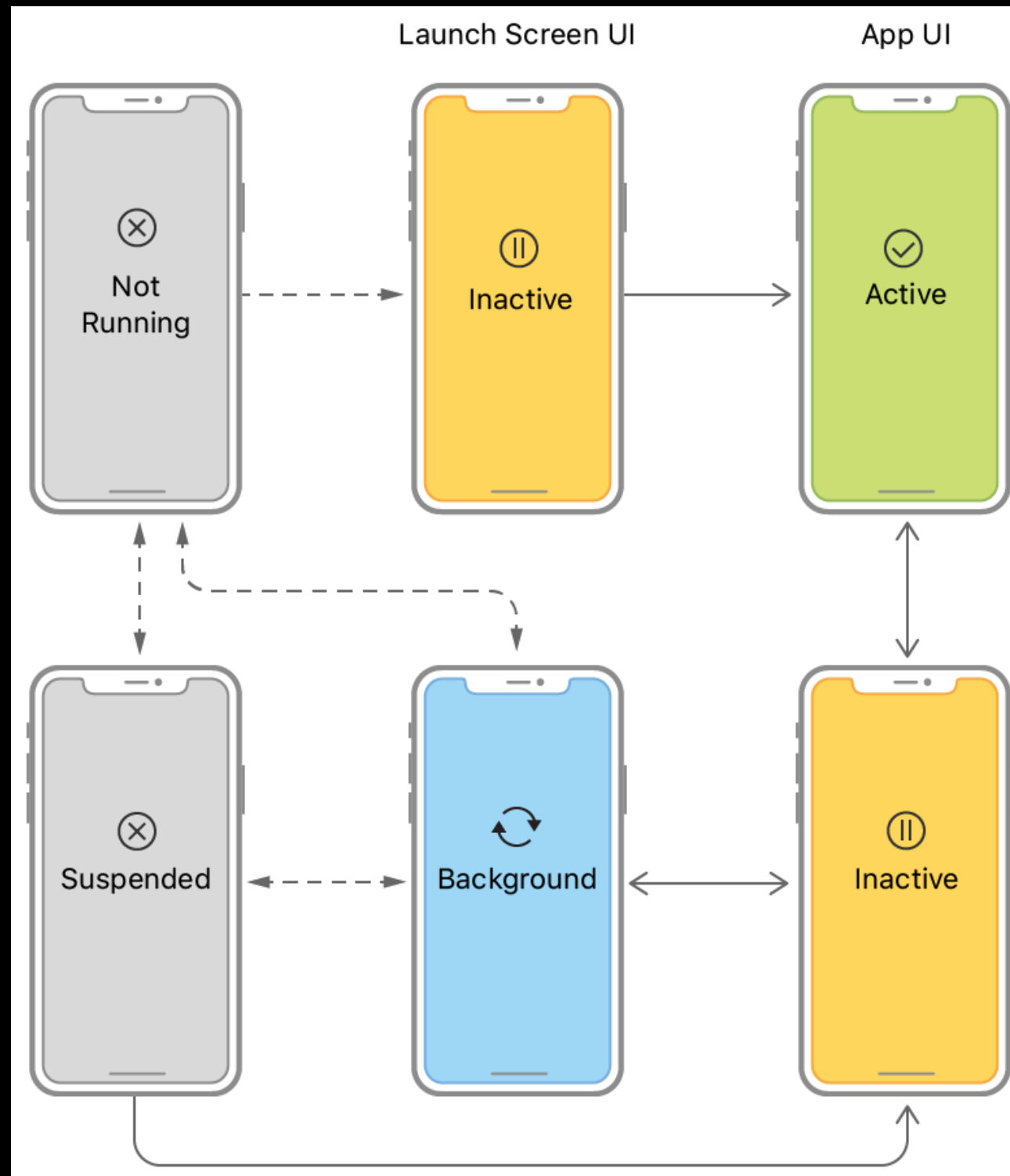# Background Modes iOS

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Altarix
29.11.19

App-Based Life-Cycle
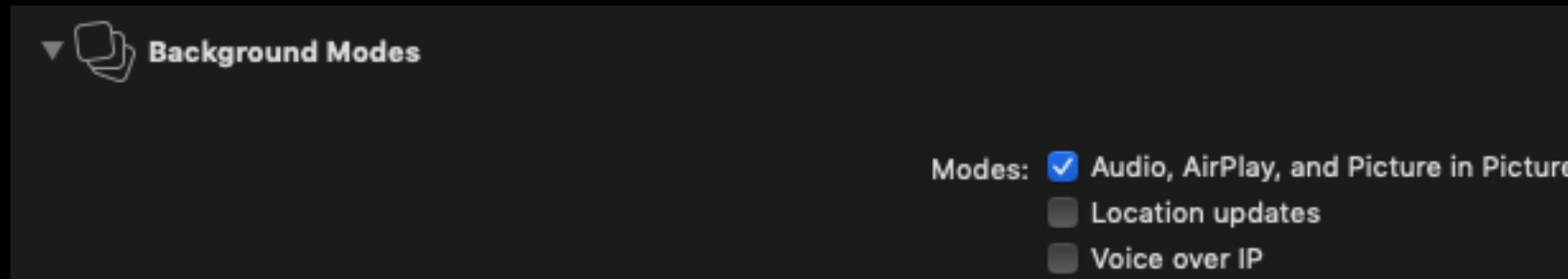
Background Modes
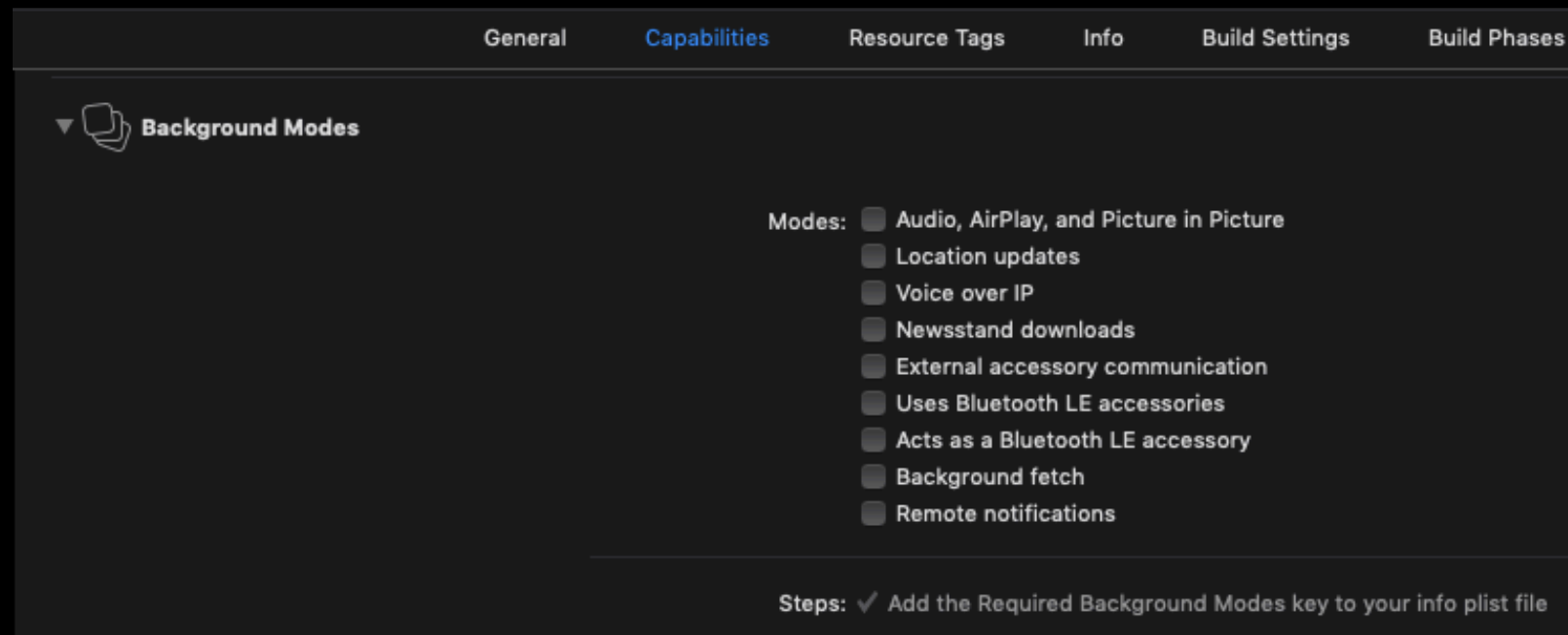
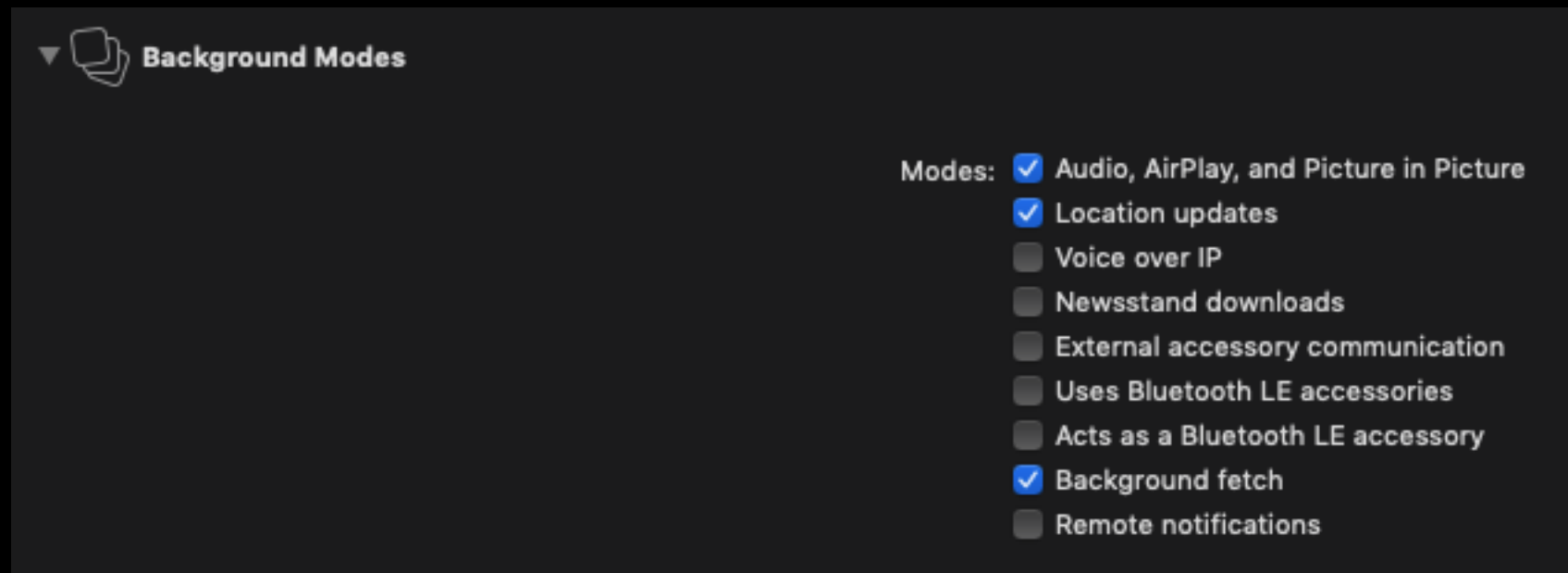**1) Audio**
2) Location
3) Background Fetch

Audio


```swift
func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions: [UIApplication.LaunchOptionsKey: Any]?) -> Bool {

    let audioSession = AVAudioSession.sharedInstance()
    do {
        try audioSession.setCategory(AVAudioSession.Category.playback)
    } catch {
        print("Setting category to AVAudioSessionCategoryPlayback failed.")
    }

    return true
}
```

Просто поверьте, музыка играет ;)

Location

Background fetch

Background Modes

Modes:
- ☑ Audio, AirPlay, and Picture in Picture
- ☑ Location updates
- ☐ Voice over IP
- ☐ Newsstand downloads
- ☐ External accessory communication
- ☐ Uses Bluetooth LE accessories
- ☐ Acts as a Bluetooth LE accessory
- ☑ Background fetch
- ☐ Remote notifications

```swift
func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions: [UIApplication.LaunchOptionsKey: Any]?) -> Bool {
    UIApplication.shared.setMinimumBackgroundFetchInterval(60)
```
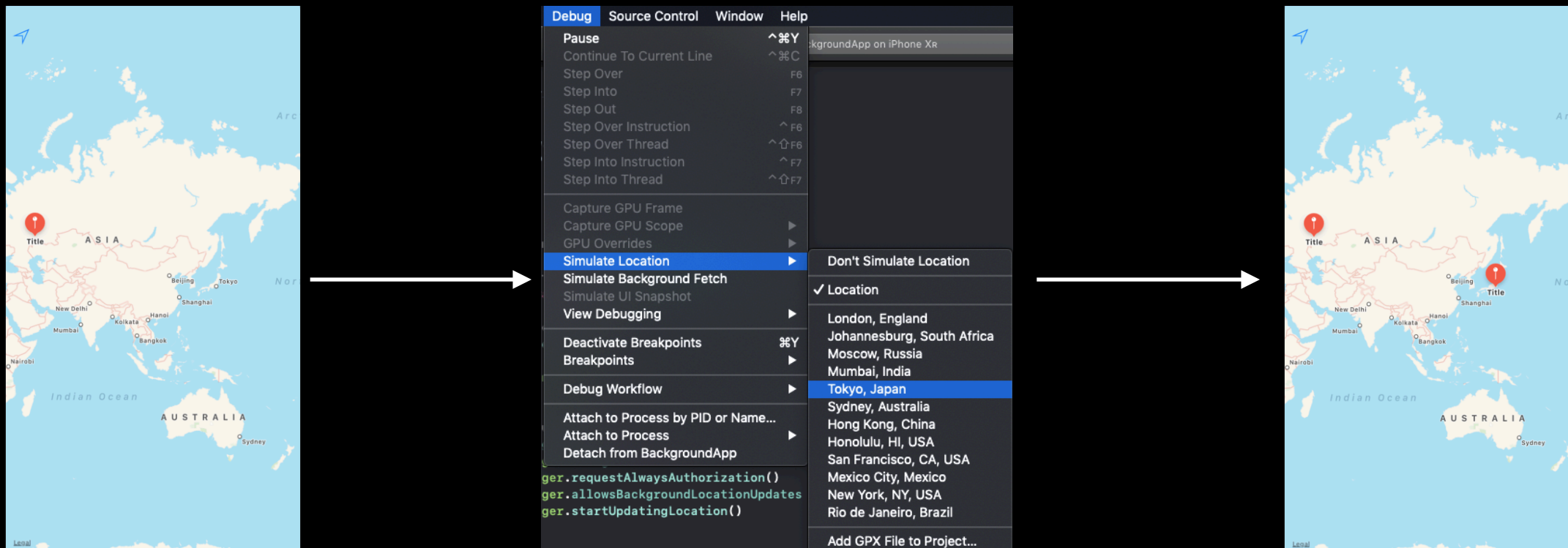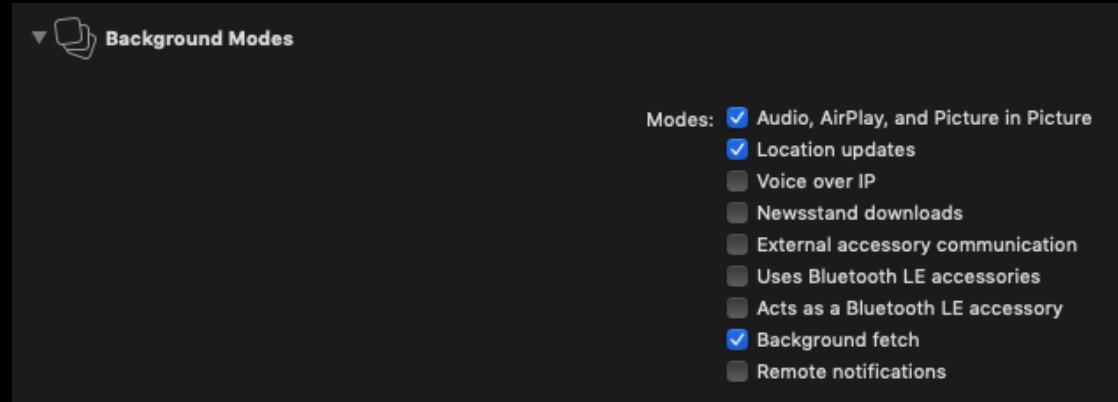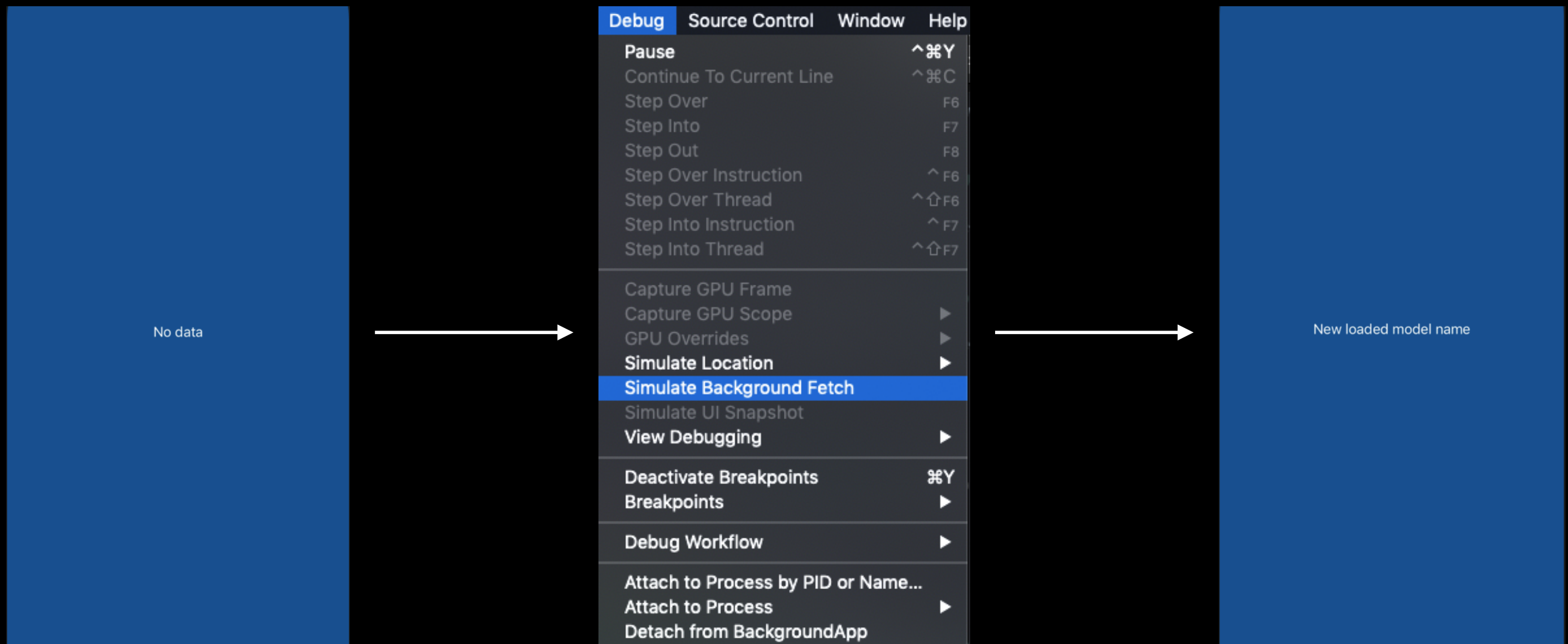
```swift
func application(_ application: UIApplication, performFetchWithCompletionHandler completionHandler: @escaping (UIBackgroundFetchResult) -> Void) { }
```

Debug	Source Control	Window	Help

Pause   ^⌘Y
Continue To Current Line   ^⌘C
Step Over   F6
Step Into   F7
Step Out   F8
Step Over Instruction   ^F6
Step Over Thread   ^⇧F6
Step Into Instruction   ^F7
Step Into Thread   ^⇧F7

Capture GPU Frame
Capture GPU Scope ▶
GPU Overrides ▶
Simulate Location ▶
Simulate Background Fetch
Simulate UI Snapshot
View Debugging ▶

Deactivate Breakpoints   ⌘Y
Breakpoints ▶

Debug Workflow ▶

Attach to Process by PID or Name…
Attach to Process ▶
Detach from BackgroundApp

No data → Simulate Background Fetch → New loaded model name

Questions?

References

1) https://developer.apple.com/documentation/uikit/app_and_environment/managing_your_app_s_life_cycle
2) https://developer.apple.com/library/archive/documentation/General/Reference/InfoPlistKeyReference/Articles/iPhoneOSKeys.html
3) https://developer.apple.com/documentation/uikit/app_and_environment/scenes/preparing_your_ui_to_run_in_the_background/
   updating_your_app_with_background_app_refresh
4) https://developer.apple.com/documentation/corelocation/getting_the_user_s_location/handling_location_events_in_the_background
5) https://developer.apple.com/library/archive/documentation/AudioVideo/Conceptual/MediaPlaybackGuide/Contents/Resources/en.lproj/
   ConfiguringAudioSettings/ConfiguringAudioSettings.html#//apple_ref/doc/uid/TP40016757-CH9-SW1

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