

Corona SDK promo by inneractive for March 2019


Corona SDK promo by inneractive for March 2019

Seems like our buddies at inneractive *really* love Corona developers – so much so that they have decided to do yet *another* special Corona promo for the third month straight!

For the month of March, inneractive will be offering a “Disco Pack” for app discovery. The Disco Pack will utilize inneractive's premium in-app inventory for banners, promoting your app and linking to the download page. All what you gotta do is sign up and send over the banners – inneractive will take care of the rest.

App of the Week (March 12, 2019): Monster Splash

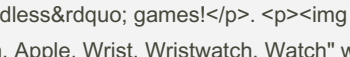
We've seen many success stories with Corona SDK, but this one especially caught our eye.

Scott from Free Fall Apps had been using Corona for a grand total of three weeks before he managed to create his first game – the marine life jumper *Monster Splash*. Not only that, but his first game is now our latest **App of the Week**! 

Monster Splash takes the familiar gameplay of a mobile jumper like *Doodle Jump* and wraps it in a fun, quirky ocean motif. You can select between eight lovable urchin characters to play through four beautiful underwater levels, including a coral reef, the deep sea, a shipwreck, and even Antarctica.

The gameplay is pretty simple: Swim up (“jump”) as high as you can for as long as you can to rack up points (unfortunately, you'll never reach the surface of the water). All the while, avoid enemies and keep an eye out for power-ups to further boost your score and subsequent bragging rights.

Maybe I'm just a sucker for ocean games (remember *Redneck Jellyfish?*), but I *loved* how the physics and animation worked in this game to further reinforce the deep sea feel. While it also fulfills the aesthetics of the game, the slower “water resistance” of the in-game physics also serves to keep the gameplay from hitting too frantic of a pace. On top of that, there's enough variation among power-ups and obstacles to keep this “endless jumper” from getting too boring early on – which tends to be a problem with most “endless” games!



Go get *Monster Splash* in the App Store now, and be sure to let @FreeFallAppz know what you think of it.

New release: OpenPlug Studio CR14

An updated version of OpenPlug Studio has just been released (v3.0.10.32-149)

We have also implemented iCloud key/value store which lets you store small data in iCloud and share it between instances of your application. Moreover, for devices running Android or an earlier version of iOS, such data is stored locally, without sync', check our blog - <https://jatapp.com/blog/learning-management-system-development-step-by-step-guide/>. Check the updated UICatalog from OpenPlug Studio CR 14 "import sample" box for sample code on iCloud.

iOS distribution signing on Windows and Mac

Sample

Sign your iOS applications for distribution right from OpenPlug Studio. There is no more need for signing with Xcode! IPA package signature for both development and iTunes distribution was completed with the additional support of:

Apple Push Notification service
in App purchase
And it runs seamlessly on Mac and Windows machines.

jQuery.ajax support

OpenPlug Studio builds apps faster

We implemented a subset of the original jQuery AJAX to let you place and process asynchronous HTTP request quickly. You can now build your own AJAX library in JavaScript and re-use it in your OpenPlug Studio applications AND in your website.

Check the jQuery.AJAX documentation in the API reference and the updated UICatalog from OpenPlug Studio CR 14 "import sample" box for sample code.

Change Requests



Corona SDK promo by inneractive for March 2019 (cont)

As part of this release comes a number of bug fixes requested by our users through the vote for change requests page, including (amongst others):

SystemAPI.getNetworkConnectionType: Generic API to check if the device is connected over 3G or Wifi

Check out the release notes for more details

Important Notice - Last OpenPlug Studio Release

Last OpenPlug Studio Release is Out !Today we have some important news about OpenPlug Studio.

Our parent company Alcatel-Lucent has decided to stop future development of the product and the associated resources will soon be reassigned to other projects.

Version CR15 has just been released. This is the last release of the tool. You can download it here. This new version can be used without logging in to the Developer Zone, for an indefinite period of time, and all offline usage prompts have been removed. It also brings a number of change requests implementations (e.g. native Android buttons) and a number of bugfixes. Please see the release notes for details.

What happens next ?

We will continue to provide questions & answers support through the Forum until December 23rd, 2011. After this date, you will still be able to use OpenPlug Studio version CR15 for an indefinite amount of time, however we will not provide support or new releases. We will provide moderator rights on the Forum to select key contributors at the beginning of 2012, if you are interested in becoming a moderator please contact us. Effective immediately, it is not possible for new users to register on this website. This website will stay up until December 28th 2012 so that community members can help each others' out through the Forum. We want to heartily thank you for the interest you have shown in our product and are very sorry that our story together comes to such an end.

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