

Welcome

To Advance through Presentation
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99 | Worldwide
Developers
Conference



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Apple Game Sprockets in 1999

Better, faster, and now
with candy sprinkles



Introduction

Jim Black

Partnership Manager, Games



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Overview

Chris DeSalvo

Game Sprockets Tech Lead

Session Overview

- What's changed in the past year
- What's currently in development
- What to expect for 2000 and beyond



1998/99 Review

- Apple really does care about games
- Sprockets are finally funded and staffed
- Great response at the 1999 Game Developers Conference



98/99 Review (Cont.)

- Will be shipping as part of the OS starting with Mac OS 8.6
- Now localized into all 8 Tier I languages
- New versions have shipped:
 - DrawSprocket 1.1.4
 - InputSprocket 1.4.1
 - NetSprocket 1.1.1



Thank You!

- Sprockets adoption growing rapidly
- Keep it up and keep the feedback coming



DrawSprocket 1.1.4

- Faster initialization time
- Smarter context selection algorithm
- Gamma adjustment API fixed
- Lots of other bug fixes
- GoggleSprocket no longer supported



DrawSprocket in 1999

- Enhanced context switching options
- New context searching routines
- Faster blitters
- AltiVec acceleration
- Faster initialization time
- No more resource conflicts!



DrawSprocket in 1999

- Beginnings of integration with OpenGL
- Appearance Manager savvy
- Requires Mac OS 8.1 or later
- No more CFM-68K support



NetSprocket 1.1.1

- Repackaged as a single shared library
- Mostly bug fixes



NetSprocket in 1999

- Enhanced group management features
- New server management API calls
 - Includes support for NAT
- No more resource conflicts
- Appearance Manager savvy
- Requires Mac OS 8.1 or later
- No more CFM-68K support





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InputSprocket Overview

InputSprocket 1.4.1

- Lots of bug fixes
- USB support
- Beginnings of calibration



InputSprocket in 1999

- Generic universal USB support
- Real calibration
- Repackaged as one library (instead of 15)
- No more resource conflicts
- Appearance Manager savvy
- Requires Mac OS 8.1 or later
- No more CFM-68K support



InputSprocket Future: New Driver Model?

- Won't affect game application developers
- Old InputSprocket drivers unsupported?
- All subject to change
- Send us feedback





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SoundSprocket Overview

Ted Tanner

Senior Audio Architect

SoundSprocket

- Still shipping version 1.0
- But...



SoundSprocket in 1999

- Now using enCompass rendering engine
- Improved localization modes
- High and low resolution modes added
 - 1.5% of CPU per source for low
 - 3.0% of CPU per source for high
- Higher order Doppler shift modeling
- More accurate distance modeling



SoundSprocket '99

- Improved source radiation models
- Higher quality reverb engine
- OpenGL calling conventions added
- Appearance Manager savvy
- Requires Mac OS 8.1 or later



What about Über???

- Renamed OpenPlay—available now!
- Available as Open Source from Apple
- Includes full Mac OS and Win95 sources
- Use it, port it, expand it, build upon it!



Where to Go Next

- Check the sites:
 - <http://developer.apple.com/games/>
 - Current SDK, prerelease libraries, licensing info, programs, etc.
 - <ftp://ftp.apple.com/developer/games/>
 - SDK, DDK, test apps, sample games and more
 - <http://www.publicsource.apple.com>



Where to Go (Cont.)

- Join the mailing list:
 - <http://lists.apple.com/mac-games-dev.html>
- Feedback:
 - <http://developer.apple.com/contact/feedback.html>
- Reporting bugs:
 - <http://developer.apple.com/bugreporter/>





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Q&A

Roadmap

201 AltiVec Overview (Repeat)

Accelerate that thing!

Hall 2
Thur., 9:00am

202 Vectorizing Your Code

How to implement AltiVec support

Hall C
Wed., 9:00am

505 OpenGL Acceleration

The future of 3D gaming

Hall 2
Wed., 10:15am

703 WWDR Feedback Forum

Are you being served?

Hall J2
Thur., 4:00pm



Roadmap (Cont.)

211 Writing AltiVec Code

Accelerate that thing!

Hall A1
Fri., 9:00am

609 Mac OS X Networking Overview

Can we talk?

Hall A2
Fri., 9:00am

610 Open Transport in Carbon

Hall A2
Fri., 10:15am

106 Carbon on Mac OS X (Repeat)

How to get there from here

Hall C
Fri., 2:30pm





Think different.TM



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