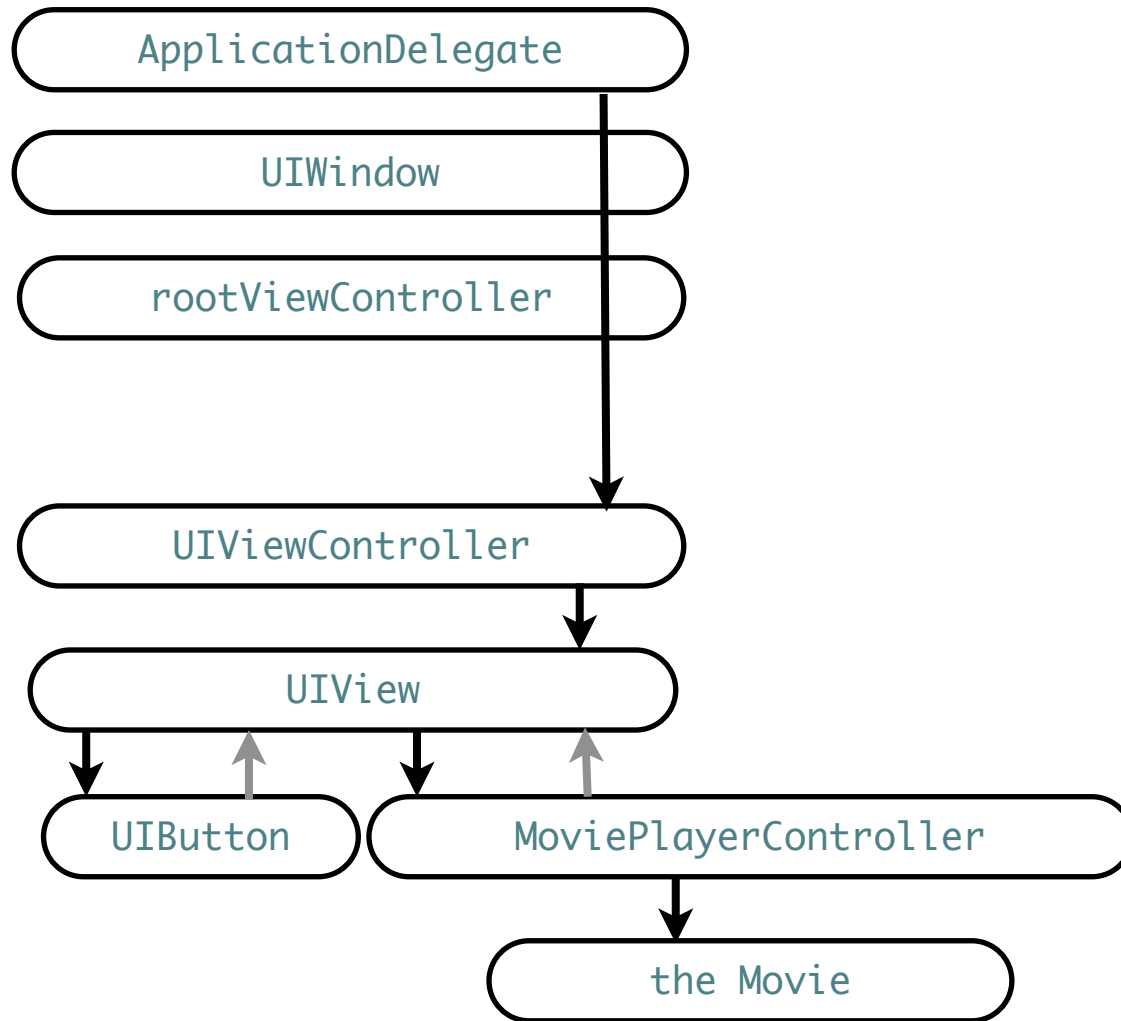


iPhone Game Development

QuickTime, core location, and some ethics

playing quicktime videos

- preferred m4v
- default player
- different ways to customize
- the player is “stand alone”
- requires: mediaPlayer.framework
- requires: coreDate.framework
- `#import <MediaPlayer/MediaPlayer.h>`



```
MPMoviePlayerController *theMovie=[[MPMoviePlayerController alloc]
initWithContentURL:[NSURL URLWithString:[NSBundle mainBundle]
pathForResource:@"sample_iPod" ofType:@"m4v"]]];

[[NSNotificationCenter defaultCenter]
addObserver:self
selector:@selector(myMovieFinishedCallback:)
name:MPMoviePlayerPlaybackDidFinishNotification
object:theMovie];

theMovie.view.frame=CGRectMake(0, 100, 320, 240);
[self addSubview:theMovie.view];
[theMovie play];
```

```
-(void) myMovieFinishedCallback:(NSNotification*)aNotification{
    MPMoviePlayerController* theMovie=[aNotification object];
    [[NSNotificationCenter defaultCenter]
        removeObserver:self
        name:MPMoviePlayerPlaybackDidFinishNotification
        object:theMovie];
    [theMovie.view removeFromSuperview];
}
```

customizations

scalingMode property
controlStyle property
repeatMode property

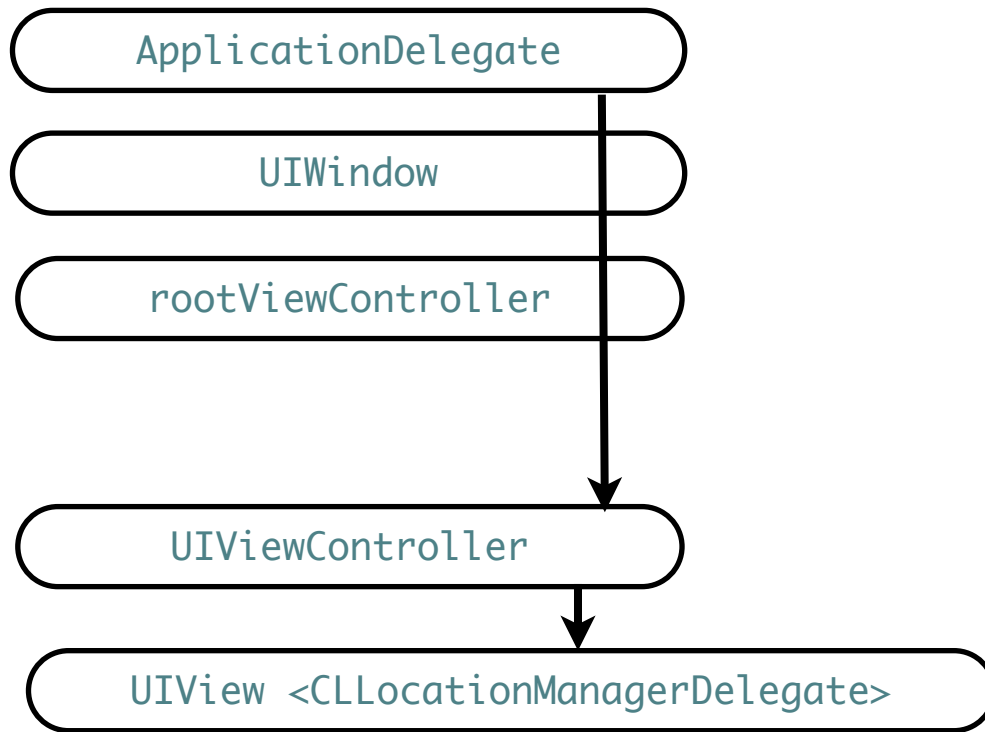
```
enum {  
    MPMovieRepeatModeNone,  
    MPMovieRepeatModeOne  
};  
typedef NSInteger MPMovieRepeatMode;
```

```
enum {  
    MPMovieControlStyleNone,  
    MPMovieControlStyleEmbedded,  
    MPMovieControlStyleFullscreen,  
    MPMovieControlStyleDefault = MPMovieControlStyleFullscreen  
};  
typedef NSInteger MPMovieControlStyle
```

```
typedef enum {  
    MPMovieScalingModeNone,  
    MPMovieScalingModeAspectFit,  
    MPMovieScalingModeAspectFill,  
    MPMovieScalingModeFill  
} MPMovieScalingMode;
```

Core Location

- GPS location
- requires CoreLocation.Framework
- `#import <CoreLocation/CoreLocation.h>`
- `#import <CoreLocation/CLLocationManagerDelegate.h>`
- must ask for permission ... will do that automatically



Responding to Location Events

- locationManager:didUpdateToLocation:fromLocation:
- locationManager:didFailWithError:

Responding to Heading Events

- locationManager:didUpdateHeading:
- locationManagerShouldDisplayHeadingCalibration:

Responding to Region Events

- locationManager:didEnterRegion:
- locationManager:didExitRegion:
- locationManager:monitoringDidFailForRegion:withError:
- locationManager:didStartMonitoringForRegion:

Responding to Authorization Changes

- locationManager:didChangeAuthorizationStatus:

```
CLLocationManager *locmanager=[[CLLocationManager alloc] init];  
[locmanager setDelegate:self];  
[locmanager setDesiredAccuracy:kCLLocationAccuracyBest];  
[locmanager startUpdatingLocation];
```

```
- (void)locationManager:(CLLocationManager *)manager  
  didUpdateToLocation:(CLLocation *)newLocation  
  fromLocation:(CLLocation *)oldLocation{  
  double my_latitude=newLocation.coordinate.latitude;  
  double my_longitude=newLocation.coordinate.longitude;  
  NSLog(@"%f %f",my_latitude,my_longitude);  
}
```

ethics?

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Ethics, also known as moral philosophy, is a branch of philosophy that addresses questions about morality—that is, concepts such as good and evil, right and wrong, virtue and vice, justice and crime, etc

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Ethics, also known as moral philosophy, is a branch of philosophy that addresses questions about morality—that is, concepts such as good and evil, right and wrong, virtue and vice, justice and crime, etc

Why do we kill people who kill people to show that killing people is wrong?

what do games have to
do with ethics?

what do games have to do with ethics?

- provide a virtual playground
- games can be educational
- role modes (Barbie, HeMan, Duke Nukem...)
- data mining

a couple of “famous” ideas

- kill everyone who doesn't share your opinion
- love everybody as you love yourself
- don't be emotionally attached
- don't worry, next life will be better (or worse)
- don't do any harm
- don't do evil
- my freedom ends where your freedom ends
- subjective, objective, meta-subjectivity