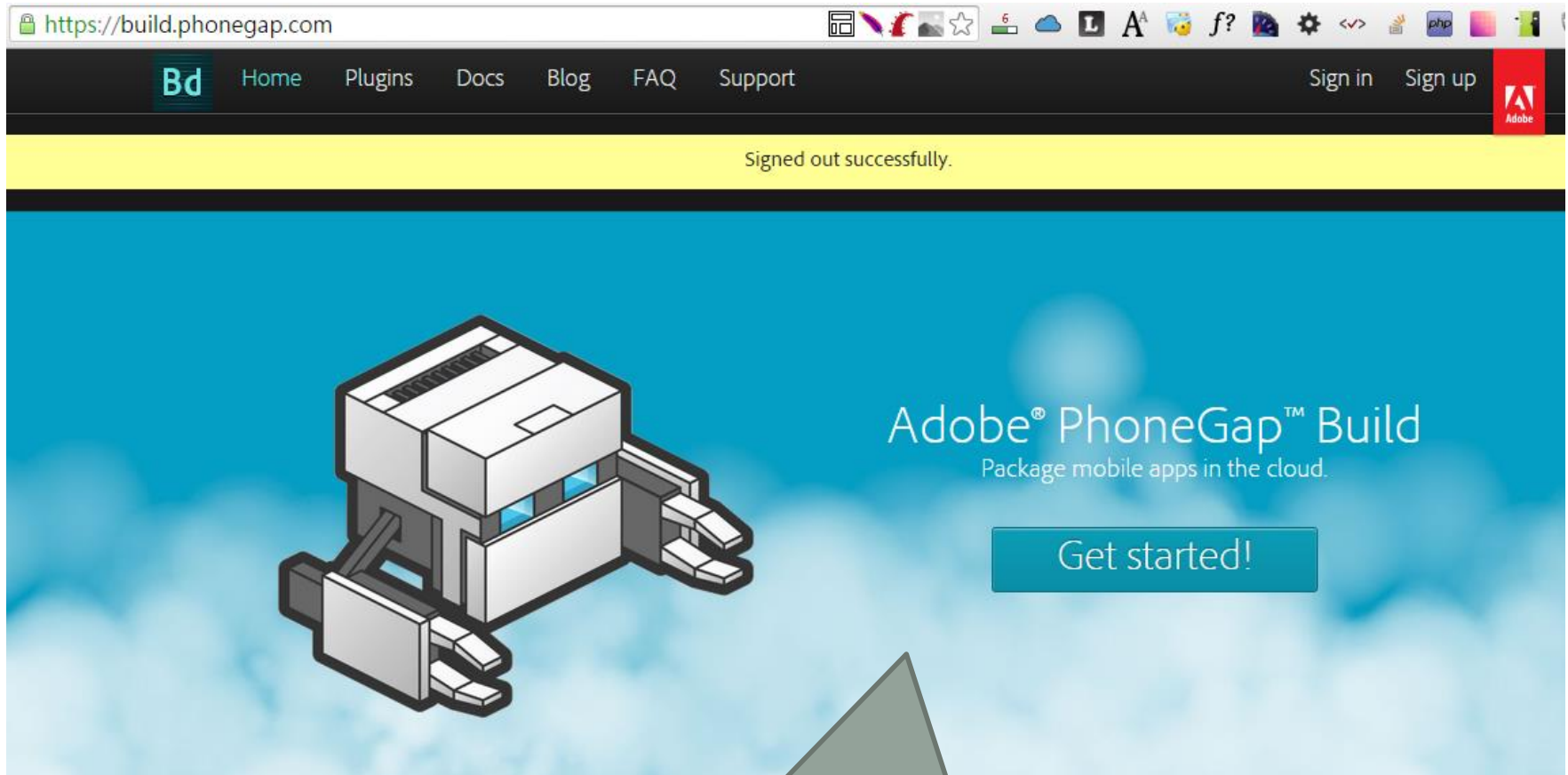


PHONEGAP BUILD

By Dannis Mok

Login to PhoneGap Build



Require Adobe CC account

Upload a Zip file

The screenshot shows a web interface titled "Your apps" with a dark header. Below the header, there are two tabs: "open-source" and "private". A "Close" button is in the top right corner. The main content area is divided into two sections. The left section contains a text input field with the placeholder "paste .git repo", a smaller input field for "branch or tag (optional)", and a button labeled "Pull from .git repository". Below these is a link that says "Connect your Github account". The right section features a button labeled "Upload a .zip file". At the bottom of the interface, there is a note that says "up to 25 private apps." and a promotional message "Create more apps! Made now to build".

Upload a html file or
a zip file containing
the Cordova project

Building the Apps

The screenshot shows the PhoneGap Build web interface for an application named "Space Invasion". The app icon is a blue UFO. The text "My first Apps" is displayed below the icon. A QR code is visible in the top right corner, with an "Install" button and an eye icon below it. In the center, there are buttons for "Update code" and "Rebuild all". Below these are tabs for "Builds", "Plugins", "Collaborators", and "Settings". A table lists app details: App ID (1402702), Version (1.0), PhoneGap (3.7.0), Owned by (dannismok@gmail.com), Source (zip package), and Last built (10) (1 day). At the bottom, there are sections for iOS and Windows builds. The iOS section shows a dropdown for "My Key 4", "Rebuild", "Log", and "ipa" buttons. The Windows section shows a dropdown for "No publisher ID s...", "Rebuild", "Log", and "xap" buttons. A speech bubble on the right says "Can build without signing key".

Space Invasion

My first Apps

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Source	Last built (10)
1402702	1.0	3.7.0	dannismok@gmail.com	zip package	1 day

Can build without signing key

iOS My Key 4 Rebuild Log ipa

Windows No publisher ID s... Rebuild Log xap

My Release Key Rebuild Log apk

Building the Apps

The screenshot shows the PhoneGap Build web interface for an app named "Space Invasion". The app icon is a blue UFO. The text "My first Apps" is displayed below the app name. A QR code is visible in the top right corner, with an "Install" button and an eye icon below it. In the top left, there are buttons for "Update code" and "Rebuild all". Below these are tabs for "Builds", "Plugins", "Collaborators", and "Settings". A table lists app details: App ID (1402702), Version (1.0), PhoneGap (3.7.0), Owned by (dannismok@gmail.com), and Source (zip). At the bottom, there are two rows of controls. The first row is for the "iOS" platform, showing a dropdown menu with "My Key 4", and buttons for "Rebuild", "Log", and "ipa". The second row is for the "Android" platform, showing a dropdown menu with "My Release Key" and a lock icon, and buttons for "Rebuild", "Log", and "apk".

Space Invasion
My first Apps

Update code Rebuild all

Builds Plugins Collaborators Settings

App ID	Version	PhoneGap	Owned by	Source
1402702	1.0	3.7.0	dannismok@gmail.com	zip

iOS My Key 4 Rebuild Log ipa

Android My Release Key Rebuild Log apk

Can add Digital Certificate and Provisioning Profile to sign the IOS apps

Can add Android Release certificate to sign the Apps

IOS signing key



iPhone Developer: Dannis Mok (6V4SHQ49PR)
Issued by: Apple Worldwide Developer Relations Certification Authority
Expires: Saturday, 9 April, 2016 6:33:10 pm Hong Kong Standard Time
✓ This certificate is valid

Name	Kind
⌘ iMessage Signing Key	public key
⌘ iMessage Signing Key	private key
⌘ iMessage Encryption Key	public key
⌘ iMessage Encryption Key	private key
⌘ Dannis Mok (Cordova)	public key
▼ ⌘ Dannis Mok (Cordova)	private key
📄 iPhone Developer: Dannis Mok (6V4SHQ49PR)	certificate
⌘ Dannis Mok	public key
⌘ Dannis Mok	private key

Use KeyChain Access to
export the Digital Certificate
and save in p12 format

IOS signing key



iPhone Developer: Dannis Mok (6V4SHQ49PR)

Issued by: Apple Worldwide Developer Relations Certification Authority

Expires: Saturday, 9 April, 2016 6:33:10 pm Hong Kong Standard Time

✓ This certificate is valid

Name	Kind
Ⓚ iMessage Signing Key	public key
Ⓚ iMessage Signing Key	private key
Ⓚ iMessage Encryption Key	public key
Ⓚ iMessage Encryption Key	private key
Ⓚ Dannis Mok (Cordova)	public key
▼ Ⓚ Dannis Mok (Cordova)	private key
📁 iPhone Developer	certificate
Ⓚ Dannis Mok	public key
Ⓚ Dannis Mok	private key

New Identity Preference...

Copy "iPhone Developer: Dannis Mok (6V4SHQ49PR)"

Delete "iPhone Developer: Dannis Mok (6V4SHQ49PR)"

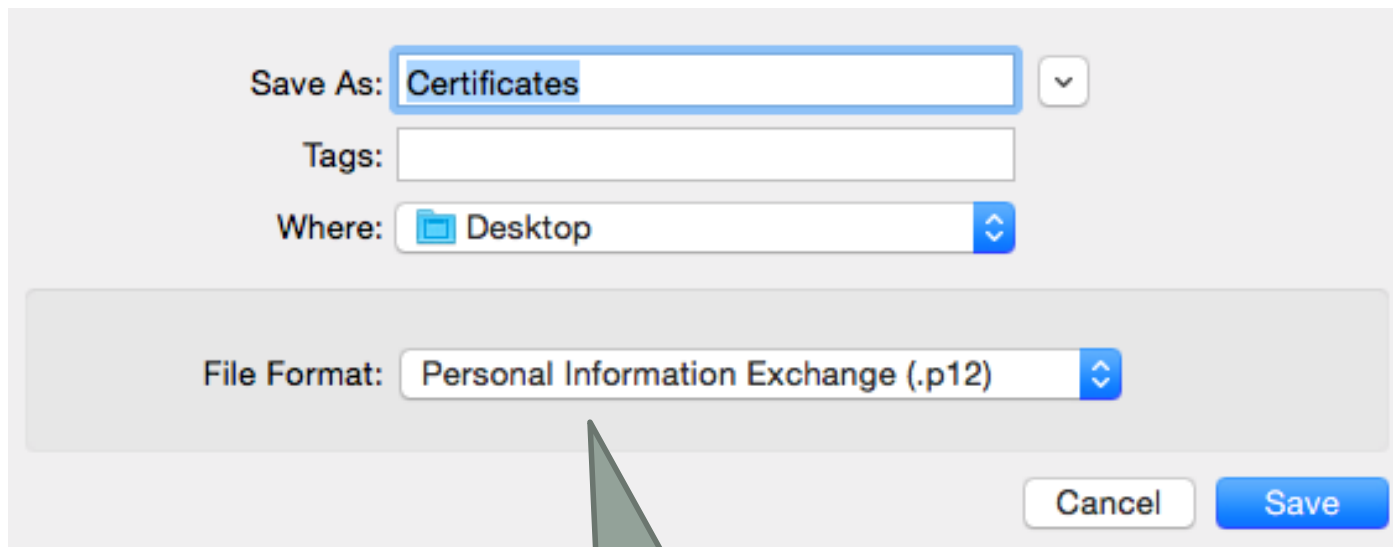
Export "iPhone Developer: Dannis Mok (6V4SHQ49PR)"...

Get Info

Evaluate "iPhone Developer: Dannis Mok (6V4SHQ49PR)"...

Export

IOS signing key



The image shows a standard macOS 'Save As' dialog box. The 'Save As:' field contains the text 'Certificates'. Below it, the 'Tags:' field is empty. The 'Where:' field shows a folder icon and the text 'Desktop'. The 'File Format:' field is highlighted with a grey background and contains the text 'Personal Information Exchange (.p12)'. At the bottom right, there are two buttons: 'Cancel' and 'Save'.

Save As: Certificates

Tags:

Where: Desktop

File Format: Personal Information Exchange (.p12)

Cancel Save

Save in P12 format

Tool for Icon Makers

The screenshot shows a web browser window with the URL `makeappicon.com/download/f6ce910a90dc442d9bdf7c717a047011#`. The website header includes the MakeAppicon logo, the tagline "Generate App Icons of **ALL** sizes with a click!", and social media links for Twitter (2,033) and Facebook (Like 0). The main content area displays a "Success!" message with the instruction "Download your icons now." Below this, there are two tabs: "iOS" (selected) and "Android". A thank-you message states: "Thanks for using makeappicon.com! If you like, you can subscribe to our email newsletter from Oursky and download the app icon package." Next to this is an email input field containing "dannismok@gmail.com" and a green download button with a downward arrow icon. A light blue banner at the bottom of the main content area says "We create Mobile Apps and Digital Products" with a "Learn More" link and an arrow. Below the banner, it says "OURSKY This service is provided by OURSKY". The footer contains a mobile app icon and links for "Privacy statement", "About", "Contact us", "Use icons for iOS 8 app", and "Use icons for mobile web app".

makeappicon.com/download/f6ce910a90dc442d9bdf7c717a047011#

MakeAppicon Generate App Icons of **ALL** sizes with a click!

Tweet 2,033 Like 0

Success!

Download your icons now.

iOS Android

Thanks for using makeappicon.com! If you like, you can subscribe to our email newsletter from Oursky and download the app icon package.

dannismok@gmail.com

↓

We create Mobile Apps and Digital Products

[Learn More](#)

OURSKY This service is provided by OURSKY

Privacy statement About Contact us Use icons for iOS 8 app Use icons for mobile web app

Code for fitting mobile devices screen

```
<head>
<meta charset="utf-8">
<meta name="viewport" content="user-scalable=no,width=device-width,initial-scale=1 maximum-scale=1.0"/>
<link href="styles.css" type="text/css" rel="stylesheet"/>
</head>
<body>
  <div id="gameWrapper">
    
    <canvas width="450" height="750"></canvas>
  </div>
</body>
```

Use the meta tag to fit the device width and disable scaling

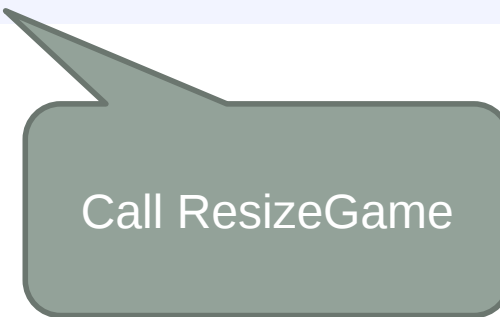
Can add a gameWrapper div and also a background image

```
body{
  background-color: #8b0000;
  margin: 0;
}
#gameWrapper{
  position: absolute;
}
canvas, img{
  -webkit-transform-origin:0px 0px;
  transform-origin: 0 0;
  position: absolute;
}
```

Content of style.css

Code for fitting mobile devices screen

```
function optimizeForTouchAndScreens() {  
    if (typeof window.orientation !== 'undefined') {  
        window.onorientationchange = onOrientationChange;  
        onOrientationChange();  
    } else {  
        window.onresize = resizeGame;  
        resizeGame();  
    }  
}  
  
function onOrientationChange() {  
    setTimeout(resizeGame, 100);  
}
```



Call ResizeGame

Code for fitting mobile devices screen

```
function resizeGame() {  
    var nTop, nLeft, scale;  
    var gameWrapper = document.getElementById('gameWrapper');  
    var bg = document.getElementById('bg');  
    var w = window.innerWidth;  
    var h = window.innerHeight;  
    var newWidth = window.innerWidth;  
    var newHeight = window.innerHeight;  
    var widthToHeight = canvas.width / canvas.height;  
    var newWidthToHeight = newWidth / newHeight;  
    if (newWidthToHeight > widthToHeight) {  
        newWidth = newHeight * widthToHeight;  
        scale = newWidth / canvas.width;  
        nLeft = (w / 2) - (newWidth / 2);  
        gameWrapper.style.left = (nLeft) + "px";  
        gameWrapper.style.top = "0px";  
    }  
    else {  
        newHeight = newWidth / widthToHeight;  
        scale = newHeight / canvas.height;  
        nTop = (h / 2) - (newHeight / 2);  
        gameWrapper.style.top = (nTop) + "px";  
        gameWrapper.style.left = "0px";  
    }  
    canvas.setAttribute("style", "-webkit-transform:scale(" + scale + ")");  
    bg.setAttribute("style", "-webkit-transform:scale(" + scale + ")");  
    window.scrollTo(0, 0);  
}
```

optimizeForTouchAndScreens();

Manually call
the function
to resize the
screen