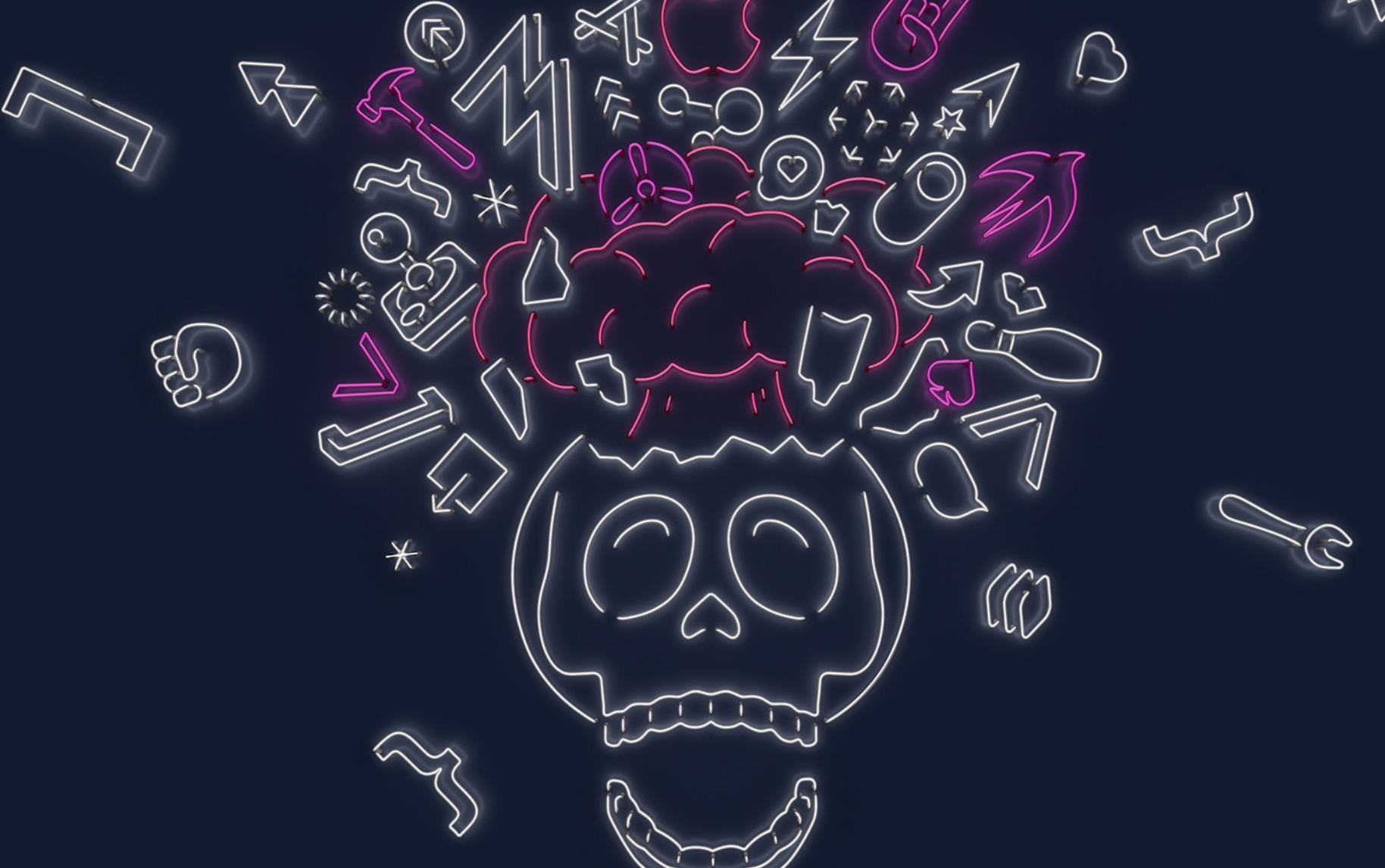


SOMETHING ABOUT
XCODE ^^



COOL STUFFS FROM XCODE 11



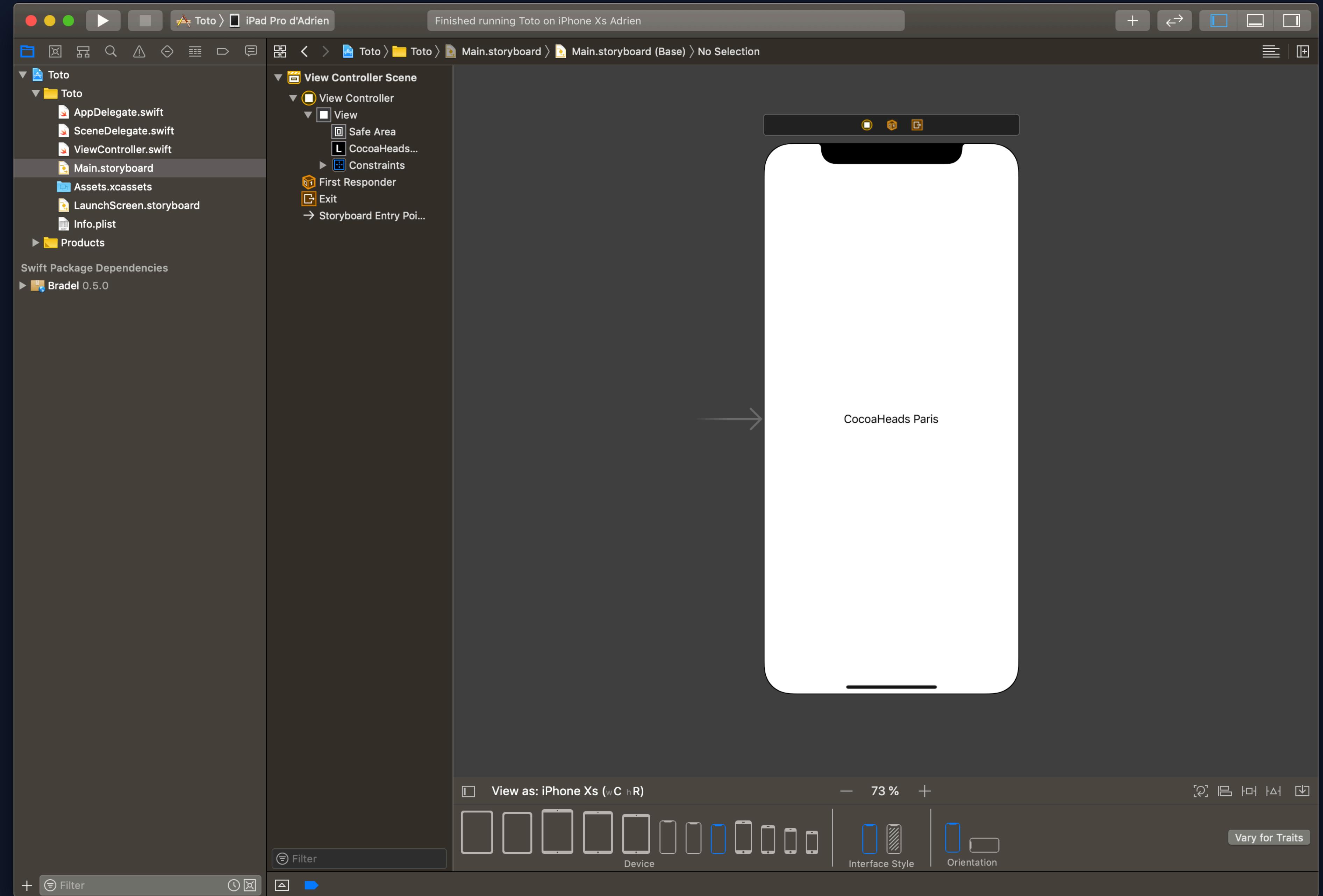


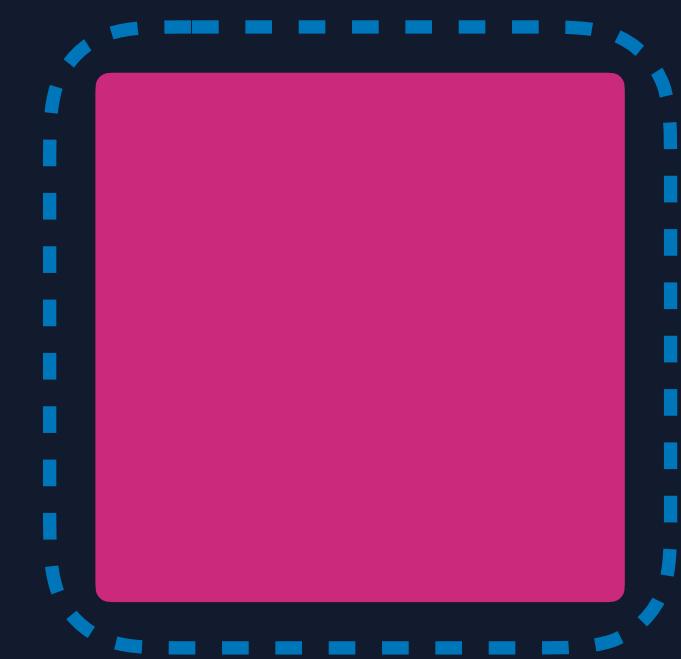












Colors



Images



Symbols

Finished running Toto on iPhone Xs Adrien

Toto > iPad Pro d'Adrien

Assets.xcassets > Image

Image Set

Name: Image

Render As: Default

Compression: Inherited (Automatic)

Resizing: Preserve Vector Data

Devices: Universal (checked)

- iPhone
- iPad
- UIKit for Mac
- CarPlay
- Apple Watch
- Apple TV
- Mac

Appearances: None

Scales: Single Scale

Gamut: Any

Direction: Fixed

Width Class: Any

Height Class: Any

Memory: 1 GB, 2 GB, 3 GB, 4 GB, 6 GB

Graphics: Apple 1 (Metal 1v2), Apple 2 (Metal 2v2), Apple 3v1 (Metal 3v1), Apple 3 (Metal 3v2), Apple 4 (Metal 4v1), Apple 5 (Metal 5v1)

Apple Watch

Screen Width: None

Auto Scaling: None

Localization: English

On Demand Resource Tags

Tags:

Show Slicing

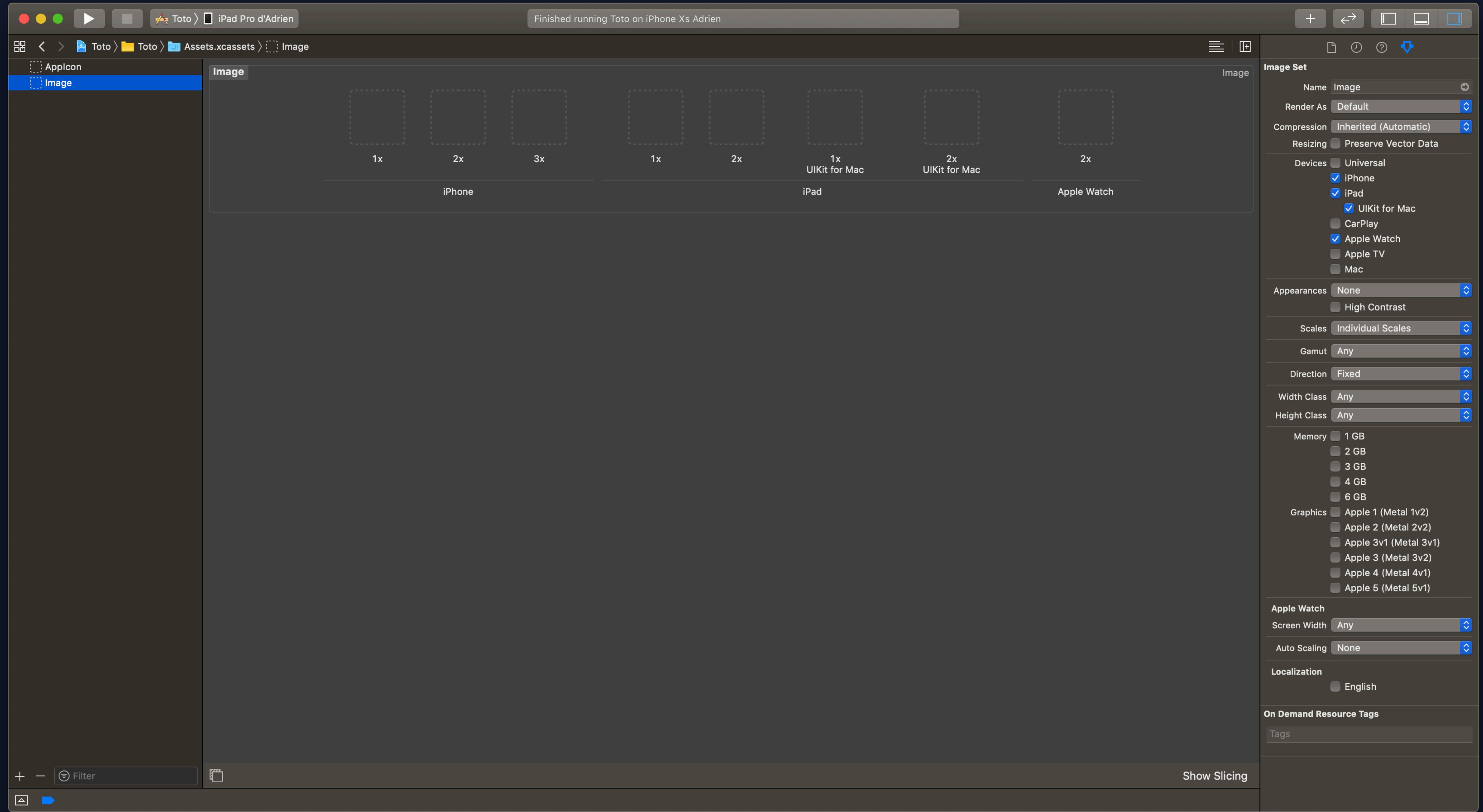
+ - Filter

Image

All

Universal

Detailed description: This screenshot shows the 'Image' section of the Xcode Assets.xcassets editor. The 'Image' set is selected, with its properties on the right: name 'Image', render as 'Default', compression 'Inherited (Automatic)', and resizing 'Preserve Vector Data'. Under 'Devices', 'Universal' is checked. The 'Devices' list includes iPhone, iPad, UIKit for Mac, CarPlay, Apple Watch, Apple TV, and Mac. Under 'Appearances', 'None' is selected. 'Scales' is set to 'Single Scale'. 'Gamut' is 'Any'. 'Direction' is 'Fixed'. 'Width Class' and 'Height Class' are both 'Any'. Under 'Memory', options for 1 GB, 2 GB, 3 GB, 4 GB, and 6 GB are listed. Under 'Graphics', options for Apple 1 through Apple 5 (Metal variants) are listed. For Apple Watch, 'Screen Width' and 'Auto Scaling' are set to 'None'. Localization is set to 'English'. An 'On Demand Resource Tags' section is present but empty. The main area shows a single dashed square placeholder for the image asset. Navigation at the bottom includes '+', 'Show Slicing', and a 'Filter' button.



Finished running Toto on iPhone Xs Adrien

Toto > Assets.xcassets > Image

Image Set

Name: Image

Render As: Default

Compression: Inherited (Automatic)

Resizing: Preserve Vector Data

Devices: Universal

- iPhone
- iPad
- UIKit for Mac
- CarPlay
- Apple Watch
- Apple TV
- Mac

Appearances: Any, Dark

- High Contrast

Scales: Individual Scales

Gamut: Any

Direction: Fixed

Width Class: Any

Height Class: Any

Memory: 1 GB, 2 GB, 3 GB, 4 GB, 6 GB

Graphics: Apple 1 (Metal 1v2), Apple 2 (Metal 2v2), Apple 3v1 (Metal 3v1), Apple 3 (Metal 3v2), Apple 4 (Metal 4v1), Apple 5 (Metal 5v1)

Apple Watch

Screen Width: Any

Auto Scaling: None

Localization: English

On Demand Resource Tags

Tags:

Image

AppIcon

Image

1x Any Appearance

2x Any Appearance

3x Any Appearance

1x Any Appearance

2x Any Appearance

1x Any Appearance UIKit for Mac

2x Any Appearance UIKit for Mac

1x Dark Appearance

2x Dark Appearance

3x Dark Appearance

1x Dark Appearance

2x Dark Appearance

1x Dark Appearance UIKit for Mac

2x Dark Appearance UIKit for Mac

2x Any Appearance

iPhone

iPad

Apple Watch

+ - Filter Show Slicing

□

Finished running Toto on iPhone Xs Adrien

Toto > Assets.xcassets > Image

Image Set

Name: Image

Render As: Default

Compression: Inherited (Automatic)

Resizing: Preserve Vector Data

Devices: Universal, iPhone, iPad, UIKit for Mac, CarPlay, Apple Watch, Apple TV, Mac

Appearances: Any, Dark, High Contrast

Scales: Individual Scales

Gamut: Any

Direction: Fixed

Width Class: Any

Height Class: Any

Memory: 1 GB, 2 GB, 3 GB, 4 GB, 6 GB

Graphics: Apple 1 (Metal 1v2), Apple 2 (Metal 2v2), Apple 3v1 (Metal 3v1), Apple 3 (Metal 3v2), Apple 4 (Metal 4v1), Apple 5 (Metal 5v1)

Apple Watch

Screen Width: Any

Auto Scaling: None

Localization: English

On Demand Resource Tags

Tags:

Image

AppIcon

Image

iPhone

iPad

Apple Watch

1x Any Appearance

2x Any Appearance

3x Any Appearance

1x Any Appearance

2x Any Appearance

1x Any Appearance UIKit for Mac

2x Any Appearance UIKit for Mac

1x Dark Appearance

2x Dark Appearance

3x Dark Appearance

1x Dark Appearance

2x Dark Appearance

1x Dark Appearance UIKit for Mac

2x Dark Appearance UIKit for Mac

1x Any Appearance

2x Any Appearance

3x Any Appearance

1x Dark Appearance

2x Dark Appearance

3x Dark Appearance

1x Any Appearance

2x Any Appearance

1x Any Appearance UIKit for Mac

2x Any Appearance UIKit for Mac

Show Slicing

+ - Filter

Tags





Integrated with Xcode



Toto | Build Toto: **Succeeded** | Today at 14:31

Toto > iPad Pro d'Adrien

Info Build Settings Swift Packages

PROJECT

Toto

TARGETS

Toto TotoTests

Packages (0 items)

Name Version Rules Location

Add packages here

+ - Filter

Identity and Type

Name Toto

Location Absolute

Full Path /Users/AdrienH/Documents/Toto/Toto.xcodeproj

Project Document

Project Format Xcode 9.3-compatible

Organization adhumi

Class Prefix

Text Settings

Indent Using Spaces

Widths Tab 4 Indent 4

Wrap lines

+

Filter

▶



Toto | Build Toto: **Succeeded** | Today at 14:31

Choose Package Repository:

Search or enter package repository URL

Name	Last Updated	Owner
adhumi (GitHub)		
Bootstrap	21 Sep 2017, 10:19	krzysztofzablocki
broFront	7 Jun 2018, 12:16	nassimerrahoui
Dash-iOS	5 Jun 2019, 18:24	Kapeli
DecksetInject	31 Oct 2015, 23:52	neonichu
GaugeKit	21 Jun 2019, 19:33	skywinder
GitUp	Today, 16:40	git-up
iOS-8-Swift-Programming-Cookbook	31 Aug 2015, 02:35	vandadnp
iOS-Runtime-Headers	27 Sep 2018, 16:33	nst
IOS-Twitter	13 May 2015, 16:15	Roubinah
jekyll_app_site	1 Sep 2014, 07:40	jpsim
Laurine	2 Aug 2018, 10:21	JiriTrecak
LinkedIn_iOS	4 Jun 2015, 10:50	ghansum

Cancel Previous Next

Identity and Type

Name **Toto**

Location **Absolute**

Full Path **/Users/AdrienH/Documents/Toto/Toto.xcodeproj**

Project Document

Project Format **Xcode 9.3-compatible**

Organization **adhumi**

Class Prefix

Text Settings

Indent Using **Spaces**

Widths Tab 4 Indent 4

Wrap lines

PROJECT
TARGETS
+ - Filter

+ - Filter



Toto | Build Toto: **Succeeded** | Today at 14:31

Choose Package Options:

Repository: git@github.com:adhum/Bradel.git

Rules: Version: Up to Next Major 0.5.0 < 1.0.0
 Branch: master
 Commit:

Cancel Previous Next

Identity and Type

Name: Toto
Location: Absolute
Full Path: /Users/AdrienH/Documents/Toto/Toto.xcodeproj

Project Document

Project Format: Xcode 9.3-compatible
Organization: adhum
Class Prefix:

Text Settings

Indent Using: Spaces
Widths: Tab 4 Indent 4
 Wrap lines

PROJECT
Toto

TARGETS
Toto
TotoTests

+ - Filter

Filter



Toto | Build Toto: **Succeeded** | Today at 14:31

Toto | iPad Pro d'Adrien

Info Build Settings Swift Packages

PROJECT

Toto

TARGETS

Toto TotoTests

Packages (1 item)

Name	Version Rules	Location
Bradel	0.5.0 – Next Major	git@github.com:adhumy/Bradel.git

+ - Filter

Identity and Type

Name: Toto
Location: Absolute
Full Path: /Users/AdrienH/Documents/Toto/Toto.xcodeproj

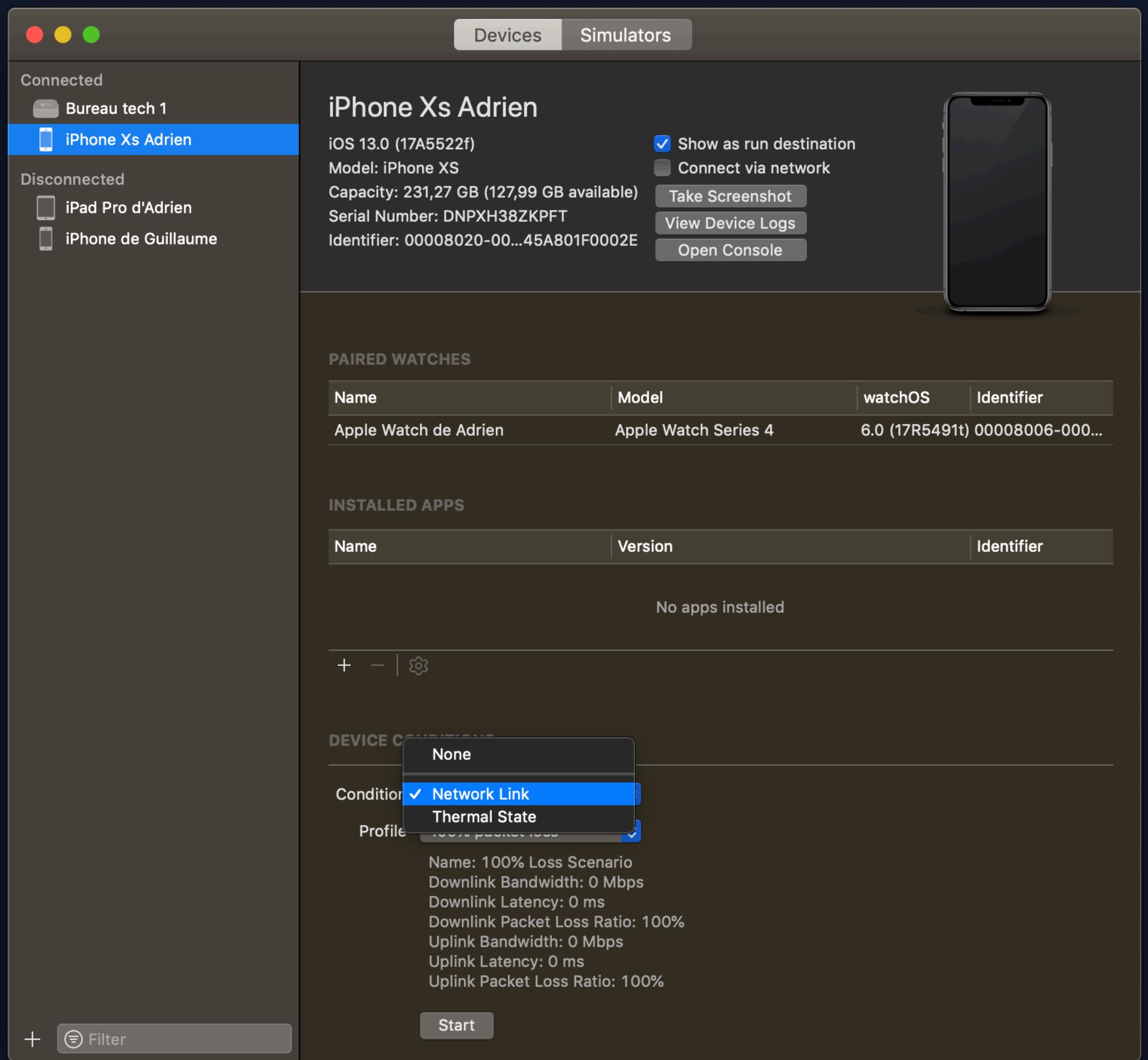
Project Document

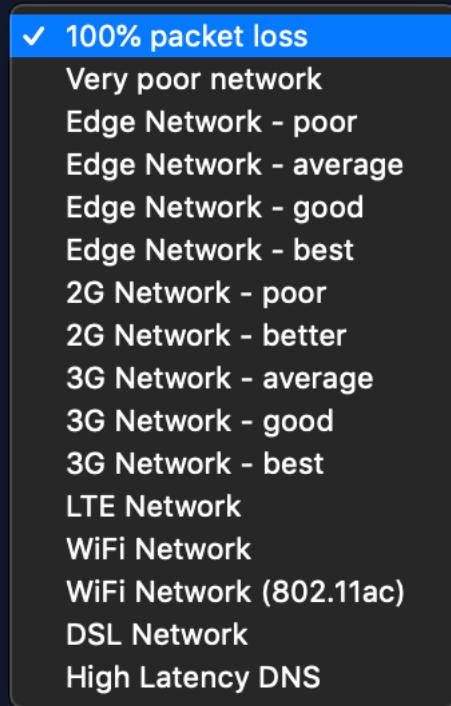
Project Format: Xcode 9.3-compatible
Organization: adhumy
Class Prefix:

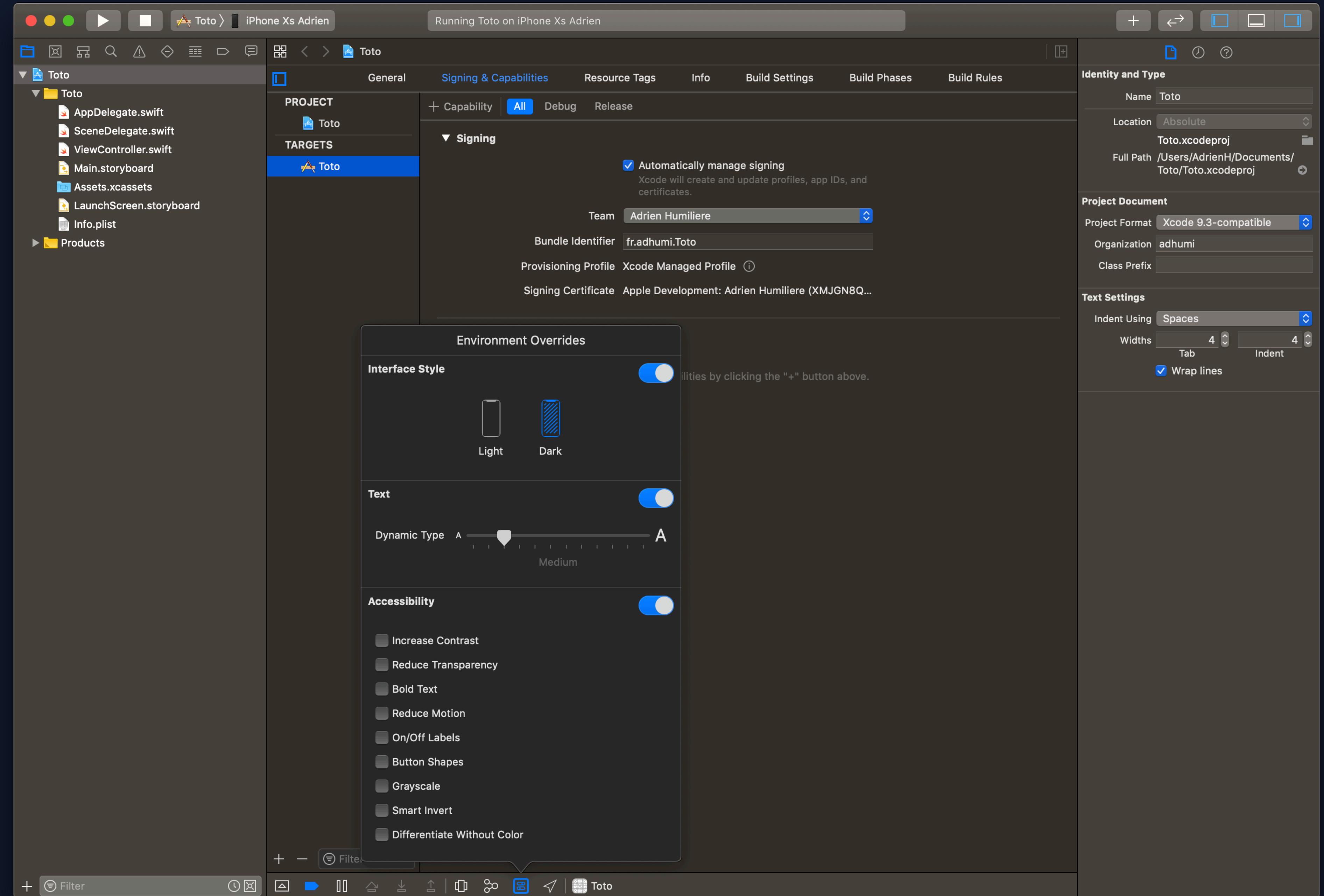
Text Settings

Indent Using: Spaces
Widths: Tab 4 Indent 4
 Wrap lines



The screenshot shows the Xcode "Devices & Simulators" interface. On the left, under "Connected", "iPhone Xs Adrien" is selected. The main panel displays device details: iOS 13.0 (17A5522f), Model: iPhone XS, Capacity: 231,27 GB (127,99 GB available), Serial Number: DNPXH38ZKPFT, Identifier: 00008020-00...45A801F0002E. It also shows "PAIRED WATCHES" (Apple Watch de Adrien) and "INSTALLED APPS" (No apps installed). A "DEVICE CONDITIONS" section is open, showing "None" as the condition, "Network Link" as the selected profile (with "100% packet loss" checked), and "Thermal State".

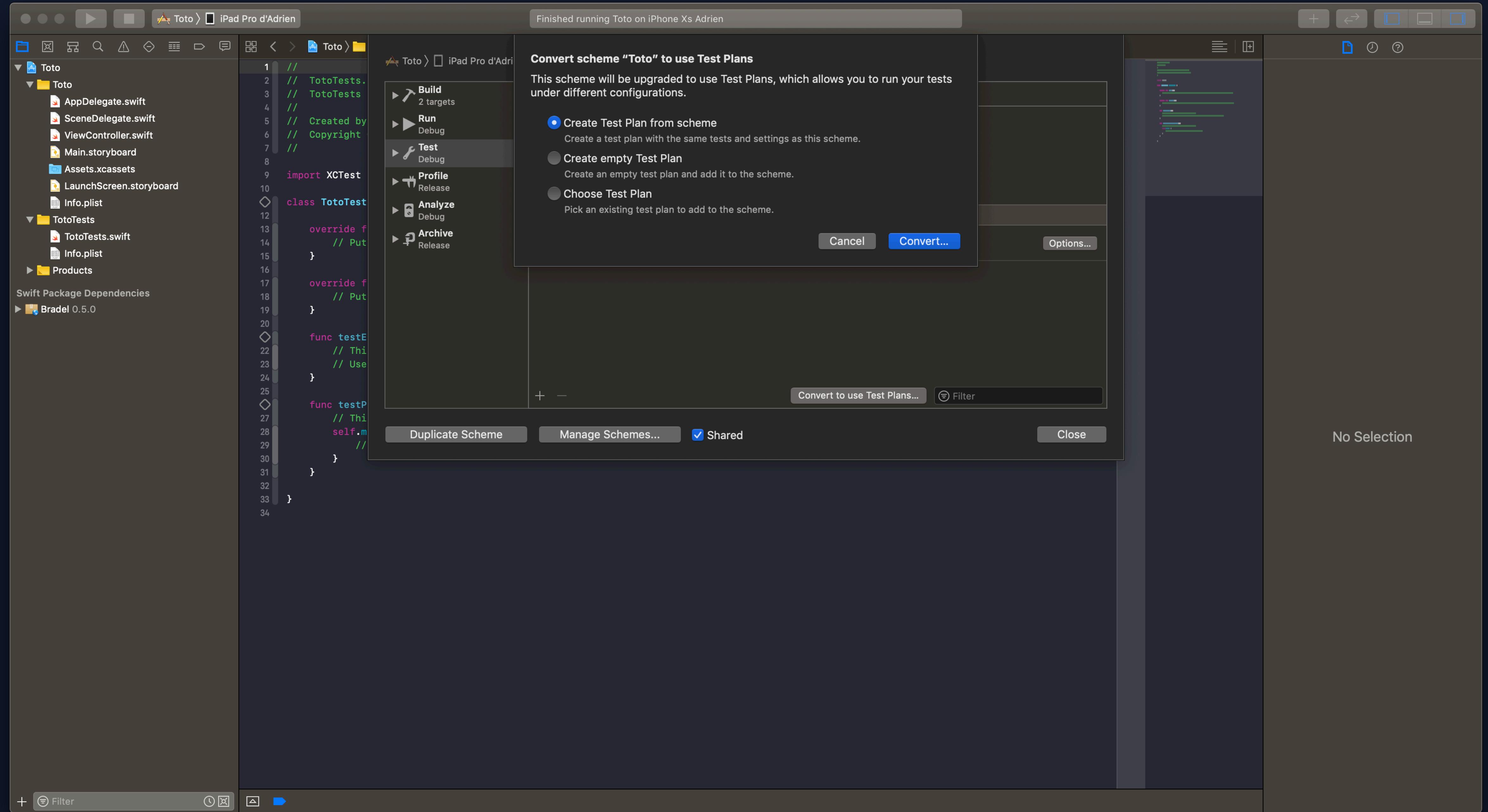


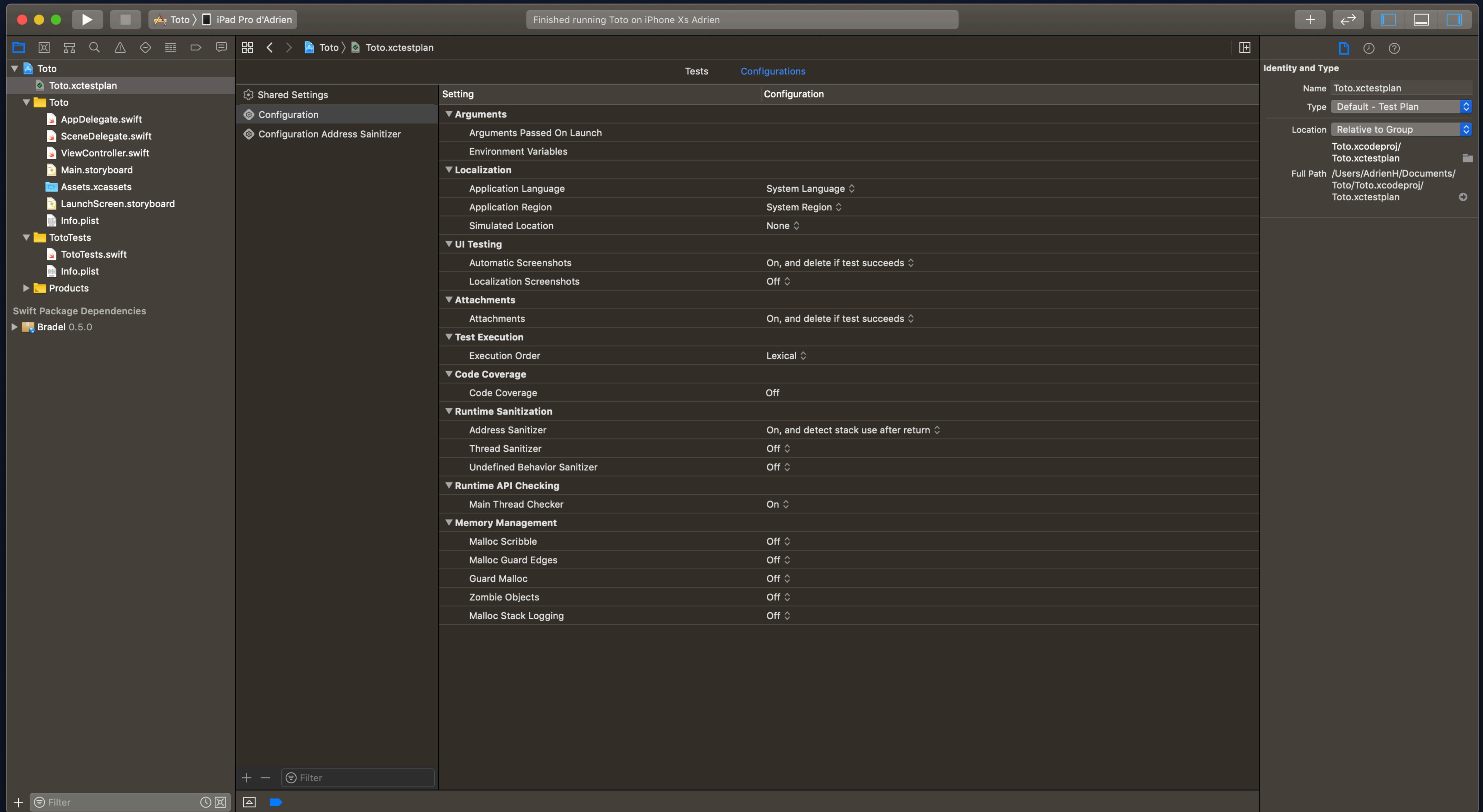




Test Plans

- Allows to run tests with multiple configurations
- A file in your Xcode project
- Easy to adopt in existing projects





```
xcodebuild -project ...  
-scheme ...  
-testPlan 'Smoke Tests'
```

Use cases



fr_FR



en_US



...

Use cases



Address sanitizer



Thread sanitizer



...

Use cases



Quick check



Complete nightly check

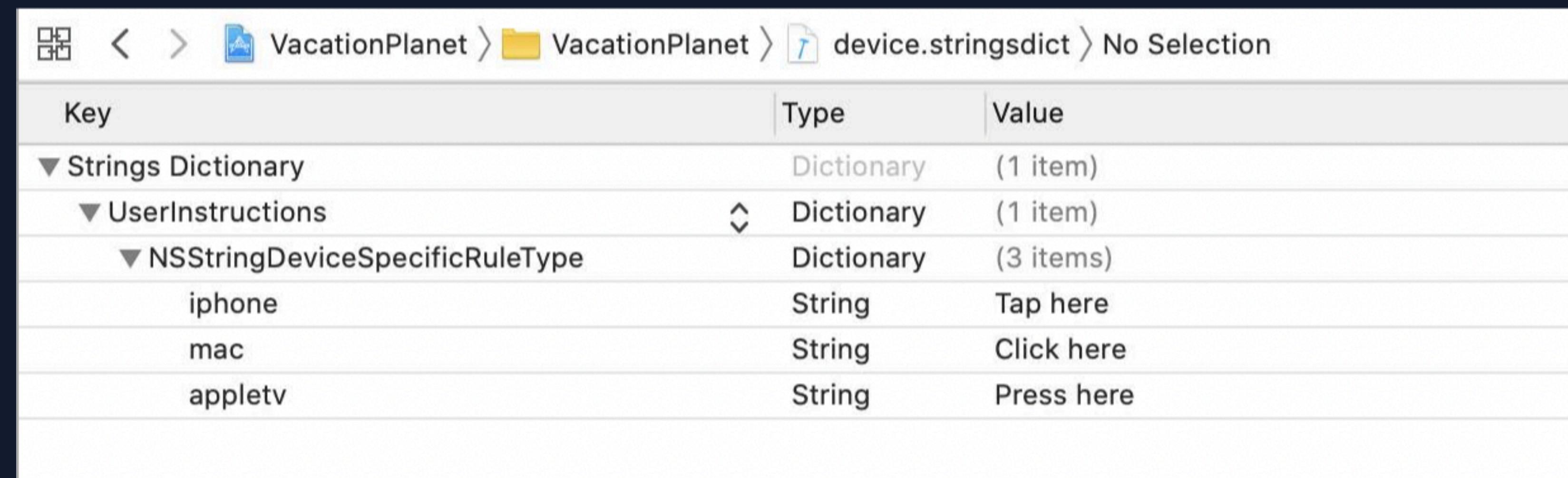


...



Language settings per app

NSLocalizedString



The screenshot shows the Xcode Assets Catalog interface. The path is set to `VacationPlanet > VacationPlanet > device.stringsdict`. The table below lists the contents of the `device.stringsdict` file.

Key	Type	Value
▼ Strings Dictionary	Dictionary	(1 item)
▼ UserInstructions	Dictionary	(1 item)
▼ NSStringDeviceSpecificRuleType	Dictionary	(3 items)
iphone	String	Tap here
mac	String	Click here
appletv	String	Press here

Toto | Build Toto: **Succeeded** | Today at 14:31

Toto > Toto > Assets.xcassets > Image

Image Set

Name: Image

Render As: Default

Compression: Inherited (Automatic)

Resizing: Preserve Vector Data

Devices: Universal

- iPhone
- iPad
- UIKit for Mac
- CarPlay
- Apple Watch
- Apple TV
- Mac

Appearances: None

- High Contrast

Scales: Individual Scales

Gamut: Any

Direction: Fixed

Width Class: Any

Height Class: Any

Memory:

- 1 GB
- 2 GB
- 3 GB
- 4 GB
- 6 GB

Graphics:

- Apple 1 (Metal 1v2)
- Apple 2 (Metal 2v2)
- Apple 3v1 (Metal 3v1)
- Apple 3 (Metal 3v2)
- Apple 4 (Metal 4v1)
- Apple 5 (Metal 5v1)

Apple Watch:

Screen Width: None

Auto Scaling: None

Localization:

English

On Demand Resource Tags:

Tags:

Image

AppIcon

Image

1x 2x 3x

Universal

1x 2x 3x

Universal

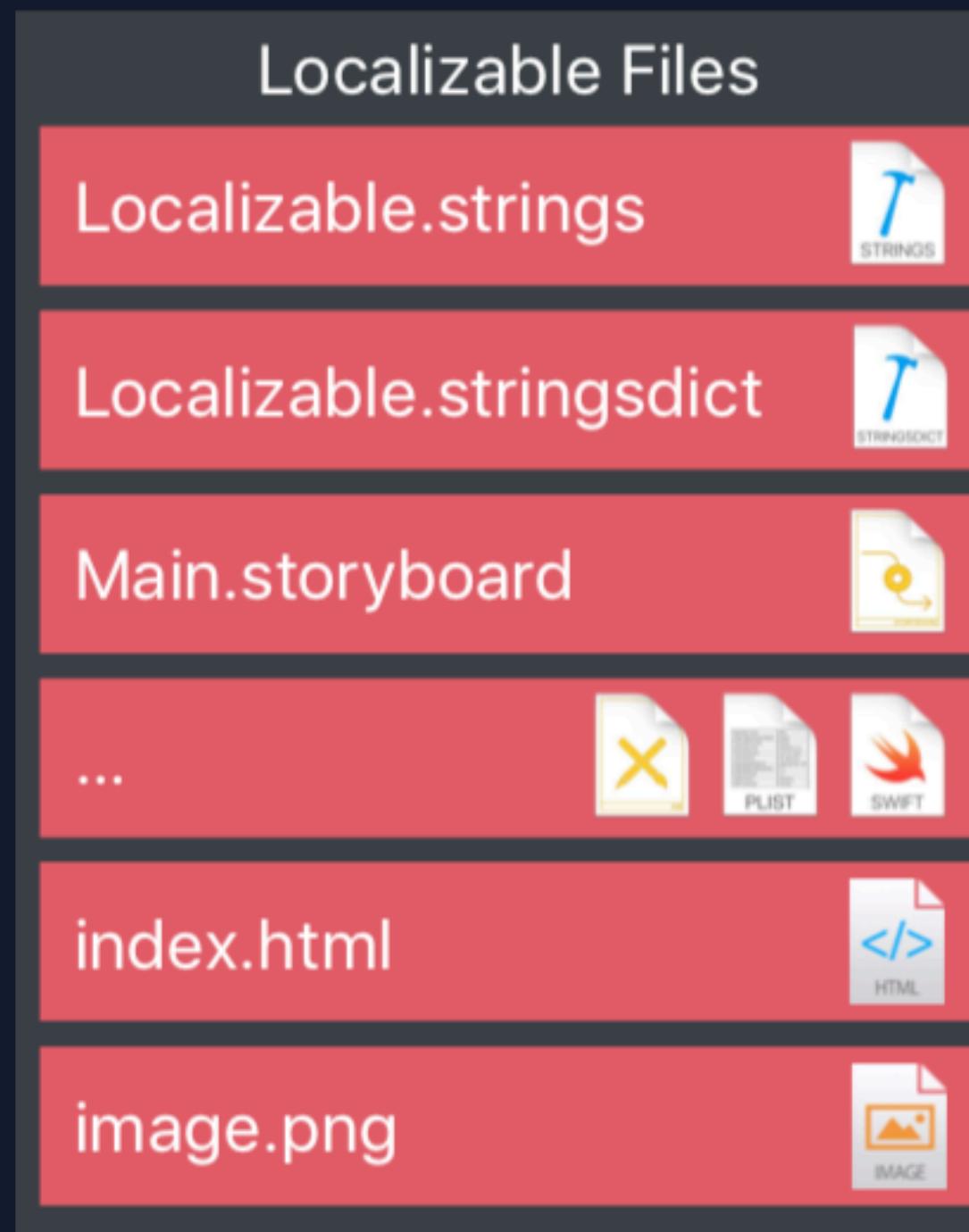
English

Show Slicing

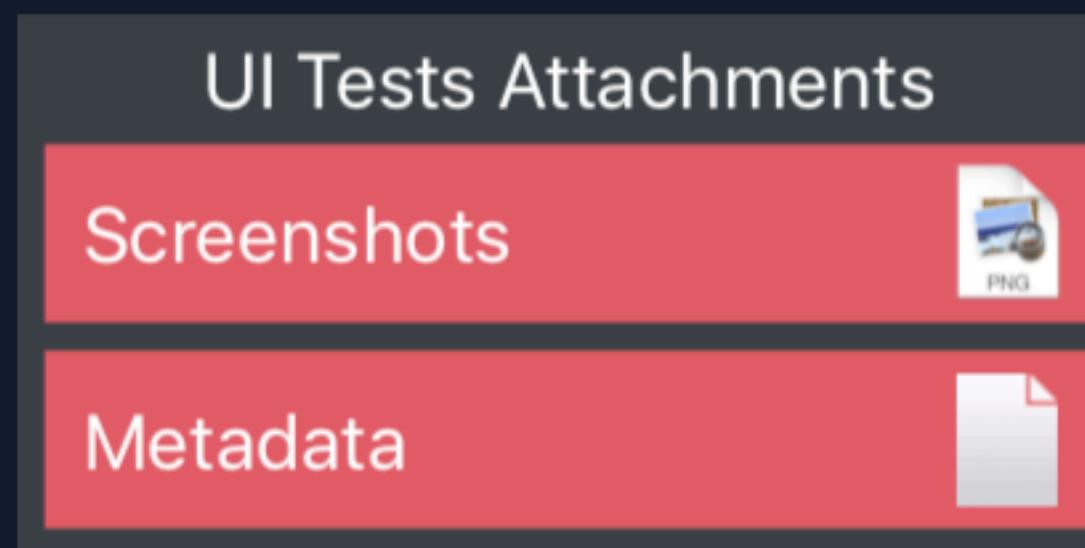
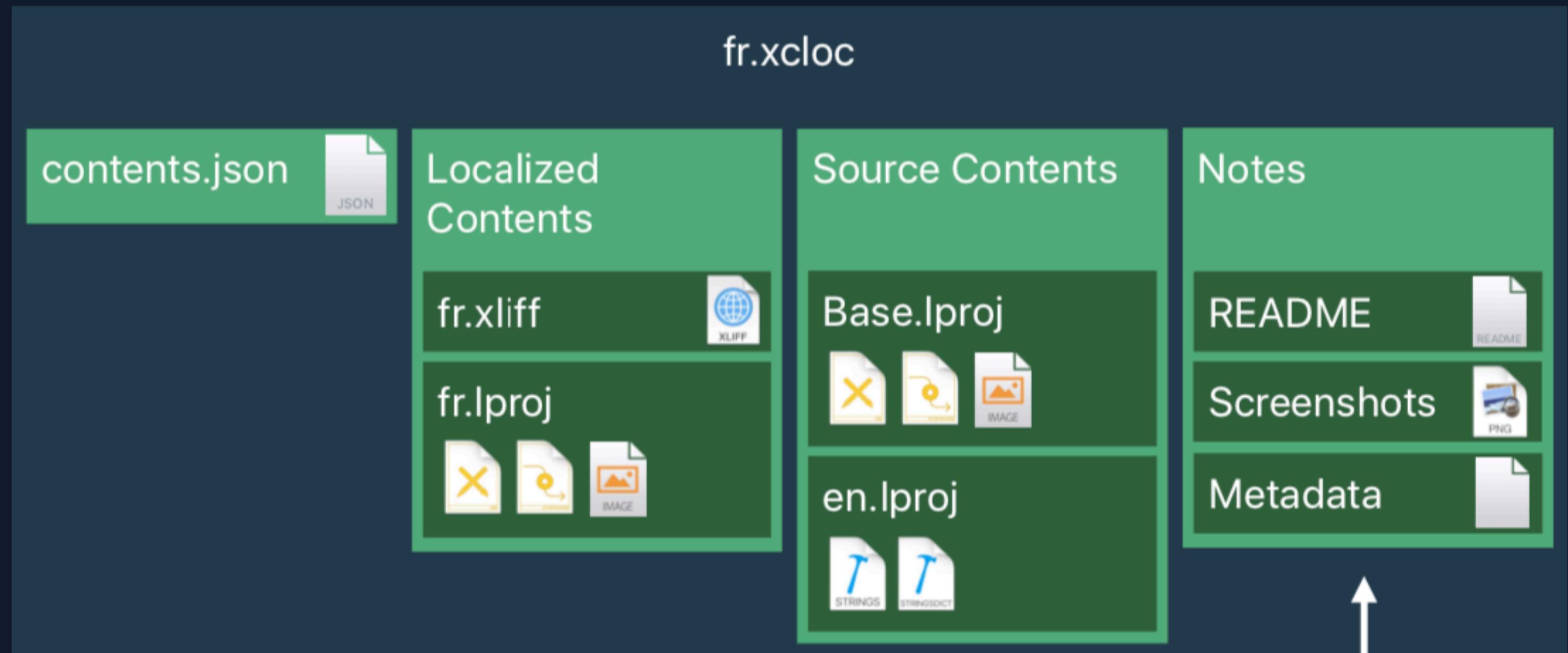
+ - Filter

Tags

.xloc



Export



```
xcodebuild -exportLocalizations  
-project ...  
-localizationPath ...
```

```
xcodebuild -importLocalizations  
-project ...  
-localizationPath ...
```



Thanks!



@adhumí

Brut.