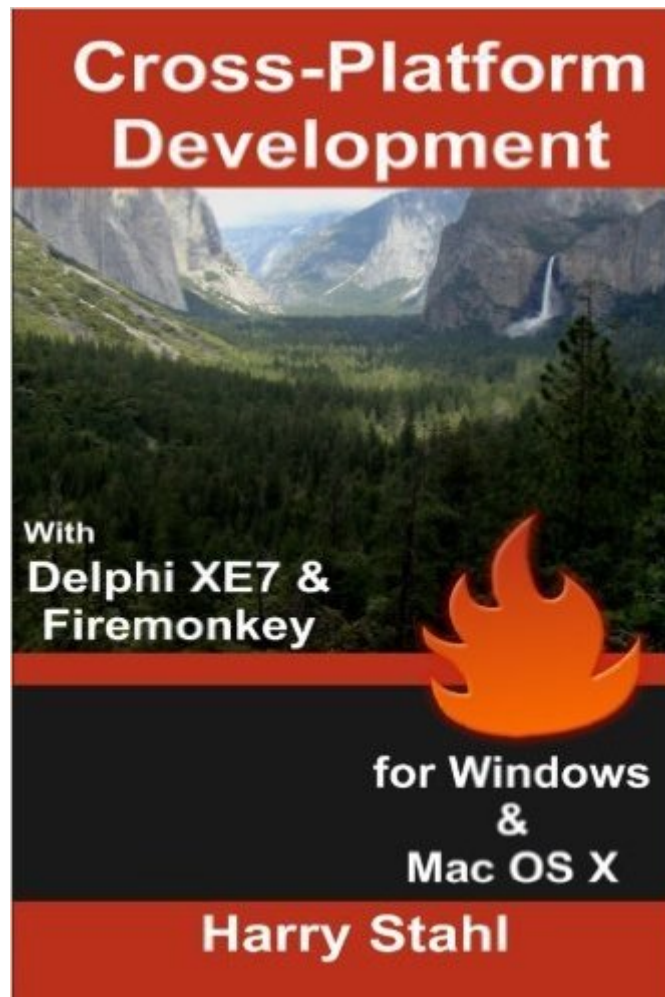# Cross-Platform Development With Delphi XE7 & Firemonkey For Windows & Mac OS X

Synopsis

Find Tips for converting your Delphi App from VCL to FireMonkey; Add missing hints to your FMX-App; Bring your Mac OS X App into the Apple App Store About this bookWorking with the new Multi Device Designer in Delphi XE7Solutions and workarounds for the Firemonkey frameworkTips for using the MIDA ConverterWho this book is forThis book is not for beginners in programming. It is for experienced VCL-developers, who want's to start with FireMonkey now. Or you are still working with FireMonkey and searching for several problem-solutions. In detail The book is a great help for all those Delphi developers, who want to do cross-platform development with FireMonkey for Windows and MAC OS X. The author presents his experience, which he has collected for this purpose as a developer. Save yourself hours and days to searching for solutions for tasks, which looks differently under FireMonkey, as under the Windows VCL. In particular, for frequently used VCL components is described, what are the equivalent components under FireMonkey and what might work differently. A separate section describes the use of the MIDA Converter (also in the Pro and Studio version), which helps you to convert your existing VCL application into a FireMonkey application. The process, how to bring programs that are developed with Delphi XE7 into the Apple App Store is also described in detail in this book. Since mid-2012, an application for the Mac AppStore must support the Apple sandboxing model. In the book is explained what is meant by this and how to use the so-called Entitlements. Also, it is described how to obtain persistent access to files and folders outside of the sandbox with App-Scoped Security bookmarks. In the appendix of the book you will find a printed HSW.FMXSandbox.pas unit (about 350 lines), which makes it possible under Delphi to work with these bookmarks. You will only reach the full performance and functionallity of your program, if you can access all the functions provided by the MAC OS X system. You can do this via the API functions of the system that can be integrated with the 3 layers "POSIX", CORE-API "and COCOA into the Delphi program. The book explains what is meant by these 3 layers and how you can access the individual functions in general. A separate section shows you how to work with graphics in FireMonkey, e.g. how to turn bitmaps, reflect, invert, color to gray or use other color filter functions applied to the bitmap. The section "Tips & Tricks for cross-platform development" describes amongst others difficulties, which could prevent you from bringing the application into the App Store. Do not wait 14 days after uploading your application for review and then only hearing from the Apple-review staff, why your app is rejected. The book also describes alternatives for an own distribution of the programs (outside the App Store), for example by delevering a ".dmg" file or a package that was created with the Package Maker. The book covers changes that have occurred with FireMonkey in XE7. It will be discussed in detail how to work with

the Multi Device Designer ("Fire UI"), which makes the platform development much easier. In the chapter "How to - Tips & Tricks" a number of tricks (>30) and workarounds will be shown (e.g. hints in FireMonkey, own drawing of listbox elements or grid-cells, etc.) which are required urgently for a really full-fledged Windows or MAC OS X program. The book is also helpful for users who working with Delphi XE8 or newer. The 6th edition of this book was translated by a professional translator.

Book Information

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Customer Reviews

Some sections were good but overall the book does not deliver. The translation from German to English is one thing but referring to components to be used with Firemonkey is dumb, what happens if someone cannot afford the components needed for the demos. The books should have been about using FMX and what is provided to you and NOT what you can purchase to make the demos work.The price is outrageous for a printed book and does not compare well with Delphi Cookbook which is much better.

This book contains tips, tricks, and workarounds for building cross platform apps for Windows and Mac OSX using Delphi XE7. Additionally, it describes the differences between the VCL framework and the FMX framework. The book is originally written in German and it shows but at the same time it is still easy to understand. This book is not about compilers and obscure language features. This book is geared towards Windows developers beginning cross platform development on the Mac using the single code base provided by Firemonkey.The book contains a lot of real world tips and tricks that the author learned converting VCL applications to Firemonkey. The sample source code

in the book alone is worth the money because it gets you that much closer to having a finished and polished product on Windows and Mac. Even if it only saves you a few hours worth of time it pays for itself.

This book has potential however, it seems that the English grammar it a direct translation of German to English through an automated translator program. There are many orthographical and grammatical errors that alter the meaning of what the author is trying to say making this book confusing to read. I consider this book as a version 0.1 for the English version that needs a complete revision before it reaches the version 1.0 good for first publication.

Anyone who has spent anytime at all attempting to develop cross-platform FMX apps will discover the same things that Harry Stahl did - with time. There are an equal number of neat tricks and tips I could add, so it's not a definitive guide either. Read it with that in mind, and you won't be disappointed.

Cross-Platform Development with Delphi XE7 & Firemonkey for Windows & Mac OS X Cross Stitch: Learn Cross Stitch FAST! - Learn the Basics of Cross Stitch In No Time (Cross Stitch, Cross Stitch Course, Cross Stitch Development, Cross Stitch Books, Cross Stitch for Beginners) WINDOWS 10: WINDOWS 10 COMPANION: THE COMPLETE GUIDE FOR DOING ANYTHING WITH WINDOWS 10 (WINDOWS 10, WINDOWS 10 FOR DUMMIES, WINDOWS 10 MANUAL, WINDOWS ... WINDOWS 10 GUIDE) (MICROSOFT OFFICE) FireMonkey Development for iOS and OS X with Delphi XE2 Mac's Field Guide to Cacti and Common Trees and Shrubs of the Southwest (Mac's Guides) (Mac's Guides (Paperback)) Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Delphi 2010 Handbook: A Guide to the New Features of Delphi 2010; upgrading from Delphi 2009 Mac OS X El Capitan for Seniors: Learn Step by Step How to Work with Mac OS X El Capitan (Computer Books for Seniors series) The Mac + Cheese Cookbook: 50 Simple Recipes from Homeroom, America's Favorite Mac and Cheese Restaurant Windows 10: The Ultimate User Guide To Microsoft's New Operating System - 33 Amazing Tips You Need To Know To Master Windows 10! (Windows, Windows 10 Guide,General Guide) Windows 10 For Beginners: Simple Step-by-Step Manual On How To Customize Windows 10 For Your Needs.: (Windows 10 For Beginners - Pictured Guide) ... 10 books, Ultimate user guide to Windows 10) Group Policy: Management, Troubleshooting, and Security: For Windows Vista, Windows 2003, Windows XP, and Windows 2000 Windows Command-Line for Windows 8.1,

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