

💡 An introduction to TipKit

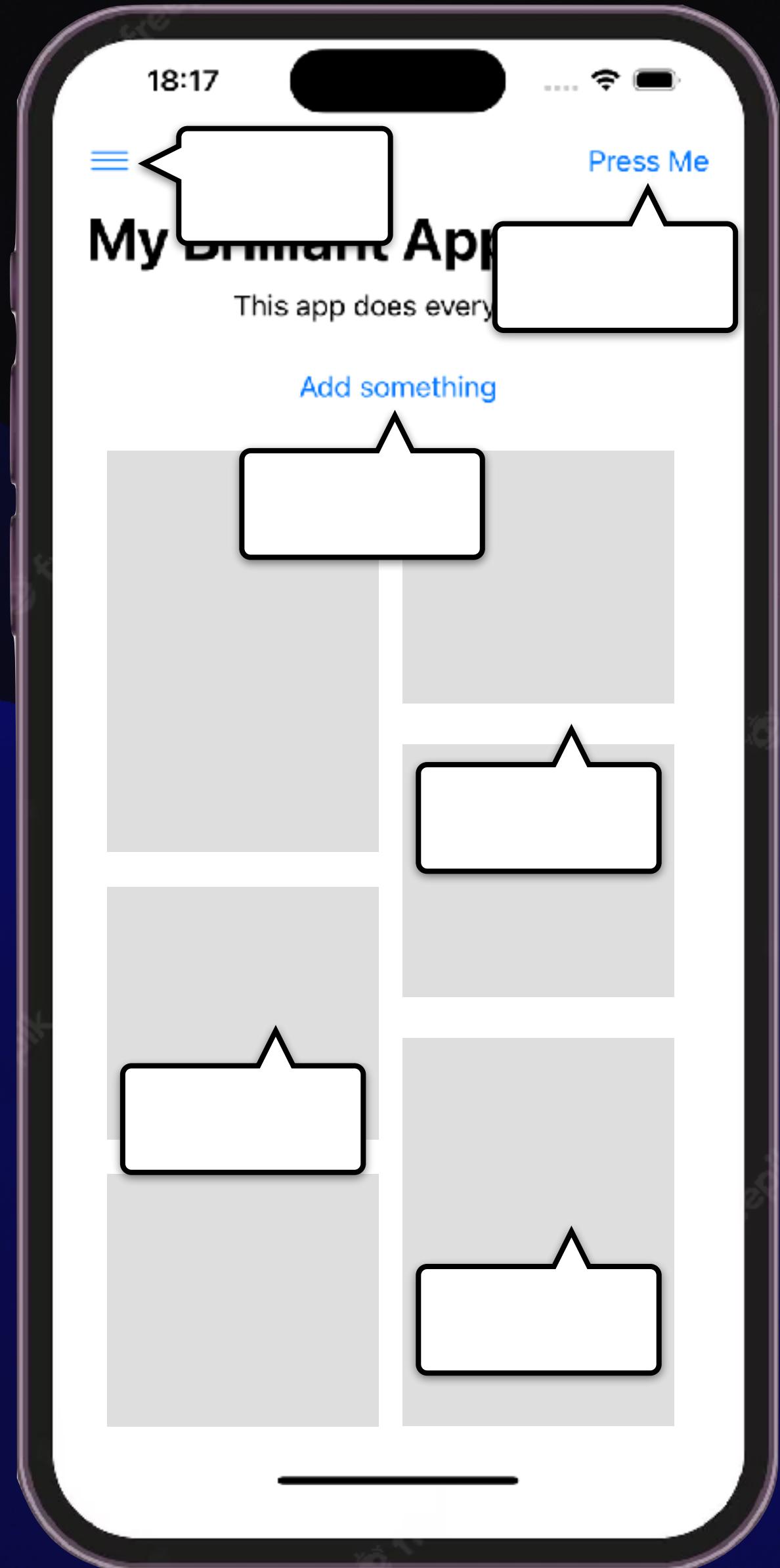


Click here!
For a Lightning Talk



WARNING!

Presenting a ton of tooltips
explain your UI,
is a failure in design.



However, your users may appreciate a few well placed and well-timed tooltips.



Creating tooltips ourselves is messy

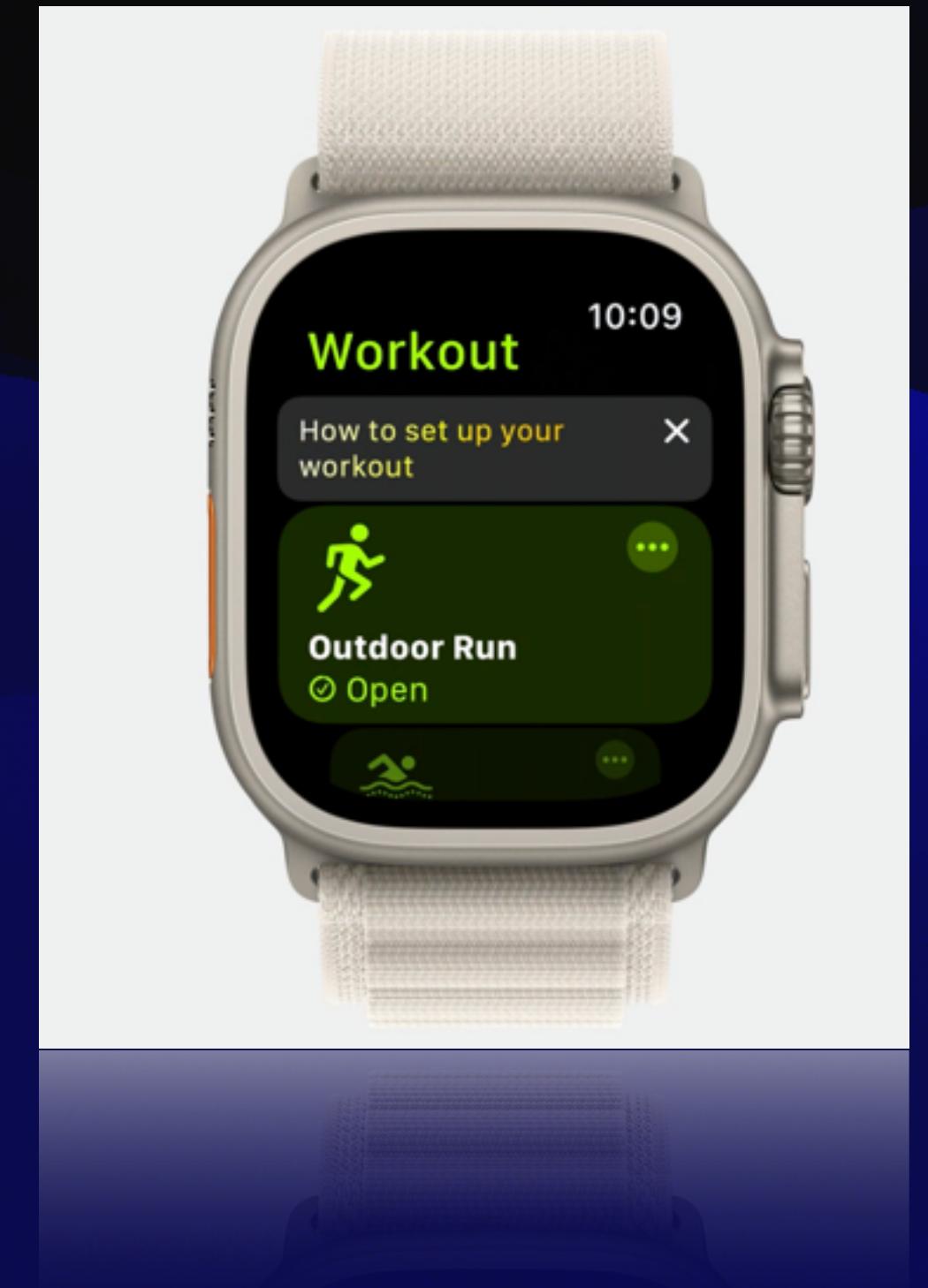


Apple to our rescue with TipKit:

“Creating effective educational moments through tips”



Tooltip Styles



TipKit Setup in Code

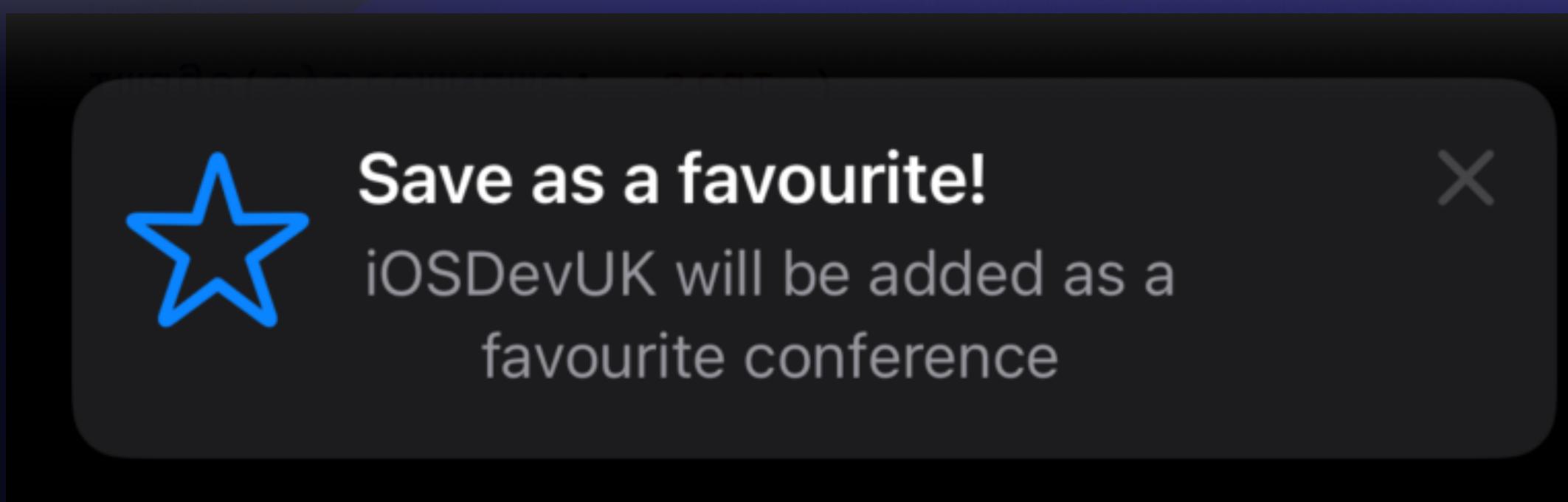
```
import SwiftUI
import TipKit

@main
struct TipKit_DemoApp: App {
    var body: some Scene {
        WindowGroup {
            ContentView()
        }
    }

    init() {
        try? Tips.configure()
    }
}
```

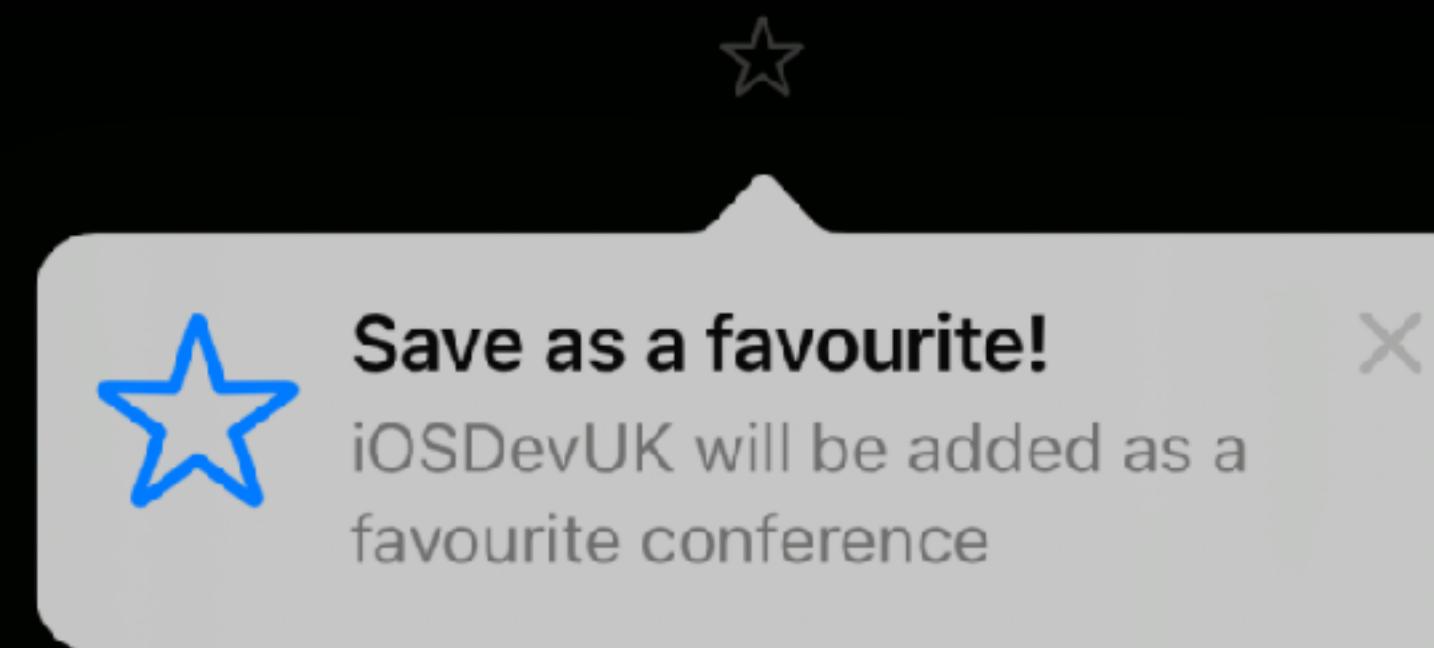
Creating a Tip

```
struct FavouriteTip: Tip {  
    var title: Text {  
        Text("Save as a favourite!")  
    }  
  
    var message: Text? {  
        Text("iOSDevUK will be added as a favourite conference")  
    }  
  
    var image: Image? {  
        Image(systemName: "star")  
    }  
}
```

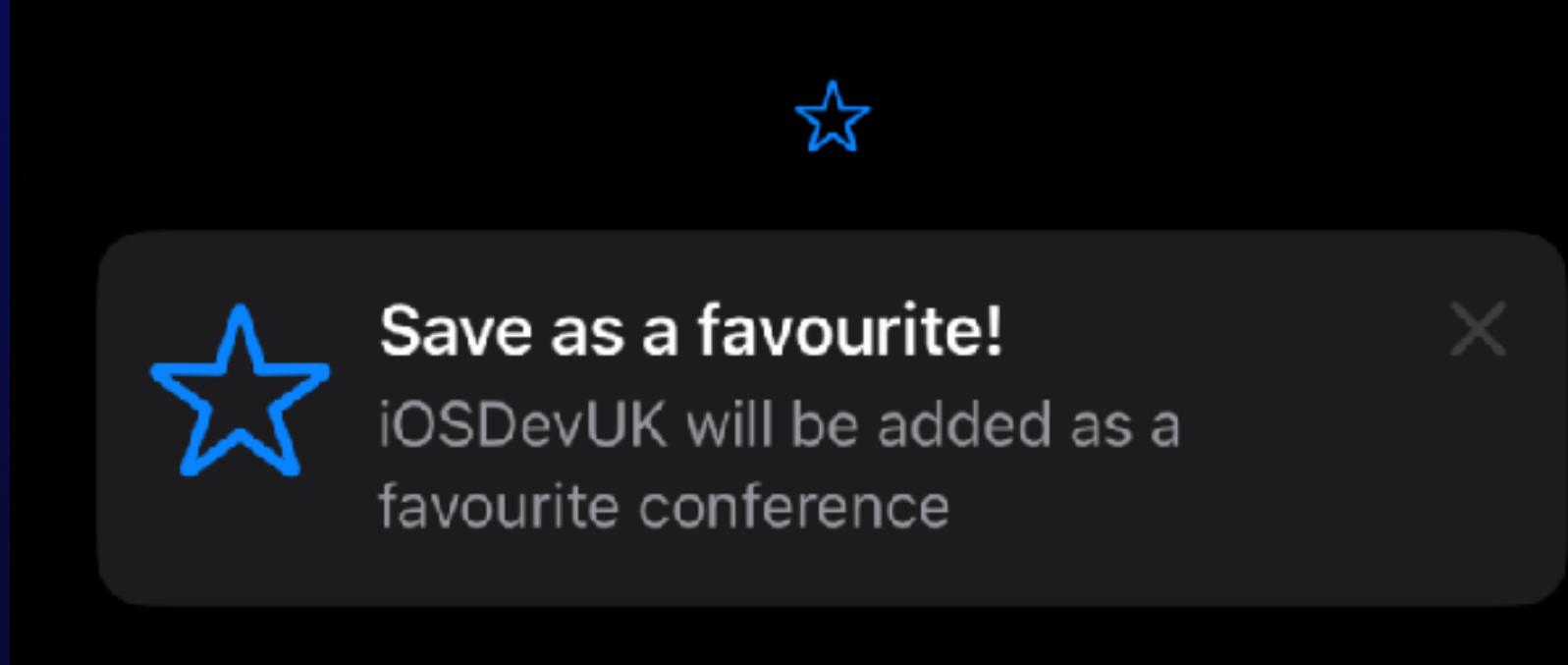


Presenting the Tip

```
struct ContentView: View {  
    var body: some View {  
        VStack {  
            Button {  
            } label: {  
                Image(systemName: "star")  
            }  
            .popoverTip(FavouriteTip())  
        }  
    }  
}
```



```
struct ContentView: View {  
    var body: some View {  
        VStack {  
            TipView(FavouriteTip())  
            Button {  
            } label: {  
                Image(systemName: "star")  
            }  
        }  
    }  
}
```



Tooltip Eligibility Rules

```
struct FavouriteTip: Tip {
    var title: Text { ... }
    var message: Text? { ... }
    var image: Image? { ... }

    @Parameter
    static var isLoggedIn: Bool = false
    static let enteredConferenceList: Event = Event(id: "entered-conference-list")

    var rules: [Rule] {
        // User is logged in
        #Rule(Self.$isLoggedIn) { $0 == true }

        // User has entered conference detail view at least 3 times
        // Call in view with .onAppear { Self.enteredConferenceList.sendDonation() }
        #Rule(Self.enteredConferenceList) { $0.donations.count >= 3 }
    }
}
```

Some Tooltip Tips

- Explore how tooltips can help discoverability.
- Your key user flows should be obvious from just the UI - do not overuse tips.
- Keep tooltips short and actionable.
- Target the ideal audience.
- If you offer to do a talk on TipKit, expect Apple to have just changed the API and make your slides obsolete!

Finally

- TipKit requires iOS 17+ (because of Macros)
- Available in Xcode 15 Beta 5
- The WWDC video is useful, but out of date

