

Using the SceneDelegate Methods

Learn the 1:1 mapping of the SceneDelegate to the old AppDelegate methods



Heshan yodagama

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iOS 13	
 UIApplicationDelegate	 UIResponderDelegate
<code>application:willEnterForeground</code>	<code>scene:willEnterForeground</code>
<code>application:didEnterBackground</code>	<code>scene:didEnterBackground</code>
<code>application:willResignActive</code>	<code>scene:willResignActive</code>
<code>application:didBecomeActive</code>	<code>scene:didBecomeActive</code>

In iOS 13, if your application adopts the new scene life cycle, UIKit will stop calling the old AppDelegate methods that relate to UI state.

Instead, we'll call the new SceneDelegate methods, and it's pretty simple since there's a 1-to-1 mapping for most of these.

But don't worry — if you want to adopt multiple-windows support on iOS 13, that doesn't mean you need to drop support for 12 and before.

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