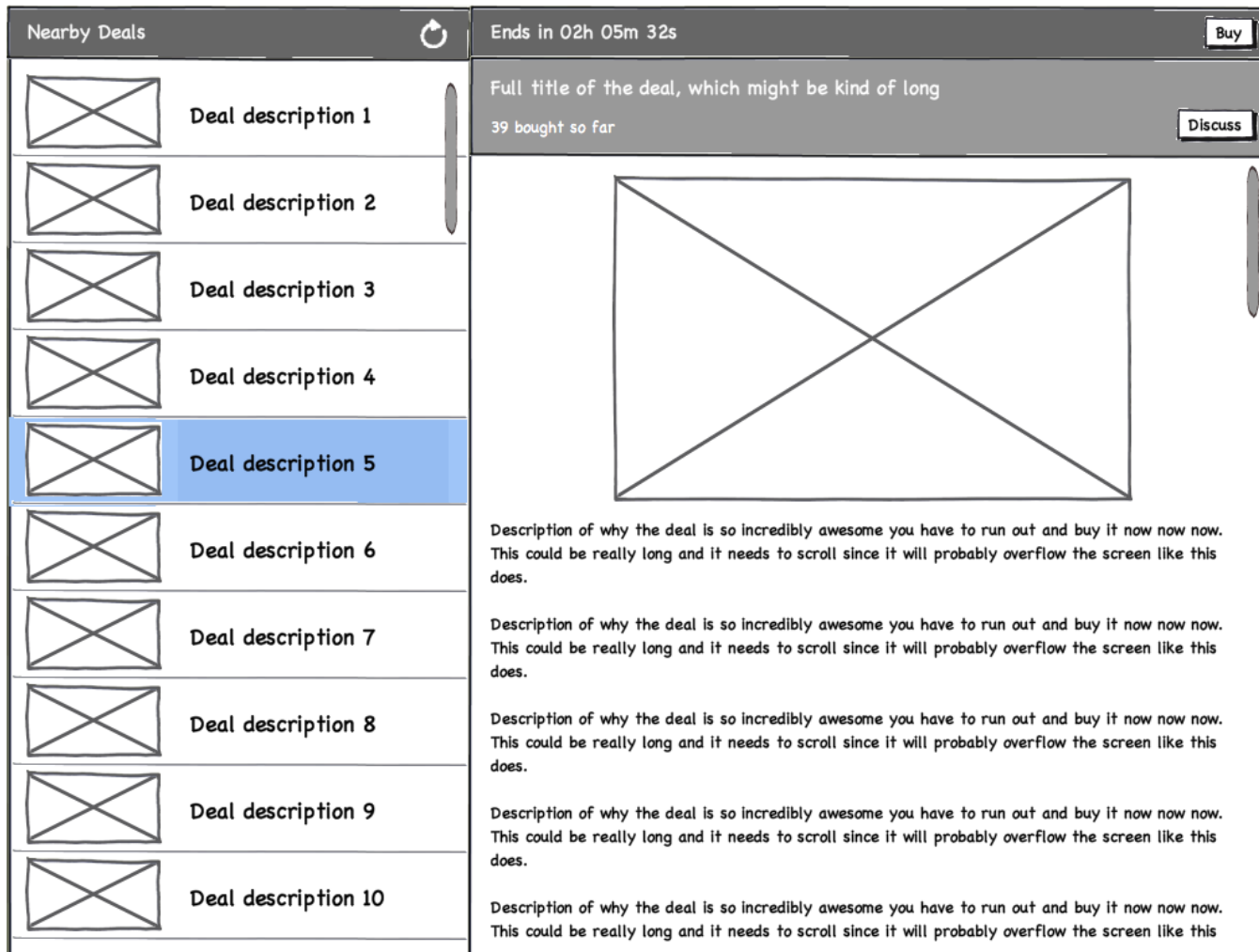
Example: Floupon – a Groupon browser

- Information
 - Deals for current location
 - Info on a specific deal
 - Discussions for a given deal
- User tasks
 - Refresh the deal list
 - Buy a deal
 - Post to a deal discussion

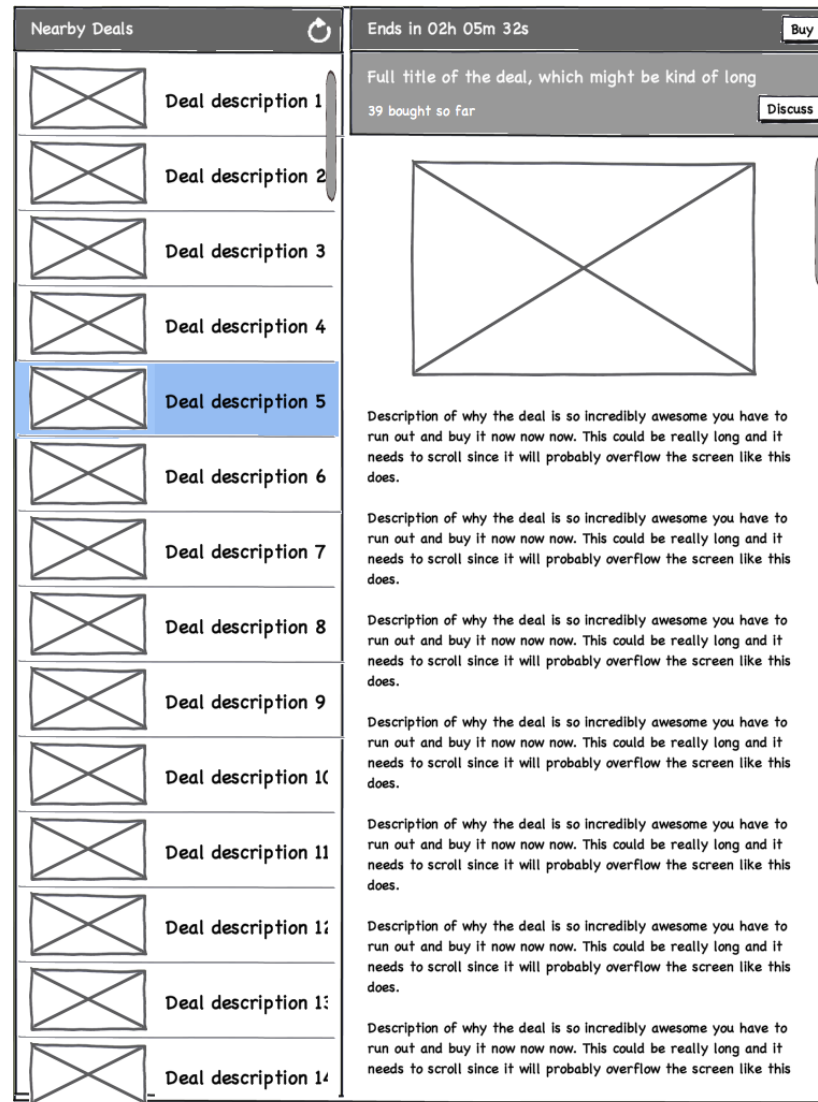
Floupon: Phone version



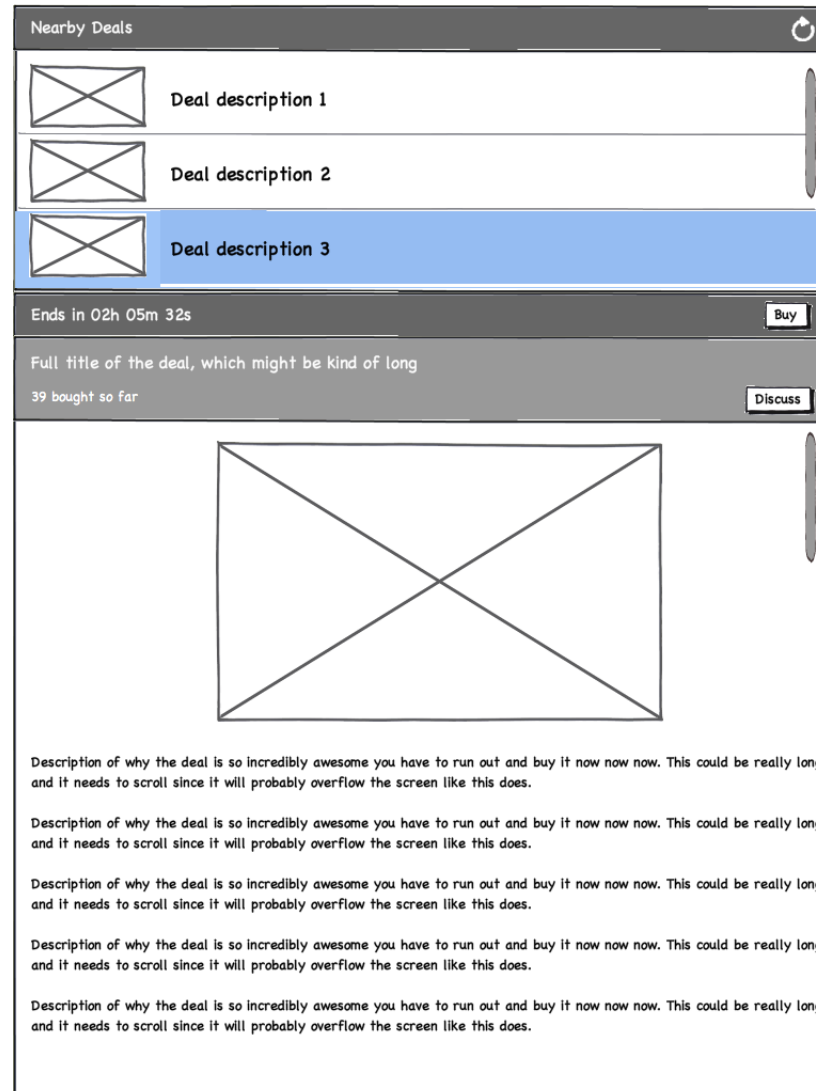
Floupon: Tablet version (landscape)



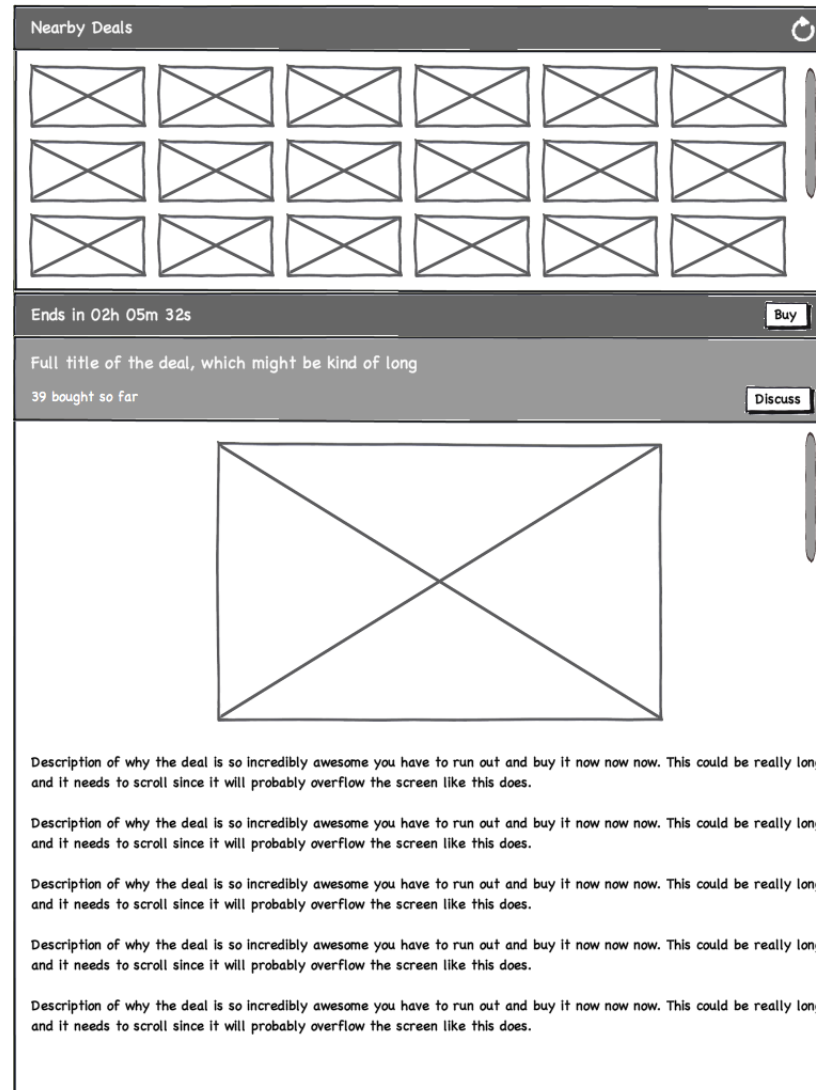
Floupon: Tablet version (portrait)



Floupon: Tablet version (portrait)



Floupon: Tablet version (portrait)

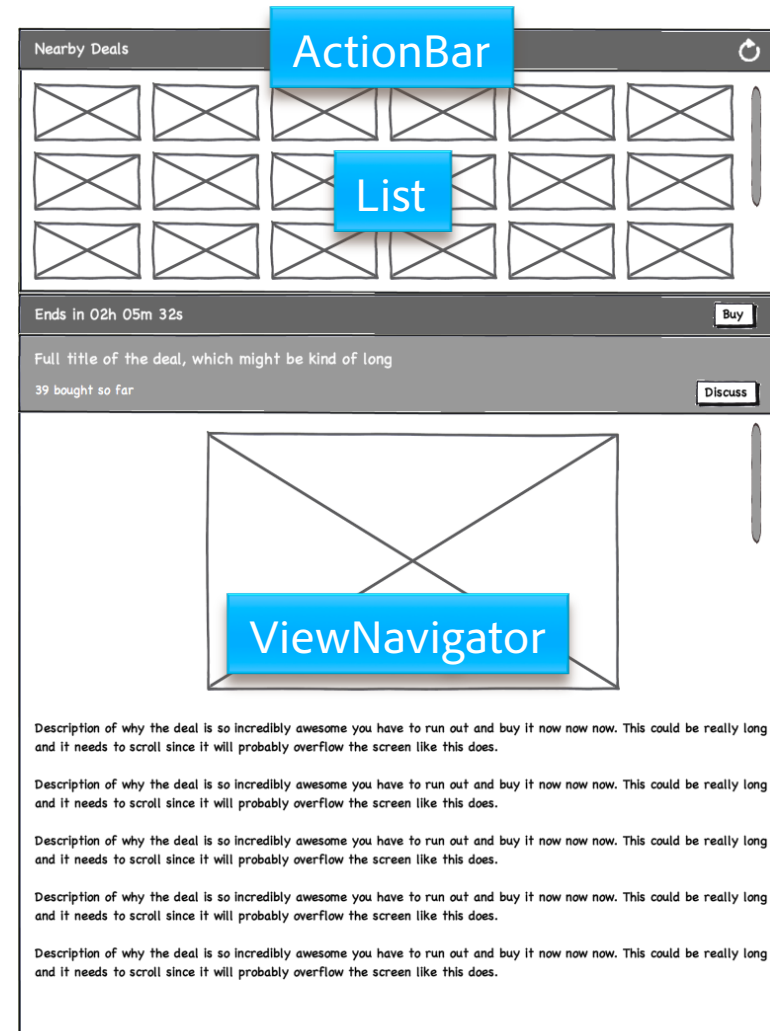
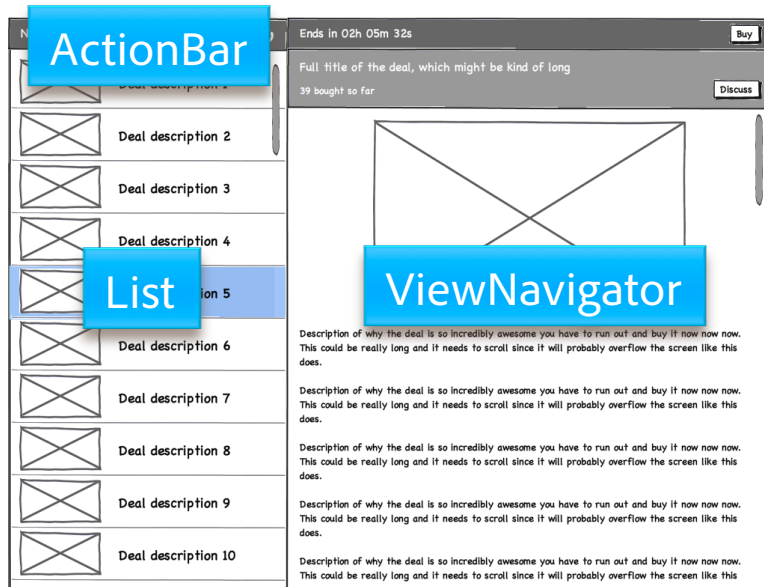
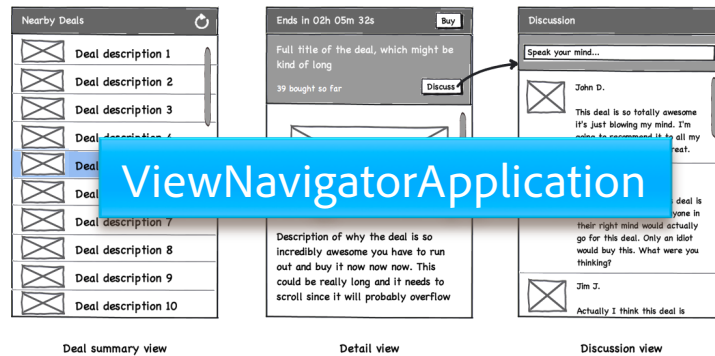




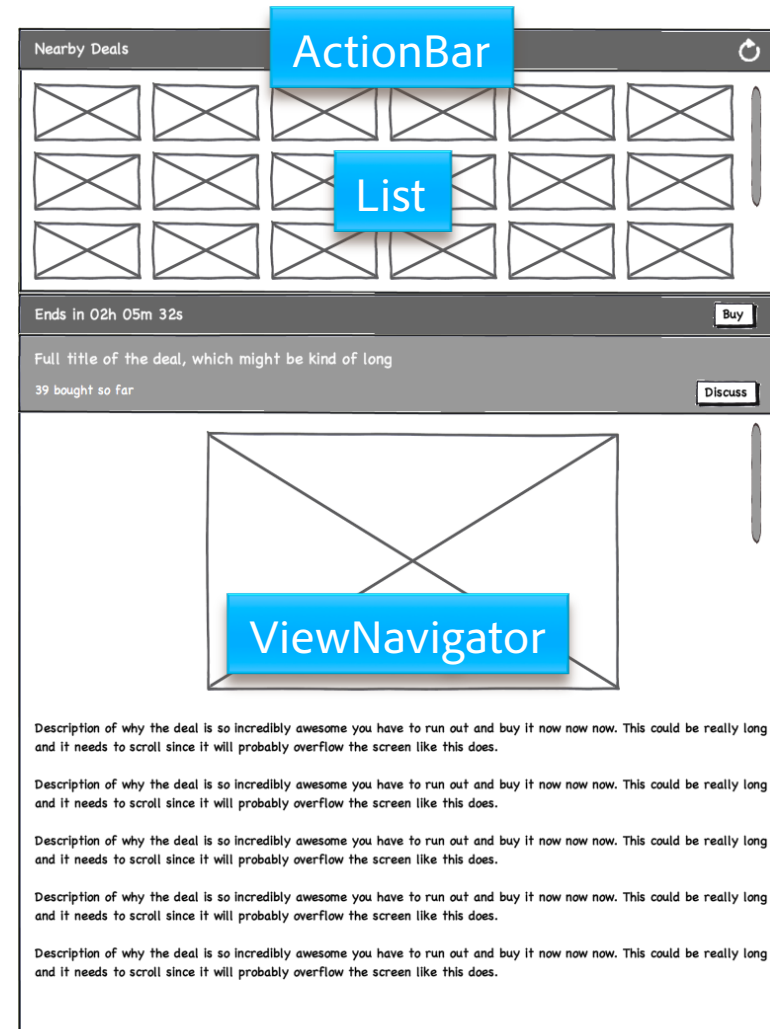
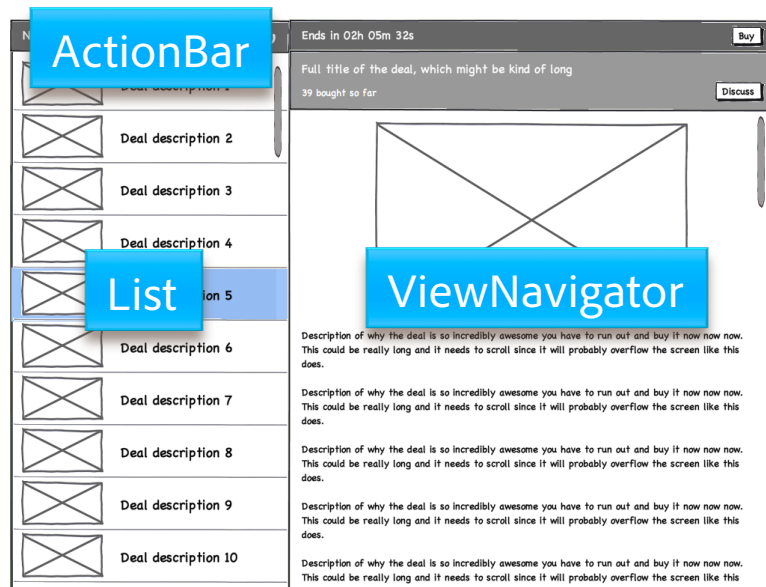
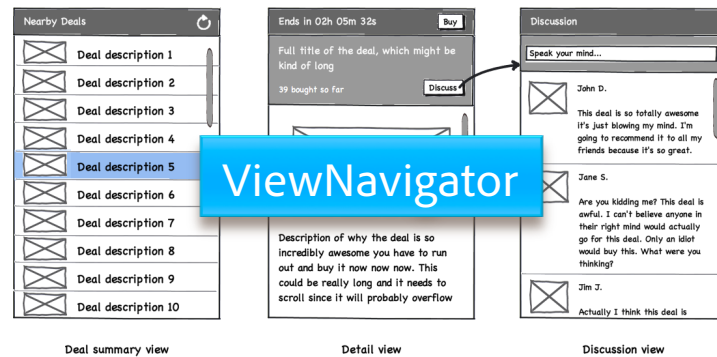
Building adaptive UI with Flex: Phone vs. tablet



Floupon: Separate phone and tablet apps



Floupon: Unified phone and tablet app



Handling the Back key

```
private function initializeHandler(event:Event):void
{
    systemManager.stage.addEventListener(KeyboardEvent.KEY_DOWN,
        deviceKeyDownHandler);
    systemManager.stage.addEventListener(KeyboardEvent.KEY_UP,
        deviceKeyUpHandler);
}

private function deviceKeyDownHandler(event:KeyboardEvent):void
{
    if (event.keyCode == Keyboard.BACK && mainNavigator.length > 1)
        event.preventDefault();
}

private function deviceKeyUpHandler(event:KeyboardEvent):void
{
    if (event.keyCode == Keyboard.BACK && mainNavigator.length > 1)
        mainNavigator.popView();
}
```


Using states to handle layout variations

```
private function resizeHandler(event:ResizeEvent):void
{
    var isPortrait:Boolean = height > width;
    var isTablet:Boolean = height > 960 || width > 960;

    currentState = (isPortrait ? "portrait" : "landscape") +
                    (isTablet ? "Tablet" : "Phone");
}
```

```
<ViewNavigator id="mainNavigator"
    left="0" left.landscapeTablet="{LIST_WIDTH}"
    top="0" top.portraitTablet="{ACTIONBAR_HEIGHT + LIST_HEIGHT}"
    right="0" bottom="0"
    firstView="views.SummaryView"
    firstView.landscapeTablet="views.DetailView"
    firstView.portraitTablet="views.DetailView"
/>
```

Using state groups

```
<states>
  <State name="portraitPhone"    stateGroups="portrait,phone"/>
  <State name="landscapePhone"   stateGroups="landscape,phone"/>
  <State name="portraitTablet"   stateGroups="portrait,tablet"/>
  <State name="landscapeTablet" stateGroups="landscape,tablet"/>
</states>

<ViewNavigator id="mainNavigator"
  left="0" left.landscapeTablet="{LIST_WIDTH}"
  top="0" top.portraitTablet="{ACTIONBAR_HEIGHT + LIST_HEIGHT}"
  right="0" bottom="0"
  firstView="views.SummaryView"
  firstView.tablet="views.DetailView"
/>
```

Managing states in views

```
private function handleViewActivate(): void
{
    setCurrentState(getCurrentViewState());
}

override public function getCurrentViewState(): String
{
    var newState: String = getPlatform() +
                          (isTablet() ? "Tablet" : "Phone");
    if (hasState(newState))
        return newState;
    else
        return currentState;
}
```

DEMO: Floupon running on Droid Pro,
iPad (portrait/landscape).



Building adaptive UI with Flex: Density management



DEMO: App designed for 160 dpi
running on Droid 2, iPhone 4
with no autoscaling.

CHEAT SHEET: How to deal with density

Set applicationDPI="160" on your application tag

Lay out your application for a 160 dpi device

Use *MultiDPIBitmapSource* for all bitmaps

Multiple densities: The problem

150 x 40 pixel button



Desktop monitor
@100 dpi
= 1.5" x 0.4"



Galaxy Tab
@160 dpi
= 0.9" x 0.25"



Droid 2
@240 dpi
= 0.6" x 0.17"

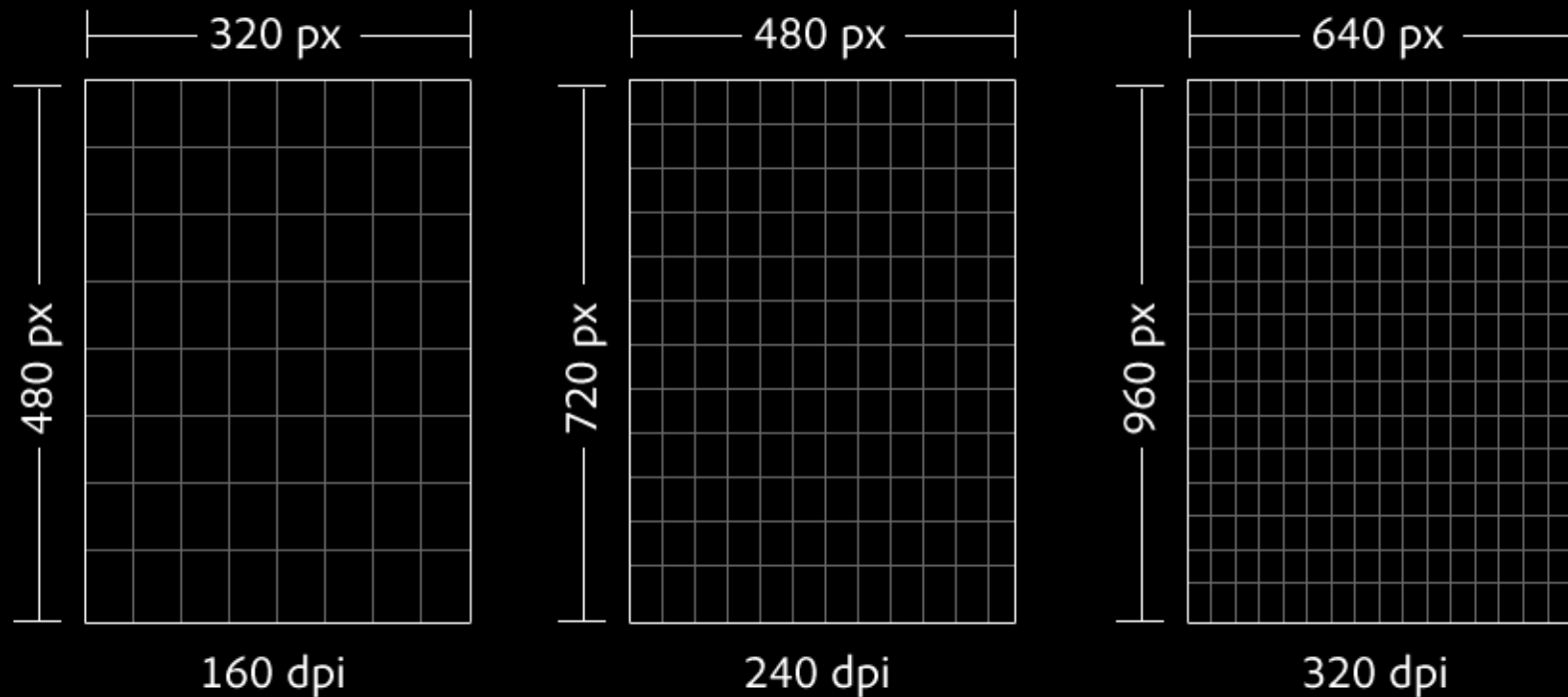


iPhone 4
@320 dpi
= 0.46" x 0.13"

Same pixel count, different physical sizes
(Minimum recommended size: 0.25" x 0.25")

Another perspective

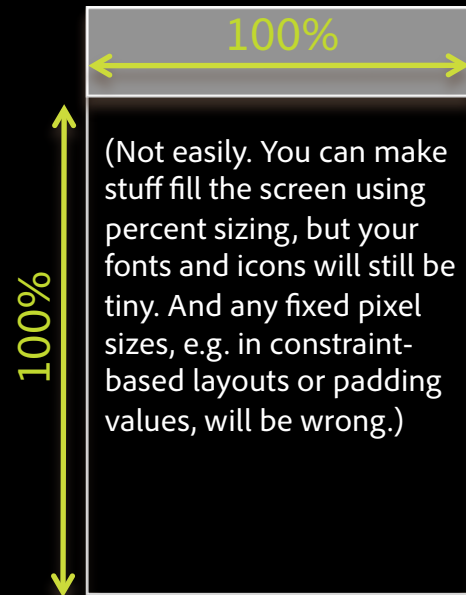
3.5" diagonal screen



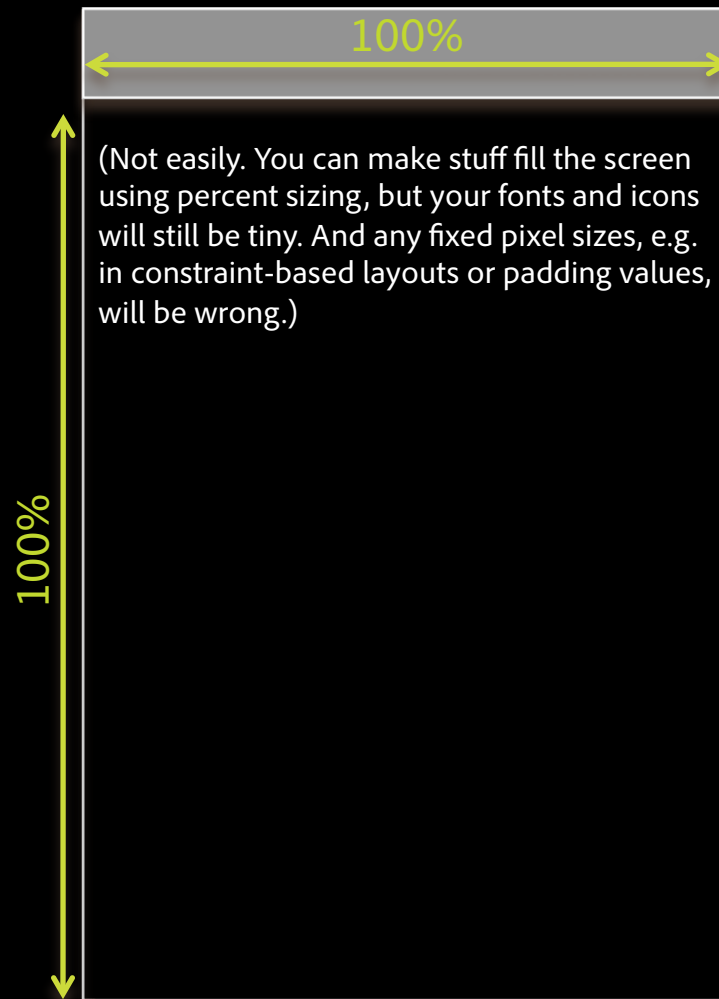
Same physical size, different pixel counts

Can I use dynamic layout to solve this?

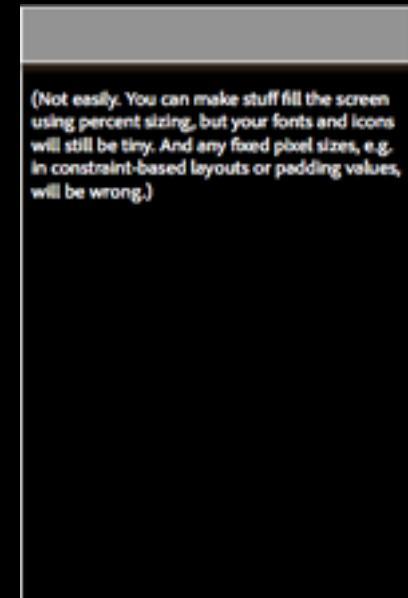
320x480 @160dpi



640x960 (at same density)



640x960 @320dpi



Solution: Automatic scaling for different DPIs

```
<Application applicationDPI="160">  
  <Button width="160" height="40"/>  
</Application>
```

160 dpi

Cancel

240 dpi

Cancel

320dpi

Cancel

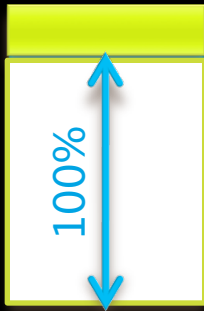
Scaled 1.5x

Scaled 2x

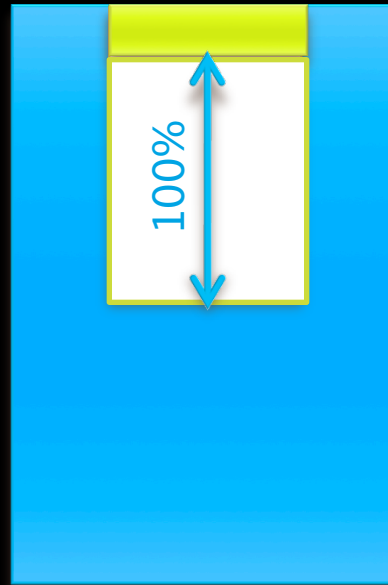
REMEMBER: To your code, the screen is always 160 dpi, and this button is always **160 x 40**, regardless of how the application is being scaled.

Resolution and density

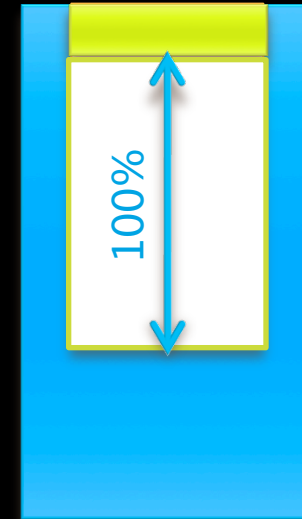
Droid Pro
320 x 480 @160dpi



iPhone 4
640 x 960 @320dpi
= 320 x 480 @160dpi



Droid 2
480 x 854 @240dpi
= 320 x 570 @160dpi



Use **scaling** (applicationDPI) to deal with **density differences**
Use **resizing** (dynamic layout) to deal with **physical size/aspect ratio differences**

DEMO: App running on device
with proper autoscaling
(Droid 2, iPhone 4).

Scaling different types of objects



Vectors

scale up well
(scaling down can be bad)
Outlines may blur slightly

Lorem

Ipsum

Dolor



Bitmaps

do not scale up well

Text

scales up well
(Flash scales font size)

DEMO: Refresh button icon
without MultiDPIBitmapSource
(on desktop).

Flex density concepts: Multi-DPI bitmaps

```
<Button click="dealSummaryList.refresh()">
  <icon>
    <MultiDPIBitmapSource
      source160dpi="@Embed('assets/refresh160.png')"
      source240dpi="@Embed('assets/refresh240.png')"
      source320dpi="@Embed('assets/refresh320.png')"/>
    </icon>
  </Button>
```

Design icon for 160 dpi

Make a 1.5x bigger version for 240 dpi

Make a 2x bigger version for 320 dpi

(e.g. 32x32, 48x48, 64x64)

DEMO: Refresh button icon with MultiDPIBitmapSource.

Default mapping for DPI classifications

Flex groups devices into **DPI classifications** based on actual device density

Classification	160 DPI	240 DPI	320 DPI
Devices	Most tablets iPhone 3GS Motorola Droid Pro	Most Android phones	iPhone 4
Mapped range	< 200 DPI	>= 200 DPI <= 280 DPI	> 280 DPI
Typical range	132 DPI (iPad) to 181 DPI (HTC Hero)	217 DPI (HTC Evo) to 254 DPI (NexusOne)	326 DPI (iPhone 4)

Can override default mappings using **runtimeDPIProvider**

Source: http://en.wikipedia.org/wiki/List_of_displays_by_pixel_density

Set applicationDPI="160" on your application tag

Lay out your application for a 160 dpi device

Use *MultiDPIBitmapSource* for all bitmaps

Manual DPI management

- Leave applicationDPI unset (will default to same as runtimeDPI)
- Built-in component skins in mobile theme will adapt to different DPIs
- Your own layouts and skins will need to adapt (pixel and font sizes)
 - Can use @media to set CSS rules for different DPIs
 - Use data binding or code to adapt layout properties per DPI
 - Multi-DPI bitmaps still work



Building adaptive UI with Flex: Multiple platforms



UI differences across platforms

Android phone

No back button

Multiple actions



Title left-aligned

Flat-look buttons

iPhone

On-screen back button

Single action



Title centered

Beveled buttons

Per-platform style rules

```
@media (os-platform: "ios") {  
    ActionBar {  
        defaultButtonAppearance: "beveled";  
        titleAlign: "center";  
    }  
}
```

Using states for platform differences

```
<states>
```

```
  <State name="androidPhone" stateGroups="phone"/>
  <State name="androidTablet" stateGroups="tablet"/>
  <State name="iosPhone" stateGroups="phone,needsBackButton"/>
  <State name="iosTablet" stateGroups="tablet,needsBackButton"/>
  <State name="playbook" stateGroups="tablet,needsBackButton"/>
```

```
</states>
```

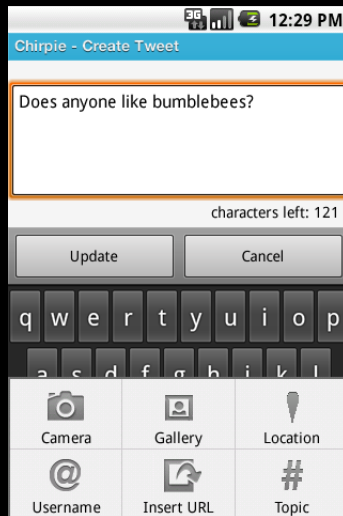
```
<navigationContent>
```

```
  <Button includeIn="needsBackButton" label="Back"
    click="handleBackClick()"/>
</navigationContent>
```

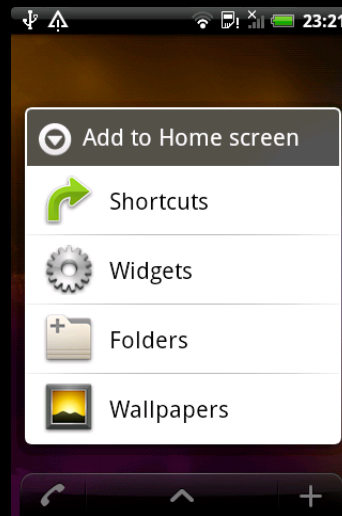
DEMO: App running on iPhone/iPad
compared to Droid 2/Galaxy Tab.

Other common platform differences

Android

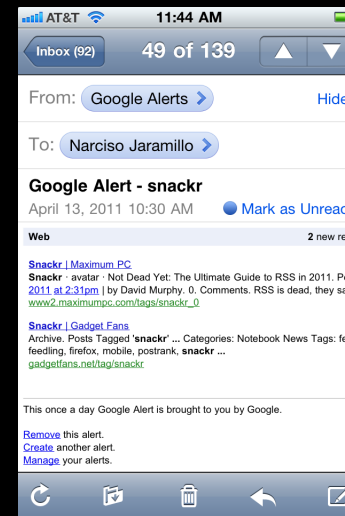


Menu button
(use ViewMenu)



Longpress menu
(use List,
SkinnablePopup
Container)

iOS



Bottom toolbar
(can use HGroup or
SkinnableContainer)

Know your platforms!



Conclusion



Key takeaways

Design for multiple screens

Resolution | Orientation | Density | Platform

Use states to handle layout and platform variations

Use applicationDPI to handle density

Test on desktop or on device

What next?

- Watch my blog: rictus.com/muchado for slides and code
- Follow me on Twitter: [@rictus](https://twitter.com/rictus)
- Look forward to Android support in the May release...
- ... and iOS and PlayBook support in the June release!



Adobe