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Dc universe app

Source: iMore There's an app for this. I've been in computers since I was a young kid, so I've always been interested in software and applications. But it wasn't until after the iPhone and the App Store that it really exploded for me. In fact, I started to make my living by writing about apps and games on the iPhone, then eventually it spread to the iPad as well as Mac apps. And more than a decade later, I'm still here, writing about applications. Since I entered this industry, I like to discover new applications, test them, and finally tell people just how good (or not) they are. But sometimes this passion became expensive when there were three separate versions of an app, and the absence of a version would give you an incomplete experience. Fortunately, we're on the road to truly universal applications with Catalyst, and it's a great idea for the consumer. Before universal iOS apps, you had to buy an app several times Source: iMore Back when the App Store launched in 2008, there were only iPhone apps, because the iPad wasn't even available yet. Then, when the iPad released in 2010, there came a wave of iPad-specific apps and games, and at one point, popular iPhone apps began to get their own standalone iPad versions. But just because you already had the iPhone version didn't mean anything if it was a paid app - you had to buy it again if you wanted it on your iPad. As much as I love apps, I've always found it a bit annoying that you basically had to pay twice to have some apps for your iPhone and iPad. I get that developers needed to make money to support their business to make applications, but it felt like double-soaking in customers' wallets. And most of the time at the time, the iPad version of an app could be nothing but a glorified and blown iPhone version. There wasn't much difference between the two, except that the iPad just had a bigger screen. Some developers got it though and have had their iPad versions take full advantage of what the iPad had to offer, including the larger screen domain for more informative views at a glance, and the like. But still, it was hard to justify paying again for the iPad version if someone didn't always use their iPad at the time (it was much less advanced at the time). Universal iOS apps have been a source of God: Lory Gil/iMore At one point, universal apps for iOS have become a thing, with a purchase giving users access to the app on their iPhone and iPad. In the end, it moved Include Apple TV as well, but that is mainly geared towards gaming and video streaming. So a purchase of an app or game on your iPhone or iPad, and it would be accessible on your other iPhones, iPads, and even Apple TV without having to buy it again. I remember when Fantastical, one of my most used apps, had separate versions on iPhone and iPad, and there was also the standalone mac version too. I remember I reluctantly paid for the iPad version of Fantastical 2 way back when, but I used it often when I was I was iPad. At one point, Flexibits abandoned the idea of having separate iPhone and iPad versions of Fantastical, and eventually just merged into one, universal iOS app for about \$5. The Mac app was still separate, of course, but at the time, mac and iOS apps were built differently. But wouldn't it be great if you just bought an app once and it could be everywhere? With Catalyst, this dream comes true. macOS Catalina is the catalyst for truly universal applications Source: iMore With macOS Catalina and Xcode 11.4 (in beta), developers are now able to group macOS apps with iPadOS and iOS apps, giving way to a new wave of buy/download once, get it everywhere apps. And from a consumer point of view, it's going to be fantastic. As I mentioned earlier, there are a lot of useful apps (as well as fun games) that are on the iOS App Store, as well as the Mac App Store. But the problem has always been that it's called separate versions, so if it's called paid securities, you'll have to delve into your wallet at least twice. But with Catalyst, it may be a thing of the past. Catalyst essentially allows developers to create macOS versions of their existing iPad apps. This is because Catalyst brings more iOS UIKit to Mac, and allows developers to maintain a code base on both platforms. In short - it's a win-win for everyone, especially. You may be thinking, How do iPad apps, with their focus on multitasking and tactile gestures, translate to a Mac, with keyboard and mouse inputs by default? Fortunately, Apple thought about it with Project Catalyst. All UIKit multitasking gestures are automatically remapped to work with the mouse and trackpad inputs. The gestures don't translate well from touch screens to Macs, so they're not mapped, but developers can implement hover states for them instead if they want to. Again, most things will be automatic, but some things have to get Mac-ified manually, but still, Catalyst makes it a lot easier than before. And with the latest development with Catalyst being the news that developers can bundle macOS apps with iPadOS and iOS apps, we're just one step closer to eliminating App Store headaches. Honestly, I hope to see a lot of apps I use implementing this in future updates because it would make my life a lot easier. Think about things. I'm using things right now to keep track of the tasks I have to do for the job, as well as some personal things that I have to take care of. He is my tasks and helps me stay focused on what I need to do, so I have it on my iPhone, iPad, and Mac. But because each version is its own thing, I had to pay for things three times just to have a task management system that works for what I need. If The Cultivated Code goes with the new Catalyst bundling feature, then I could buy or download the next version of Things once, and it will end up on all the platforms that matter to me. With a mostly unified interface (iPhone will never look quite like the iPad or Mac version Limited screen size), you already know how an app works, regardless of which platform you're using it on. But then we reach the tricky part, and that's the price. Universal apps deserve a fair price for everyone involved Source: iMore Now, if more developers have started using the Catalyst aggregation system for their iPadOS, iOS, and macOS apps, what would be considered fair for developers and consumers? After all, developers need to make money, but consumers are clearly tired of subscription models for just about everything. Honestly, I prefer to pay once initial price for every major iteration of an application, because developers will (or should) keep updating the app for quite a while. But with that, each version of an app had its own initial price point. With Catalina macOS and catalyst apps creating a universal experience, I think the cost of such an application should be the total of each application as if they were sold separately. So if things cost \$50 for the Mac version, \$20 for the iPad version, and \$10 on the iPhone, then a completely universal thing should be \$80 in advance, and you get it on all three platforms. Of course, if you don't have a Mac or iPad, then you should be able to always pay separately for the versions you need. With Universal Catalyst applications, it seems that it makes things easier for developers to group everything together for a unified experience. Of course, I think a lot of developers are going the way to app subscriptions, much to the chagrin of consumers. I have it - developers need to keep making money, and get paid once for an application, then continue to maintain it for years is just not viable for most anymore. But if that's the case, then developers should consider a price point for a subscription that actually is worth the service they offer users, and even consider a family sharing medium. That was the problem with Fantastical's new subscription model - even those who wouldn't mind the \$40-a-year price couldn't justify it without any way to share a subscription with other family members, and the only solution was to pay for two subscriptions (\$80 for a calendar? No way, José!) If developers are to follow the subscription path with universal apps, then they could follow in Darkroom's footsteps. This move was made tastefully, as anyone who had previously purchased any in-app purchase (everything, even a single package of filters), will continue to be able to use all premium for free. No functionality is lost, unlike Fantastical. New users will have to pay \$4 per month or \$20 per year to use Darkroom, or pay a one-time fee of \$50 and be done with it. Price is a bit of a difficult subject, but if apps are going the way to be truly universal on all Apple platforms, then it has to be fair to everyone involved, including developers and consumers. What are your thoughts? Are you excited about the idea of truly universal Catalyst apps? Which developers and apps do you hope go universal on all Apple platforms? What do you consider fair pricing to be? Let us know in the comments. Comments.