9:41 AM
100%
Cancel
Greetings from Brooklyn
Send
Subject: Greetings from Brooklyn
We're all moved in, folks. Come by and check out our new apartment.
Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M
123
space
return
9:41 AM
100%
Monday
10
Messages
Calendar
Photos
Camera
Weather
Clock
Maps
Videos
Notes
Reminders
Stocks
Game Center
Newsstand
iTunes Store
App Store
Passbook
Compass
Settings
Phone
Mail
Safari
Music
9:41 AM
100%
Messages
Erica Haims
Contact
Definitely.
In fact, you might recognize one of them.
Who is it?
Remember Tasha? She lived on our floor freshman year.
No way!
Way. And we were just talking about you.
iMessage
Send

Finder File Edit View Go Window Help
Mon 9:41 AM
Lexi Torres
It's breaking at Mavericks! Want to check it out?
Cancel
Let's go, surf's up!
A Brief History of Time
CHAPTER 1
OUR PICTURE OF THE UNIVERSE
A well-known scientist (some say it
Bertrand Russell) once gave a pul
lecture on astronomy. He describ
the earth orbits around the sun and hov
sun, in turn, orbits around the center of
collection of stars called our galaxy. At t
of the lecture, a little old lady at the bac
room got up and said: "What you have t
is rubbish. The world is really a flat plat
supported on the back of a giant tortois
scientist gave a superior smile before re
"What is the tortoise standing on?" "Yo
very clever, young man, very clever," sa
old lady. "But it's turtles all the way dov
Half Moon Bay, San Mateo
Directions
Standard
Hybrid
Satellite
Pacifica
Sweeney Ridge
San Francisco International Airport
Millbrae
Burlingame
Hillsborough
San Mateo
Foster City
San Pedro Valley County Park
San Francisco State Fish and Game Refuge
Moss Beach
Half Moon Bay Airport
Mavericks
Half Moon Bay
Lower Crystal Springs Reservoir
Upper Crystal Springs Reservoir
Belmont
San Carlos Airport
Ralston Ave
Club Dr
Edgewood Rd

Color palette
Unlimited Undo & Redo
Precise control over font, text style, & paragraph settings
Writing tools
PROJECT: APPLICATION.APP
ARCHITECT: XCODE
#1

Color palette
Unlimited Undo & Redo
Precise control over font, text style, & paragraph settings
Writing tools
PROJECT: APPLICATION.APP
ARCHITECT: XCODE
#1

Xcode 5

Jogr.xcodeproj — RunViewController.m

Jogr 〉 iPhone

Build Jogr: **Succeeded** | 6/4/13 at 8:04 AM | No Issues

Jogr 〉 Jogr S... 〉 Contr... 〉 RunViewController.m 〉 -updateTime

Manual 〉 Jogr 〉 J... 〉 R... 〉 Jogr.storyboard 〉 No Selection

- Jogr
  - 2 targets, iOS SDK 7.0
  - Jogr Source
    - Model
      - RouteData.h
      - RouteData.m
      - RunData.h
      - RunData.m
    - View
      - RoutePathOverlay.h
      - RoutePathOverlay.m
      - GraphView.h
      - GraphView.m
    - Controller
      - AppDelegate.h
      - AppDelegate.m
      - RunViewController.h
      - RunViewController.m
      - MapRoutesViewController.h
      - MapRoutesViewController.m
      - RouteDetailsViewController.h
      - RouteDetailsViewController.m
      - RunDetailsViewController.h
      - RunDetailsViewController.m
    - Resources
      - Jogr.storyboard
      - embarcadero.jpg
      - Pier39RunDescription.rtf
      - Images.xcassets
      - SampleRuns
    - Supporting Files
  - Jogr Tests
    - JogrTests.m
    - Supporting Files
  - Frameworks
  - Products

```
@implementation RunViewController

- (id)initWithNibName:(NSString *)nibNameOrNil bundle:(NSBundle *)nibBundleOrNil
{
    if ((self = [super initWithNibName:nibNameOrNil bundle:nibBundleOrNil])) {
    }
    return self;
}

- (void)viewDidLoad
{
    [super viewDidLoad];
}

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
}

- (void)viewWillAppear:(BOOL)animated
{
    if (!_timer || _pause) {
        [self pauseOrRun:self];
    }
}

- (NSString *)timeStringForInterval:(NSTimeInterval)interval
{
    long hours = (long)interval / 60l;
    long minutes = ((long)interval / 60l) % 60l;
    long seconds = (long)interval % 60l;
    long hundredths = (long)(interval * 100.0) % 100l;

    return [NSString stringWithFormat:@"%02ld:%02ld:%02ld.%02ld", hours, minutes,
        seconds, hundredths];
}

- (void)updateTime
{
    if (_timer) {
        NSTimeInterval now = _pause ? _pause : [NSDate
            timeIntervalSinceReferenceDate];
        NSString *string = [self timeStringForInterval:now - _start];

        [_timeLabel setText:string];
    }
}

- (IBAction)pauseOrRun:(id)sender
{
    if (_start == 0) {
        _start = [NSDate timeIntervalSinceReferenceDate];
    }

    if (_timer == nil) {
        _pause = 0;
        _timer = [NSTimer scheduledTimerWithTimeInterval:0.025 target:self selector:
            @selector(updateTime) userInfo:nil repeats:YES];
        [_timer fire];
        [_pauseRunButton setTitle:@"Pause" forState:UIControlStateNormal];
    } else {
```

Jogr.xcodeproj — RunViewContro

Jogr 〉 iPhone

Build Jogr: **Succeeded** | 6/4/13 at 8:04 AM

Jogr 〉 Jogr S... 〉 Contr... 〉 RunViewController.m 〉 -updateTime

- **Jogr**
  2 targets, iOS SDK 7.0
  - Jogr Source
    - Model
      - RouteData.h
      - RouteData.m
      - RunData.h
      - RunData.m
    - View
      - RoutePathOverlay.h
      - RoutePathOverlay.m
      - GraphView.h
      - GraphView.m
    - Controller
      - AppDelegate.h
      - AppDelegate.m
      - RunViewController.h
      - RunViewController.m
      - MapRoutesViewController.h
      - MapRoutesViewController.m
      - RouteDetailsViewController.h
      - RouteDetailsViewController.m
      - RunDetailsViewController.h
      - RunDetailsViewController.m
    - Resources
      - Jogr.storyboard

```
@implementation RunViewController

- (id)initWithNibName:(NSString *)nibNameOrNil bundle:(NSBundle *)nibBundleOrNil
{
    if ((self = [super initWithNibName:nibNameOrNil bundle:nibBundleOrNil])) {
    }
    return self;
}

- (void)viewDidLoad
{
    [super viewDidLoad];
}

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
}

- (void)viewWillAppear:(BOOL)animated
{
    if (!_timer || _pause) {
        [self pauseOrRun:self];
    }
}

- (NSString *)timeStringForInterval:(NSTimeInterval)interval
{
    long hours = (long)interval / 60l;
    long minutes = ((long)interval / 60l) % 60l;
    long seconds = (long)interval % 60l;
    long hundredths = (long)(interval * 100.0) % 100l;

    return [NSString stringWithFormat:@"%02ld:%02ld:%02ld.%02ld", hours, minutes,
        seconds, hundredths];
}
```

50 Billion

Apps Near Me

App Store Volume Purchase

Improved Receipts

TOTAL

TOTAL

A
B
C
D
E
F
Monday
6
N
W
E
S

Jogr.xcworkspace

Jogr › My Mac 64-bit

Running: Jogr: Jogr

iCloud Report

Jogr
PID 508, Running

CPU	0%
Memory	39.9 MB
iCloud	
Energy Use	Low

iCloud Usage

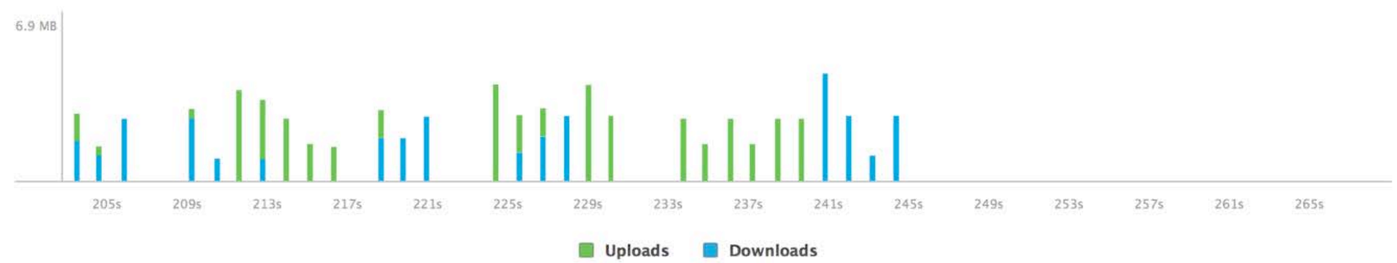
com.mycompany.jogr
55 GB 9%

Status: Active
Updated: 2 mins ago

Storage 16.5 of 55 GB

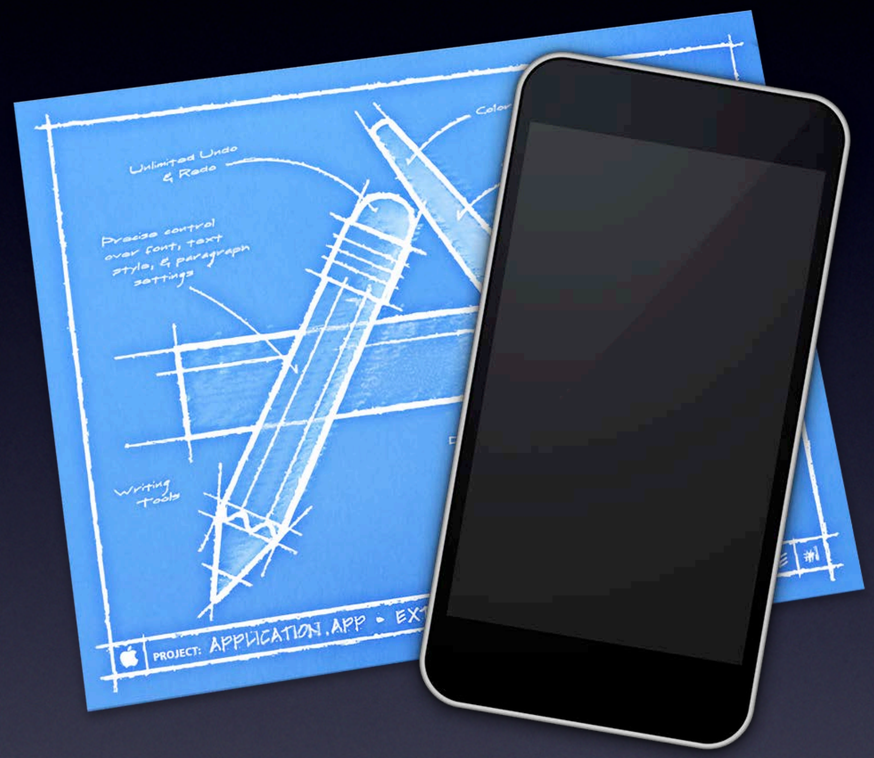
My App	Used	Free
6 GB	16.5 GB	37.5 GB

Transfer Activity



Documents

Name	Date Modified	Size	Kind	Status
Documents	Jun 7, 2013, 2:48 PM	21.6 MB		
San Jose.route	Jun 7, 2013, 2:48 PM	7.2 MB	route	88%
San Francisco.route	Jun 7, 2013, 2:48 PM	7.2 MB	route	
Oakland.route	Jun 7, 2013, 2:48 PM	7.2 MB	route	


Unlimited Undo
& Redo
Precise control
over font, text
style, & paragraph
settings
Writing
Tools
PROJECT: APPLICATION.APP

iCloud

Apple Inc. www.icloud.com

Reader

iCloud

John Appleseed | Sign Out

Mail

Notes

Reminders

JohnAppleseed@icloud.com

Reset

Reset and merge all documents and data on iCloud with what is currently on your devices. No documents or data will be deleted.

Reset Documents and Data

Reset Documents and Data?

This will reset and merge all documents and data on iCloud with what is currently on your devices.

Reset | Cancel

Display a menu

114

New classes

679

New methods

917

New properties

1

1

Thing

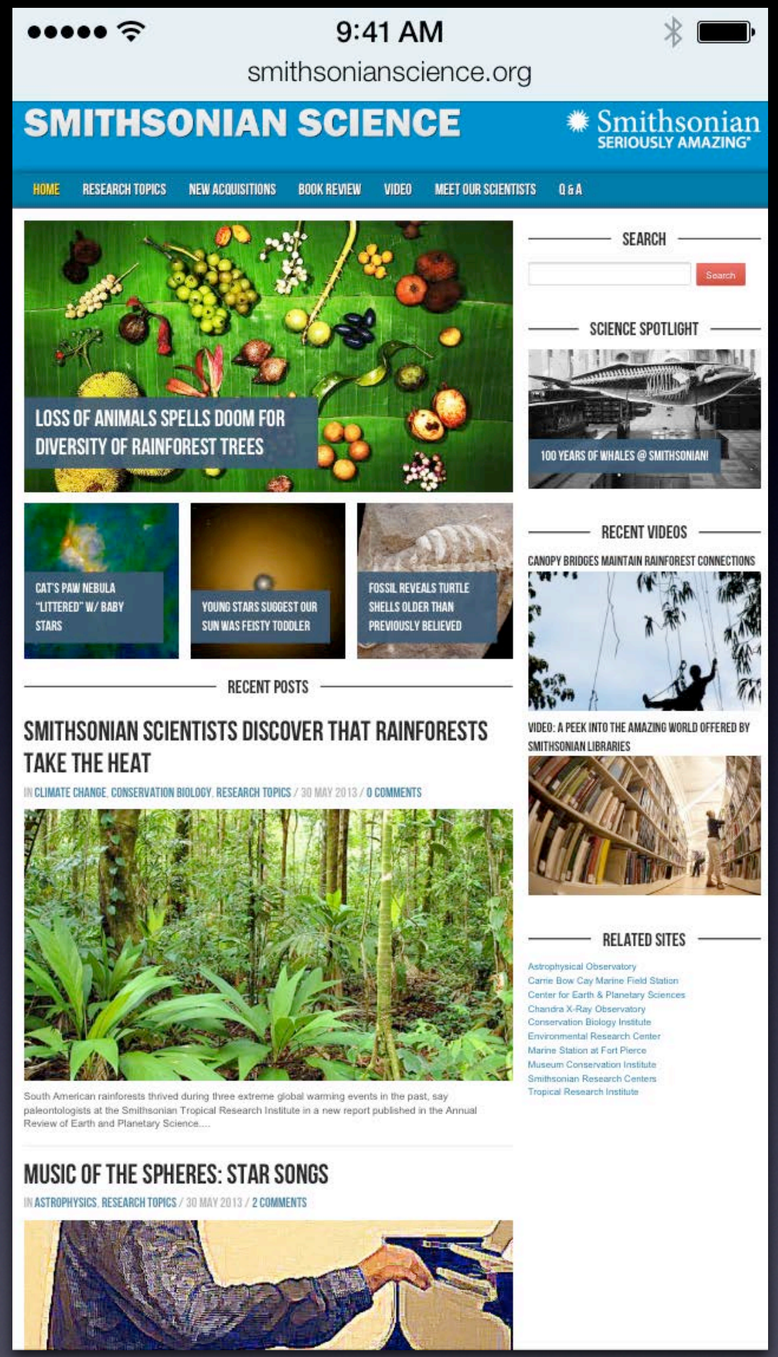
9:41 AM
100%
Cancel
Greetings from Brooklyn
Send
Subject: Greetings from Brooklyn
We're all moved in, folks. Come by and check out our new apartment.
Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M
123
space
return
9:41 AM
100%
Monday
10
Messages
Calendar
Photos
Camera
Weather
Clock
Maps
Videos
Notes
Reminders
Stocks
Game Center
Newsstand
iTunes Store
App Store
Passbook
Compass
Settings
Phone
Mail
Safari
Music
9:41 AM
100%
Messages
Erica Haims
Contact
Definitely.
In fact, you might recognize one of them.
Who is it?
Remember Tasha? She lived on our floor freshman year.
No way!
Way. And we were just talking about you.
iMessage
Send

3

Big ideas

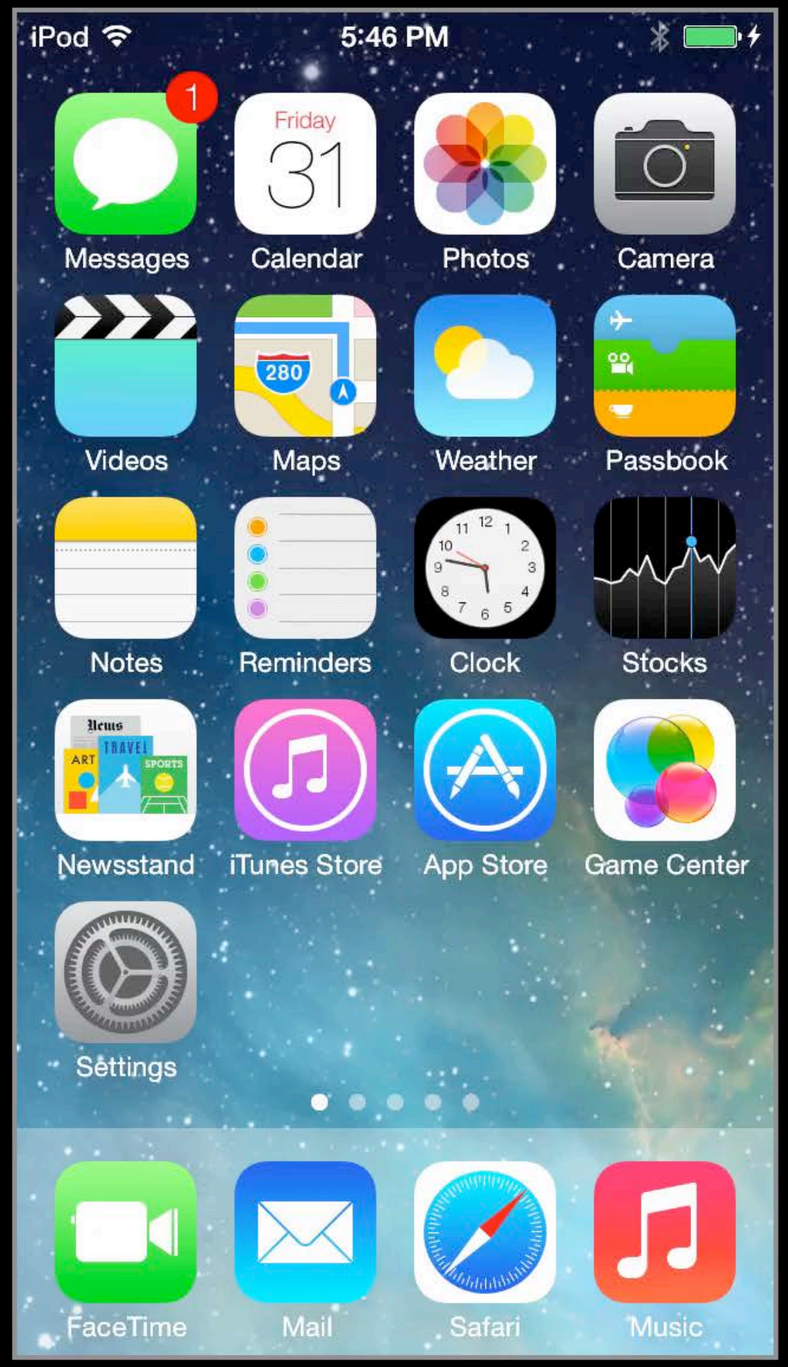
9:41 AM
San Francisco
Partly Cloudy
61°
Friday Today 73 61
Now 12PM 1PM 2PM 3PM 4PM
61 66 70 72 72 72
Saturday 73 57
Sunday 63 54
Monday 61 54
Tuesday 63 54
Wednesday 64 54

Clarity


9:41 AM
smithsonianscience.org
SMITHSONIAN SCIENCE
Smithsonian
SERIOUSLY AMAZING
HOME
RESEARCH TOPICS
NEW ACQUISITIONS
BOOK REVIEW
VIDEO
MEET OUR SCIENTISTS
Q & A
LOSS OF ANIMALS SPELLS DOOM FOR DIVERSITY OF RAINFOREST TREES
CAT'S PAW NEBULA "LITTERED" W/ BABY STARS
YOUNG STARS SUGGEST OUR SUN WAS FEISTY TODDLER
FOSSIL REVEALS TURTLE SHELLS OLDER THAN PREVIOUSLY BELIEVED
RECENT POSTS
SMITHSONIAN SCIENTISTS DISCOVER THAT RAINFORESTS TAKE THE HEAT
IN CLIMATE CHANGE, CONSERVATION BIOLOGY, RESEARCH TOPICS / 30 MAY 2013 / 0 COMMENTS
South American rainforests thrived during three extreme global warming events in the past, say paleontologists at the Smithsonian Tropical Research Institute in a new report published in the Annual Review of Earth and Planetary Science....
MUSIC OF THE SPHERES: STAR SONGS
IN ASTROPHYSICS, RESEARCH TOPICS / 30 MAY 2013 / 2 COMMENTS
SEARCH
Search
SCIENCE SPOTLIGHT
100 YEARS OF WHALES @ SMITHSONIAN!
RECENT VIDEOS
CANOPY BRIDGES MAINTAIN RAINFOREST CONNECTIONS
VIDEO: A PEEK INTO THE AMAZING WORLD OFFERED BY SMITHSONIAN LIBRARIES
RELATED SITES
Astrophysical Observatory
Carrie Bow Cay Marine Field Station
Center for Earth & Planetary Sciences
Chandra X-Ray Observatory
Conservation Biology Institute
Environmental Research Center
Marine Station at Fort Pierce
Museum Conservation Institute
Smithsonian Research Centers
Tropical Research Institute

Deference

Depth


iPod
5:46 PM
Messages
Calendar
Photos
Camera
Videos
Maps
Weather
Passbook
Notes
Reminders
Clock
Stocks
Newsstand
iTunes Store
App Store
Game Center
Settings
FaceTime
Mail
Safari
Music

Depth

Content

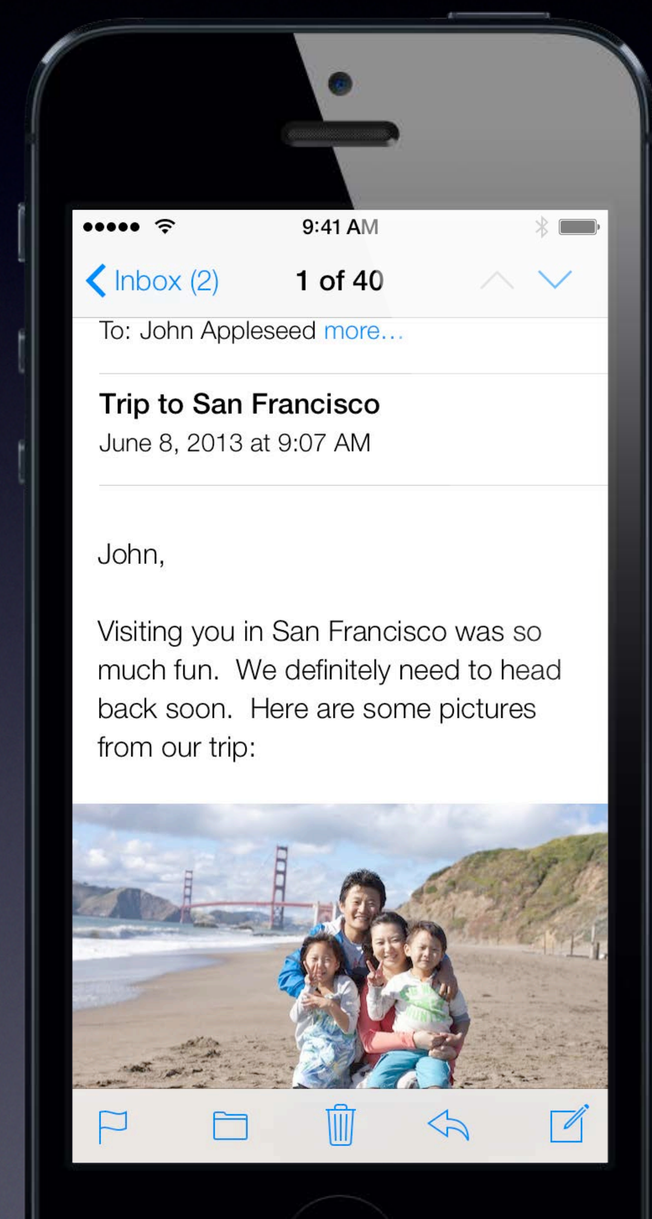
Metrics

Buttons

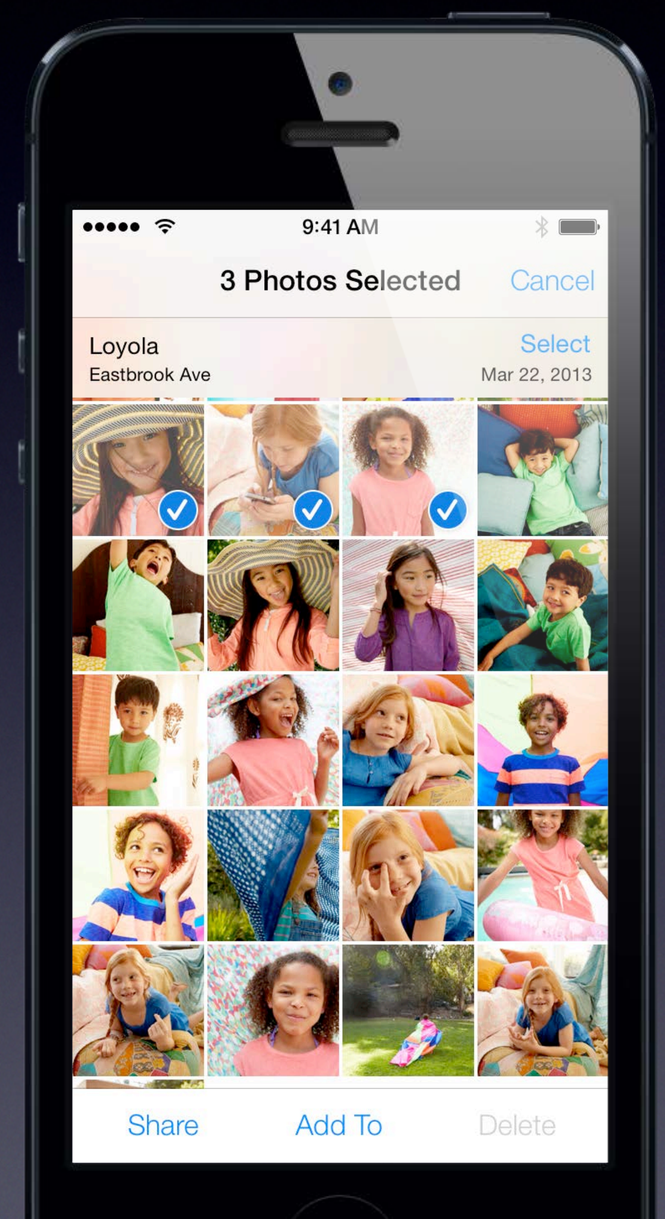
Pickers

Demo

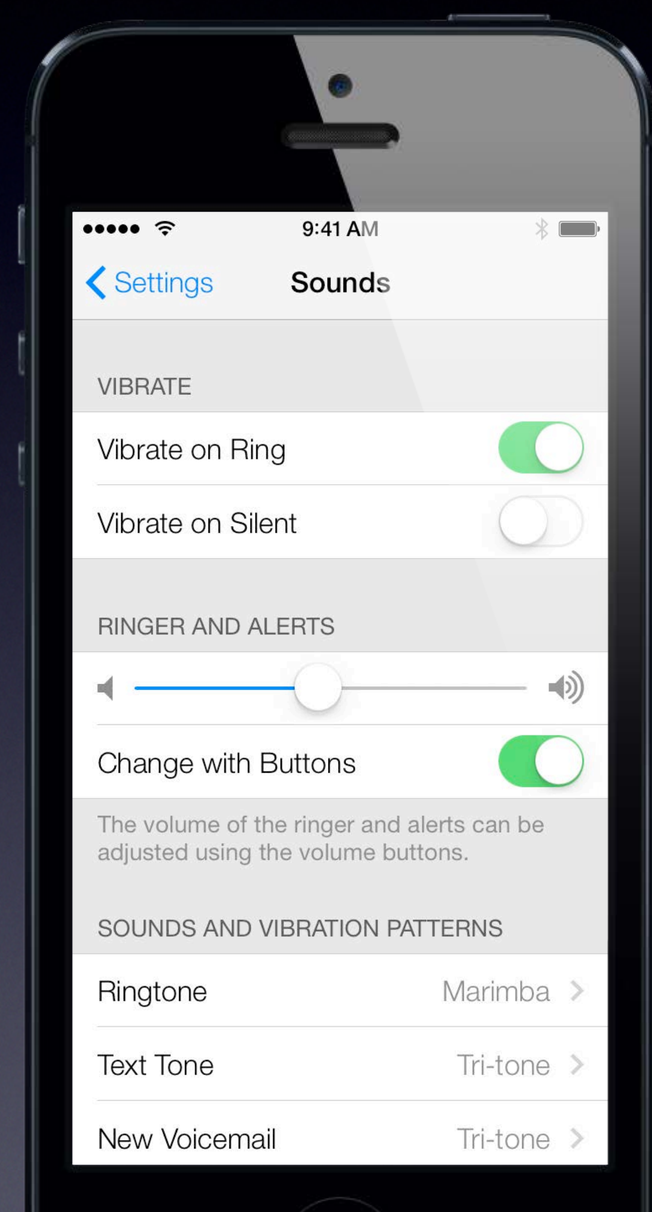
Full-Screen Content



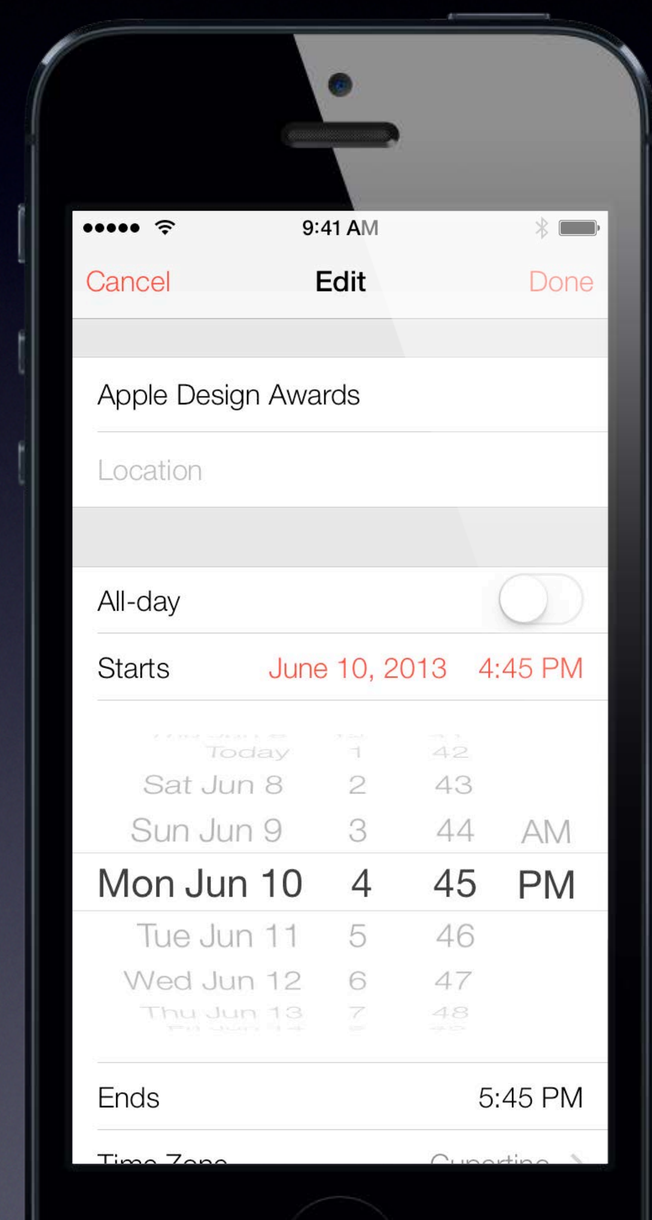
Buttons Without Borders



New Metrics


9:41 AM
Settings
Sounds
VIBRATE
Vibrate on Ring
Vibrate on Silent
RINGER AND ALERTS
Change with Buttons
The volume of the ringer and alerts can be adjusted using the volume buttons.
SOUNDS AND VIBRATION PATTERNS
Ringtone
Marimba
Text Tone
Tri-tone
New Voicemail
Tri-tone

Pickers


9:41 AM
Cancel
Edit
Done
Apple Design Awards
Location
All-day
Starts
June 10, 2013
4:45 PM
Today
Sat Jun 8
Sun Jun 9
Mon Jun 10
Tue Jun 11
Wed Jun 12
1
2
3
4
5
6
42
43
44
45
46
47
AM
PM
Ends
5:45 PM

“But wait, there’s more!”

“But wait, there’s more!”

Ed Valenti

Typography

Truffle

Truffle

Truffle

Truffle

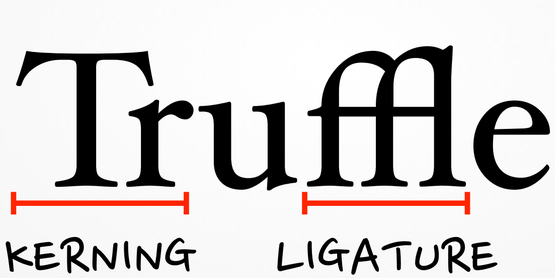
KERNING

Truffle

Truffle

KERNING

Truffle



Truffle

Truffle
Truffle

Truffle
Truffle

Zaptino

Text Styles

17PT HELVETICA NEUE MEDIUM

Headline 1

Headline 2

Subheadline 1

18PT HELVETICA NEUE REGULAR

Subheadline 2

17PT HELVETICA NEUE LIGHT

Body

Footnote

Caption 1

Caption 2

Headline 1

Headline 2

Subheadline 1

Subheadline 2

Body

Footnote

Caption 1

Caption 2

Text Sizing

XS

Headline 1
Headline 2
Subheadline 1
Subheadline 2
Body
Footnote
Caption 1
Caption 2

L

Headline 1
Headline 2
Subheadline 1
Subheadline 2
Body
Footnote
Caption 1
Caption 2

XXXL

Headline 1
Headline 2
Subheadline 1
Subheadline 2
Body
Footnote
Caption 1
Caption 2

Dynamic Type

Headline 1
Headline 2
Subheadline 1
Subheadline 2
Body
Footnote
Caption 1
Caption 2

Dynamic Type

Headline 1
Headline 2
Subheadline 1
Subheadline 2
Body
Footnote
Caption 1
Caption 2

```
+[UIFont preferredFontForTextStyle:]
```

CSS Font Values

Text Kit

Animations

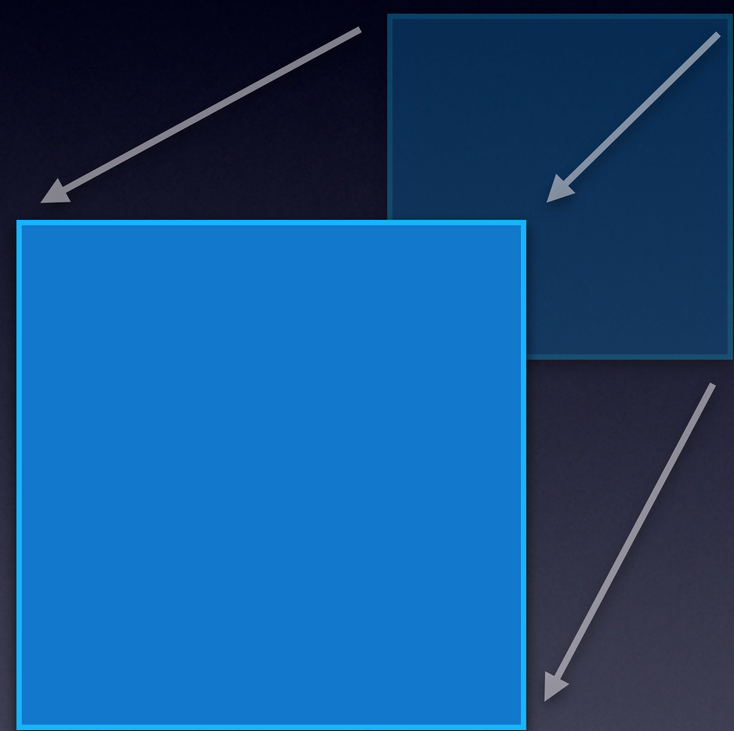
Animations

Dynamics

Transitions

Motion

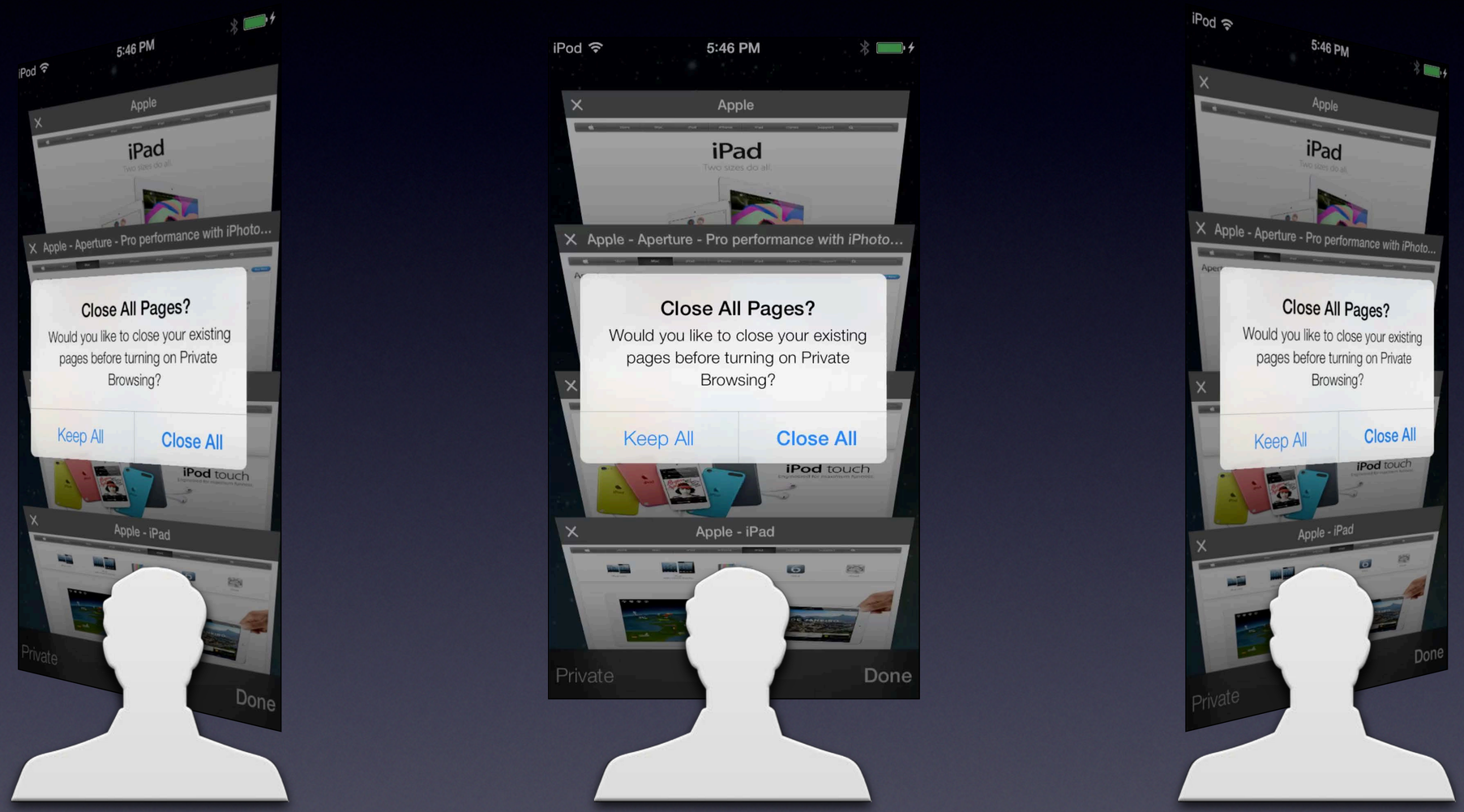
Transitions



UIViewControllerTransitionCoordinator

UIViewControllerTransitioning

UIMotionEffects

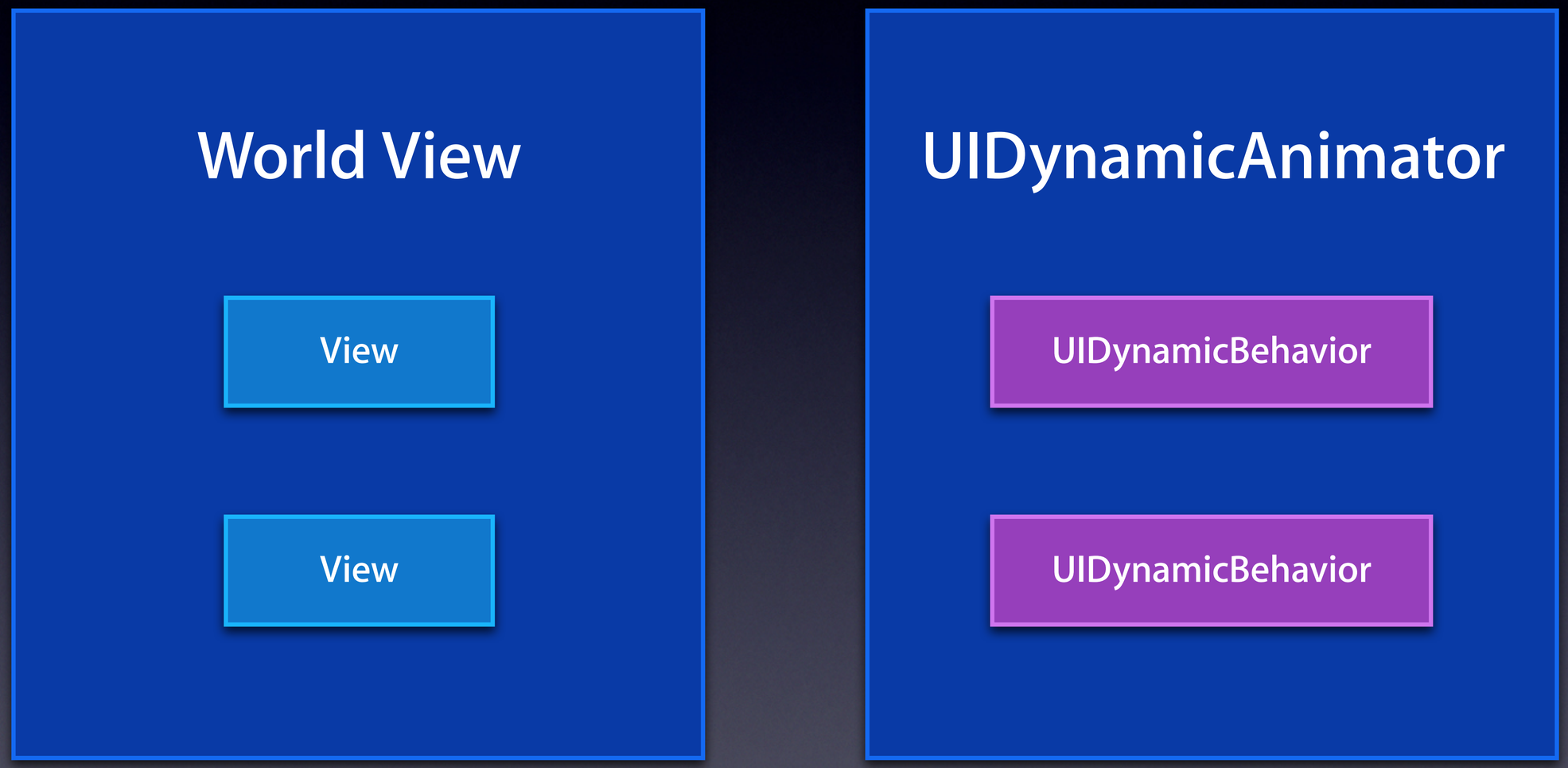


UIKit Dynamics

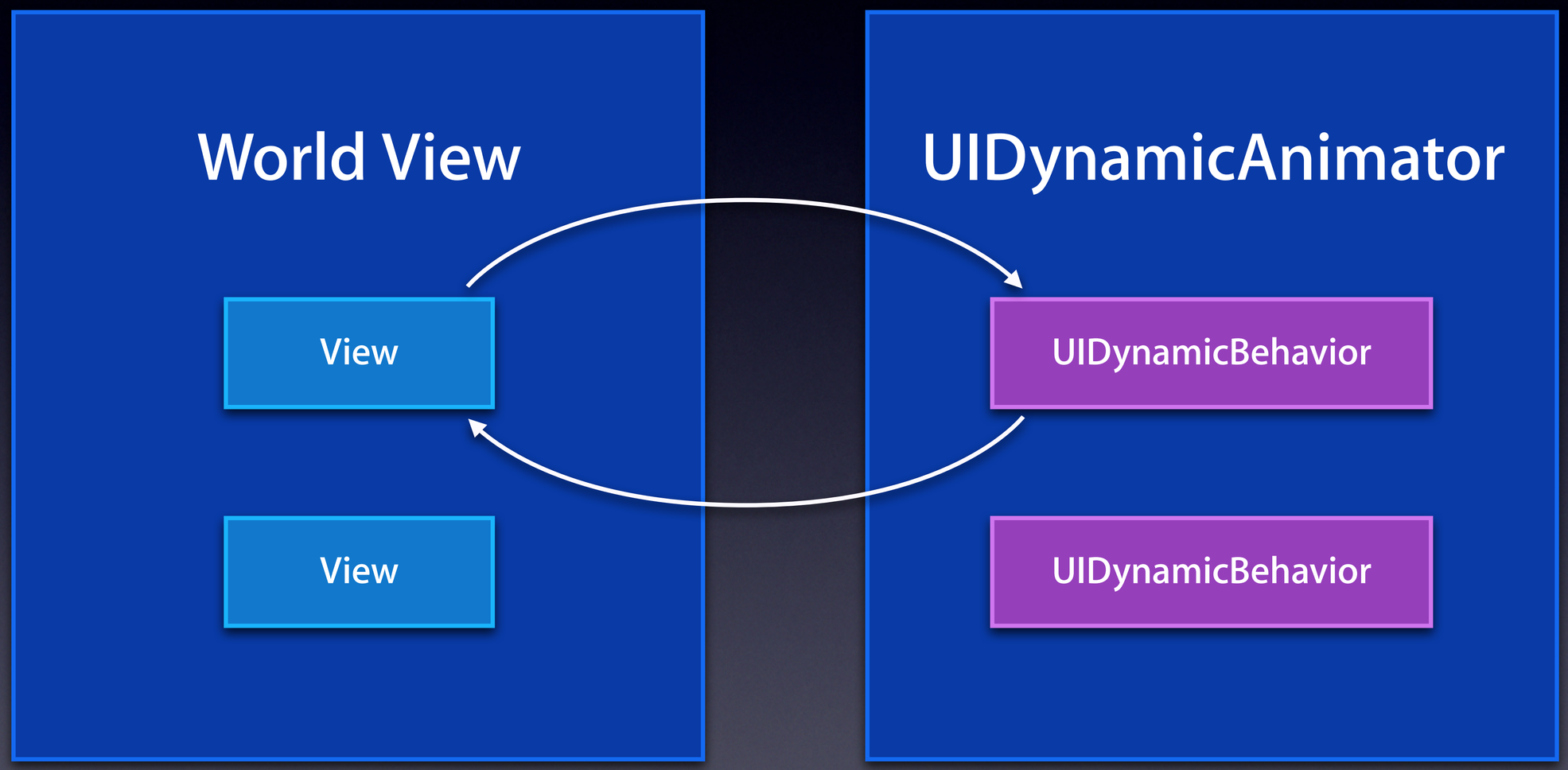
/juˑˈaɪkɪt daɪˈnæmɪks/ *noun*

A composable, reusable, declarative, real-world inspired animation and interaction system

UIKit Dynamics



UIKit Dynamics



MyImage.png

MyImage.png

MyImage~iPad.png

MyImage.png

MyImage~iPad.png

MyImage@2x.png

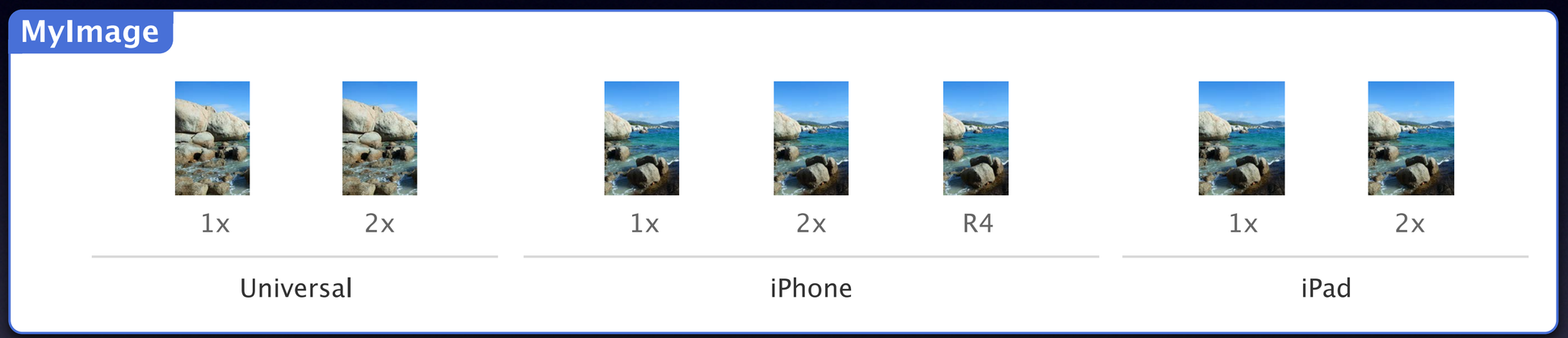
MyImage.png

MyImage~iPad.png

MyImage@2x.png

MyImage@2x~iPad.png

MyImage@2x~iPhone.png

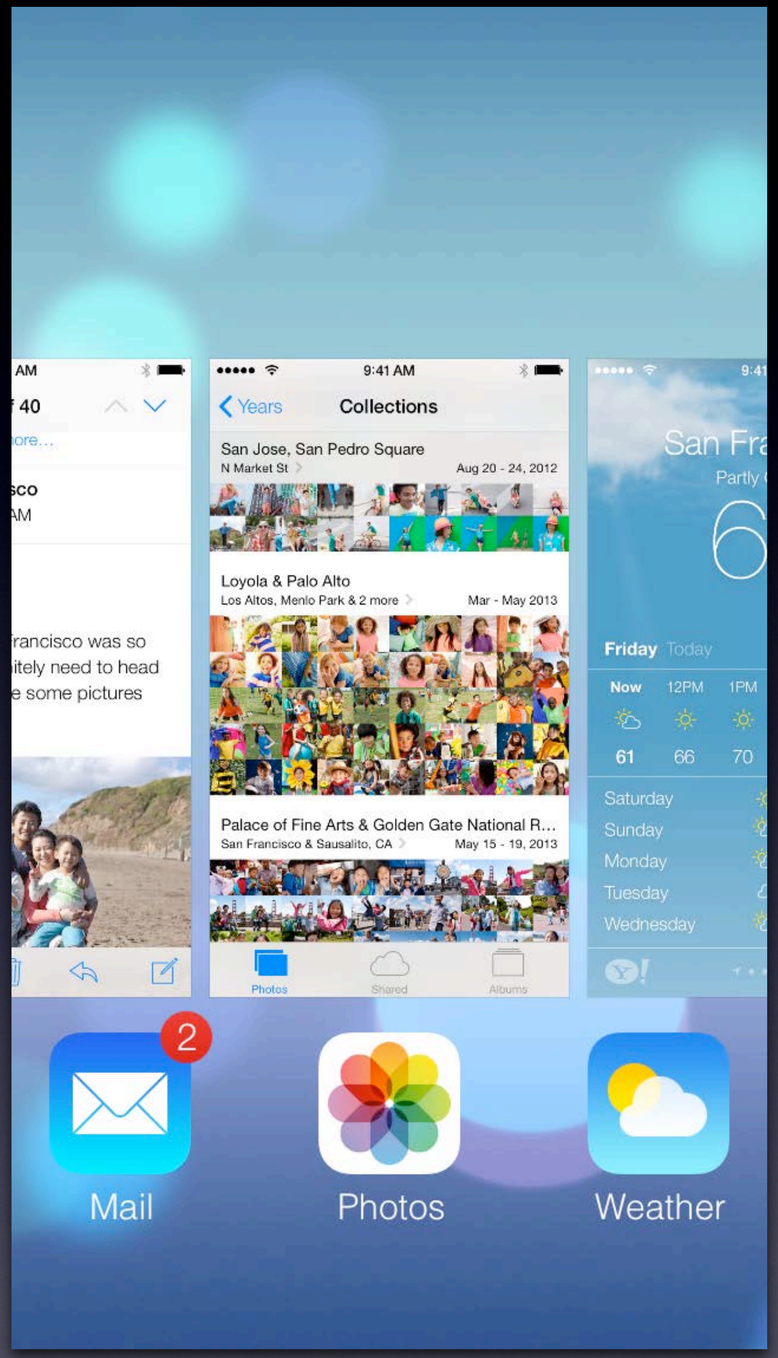

MyImage
1x
2x
Universal
1x
2x
R4
iPhone
1x
2x
iPad

Demo

So much
more than just

1

thing



Multitasking

9:41 AM
Years
Collections
San Jose, San Pedro Square
N Market St
Aug 20 - 24, 2012
Loyola & Palo Alto
Los Altos, Menlo Park & 2 more
Mar - May 2013
Palace of Fine Arts & Golden Gate National R...
San Francisco & Sausalito, CA
May 15 - 19, 2013
Photos
Shared
Albums
Friday
Today
Now
12PM
1PM
61
66
70
Saturday
Sunday
Monday
Tuesday
Wednesday
2
Mail
Photos
Weather

Multitasking

Background fetch

```
+[UIApplication setMinimumBackgroundFetchInterval:]
```

Multitasking

Background fetch

```
+[UIApplication setMinimumBackgroundFetchInterval:]
```

Remote notification

Multitasking

Background fetch

`+[UIApplication setMinimumBackgroundFetchInterval:]`

Remote notification

Background transfers

`NSURLSession`

Push updates

AirDrop from Activity sheet

Add to Readlng List

Ranking-style leaderboards

Background asset downloads

Game score signing

3D map view

UI Dynamics

MFi game controllers

Inter-app audio

Map snapshots

Expanded Bluetooth LE profile support

Dynamic type size

Guided Access API

Sprite Kit

Peer-to-peer connectivity

Directions API

60fps video capture

Custom video compositors

New turn-based game modes

MFi location beacons

New multitasking APIs

Authenticated Game Center players

New Core Image filters

Geodesic polylines

Automatic Configuration

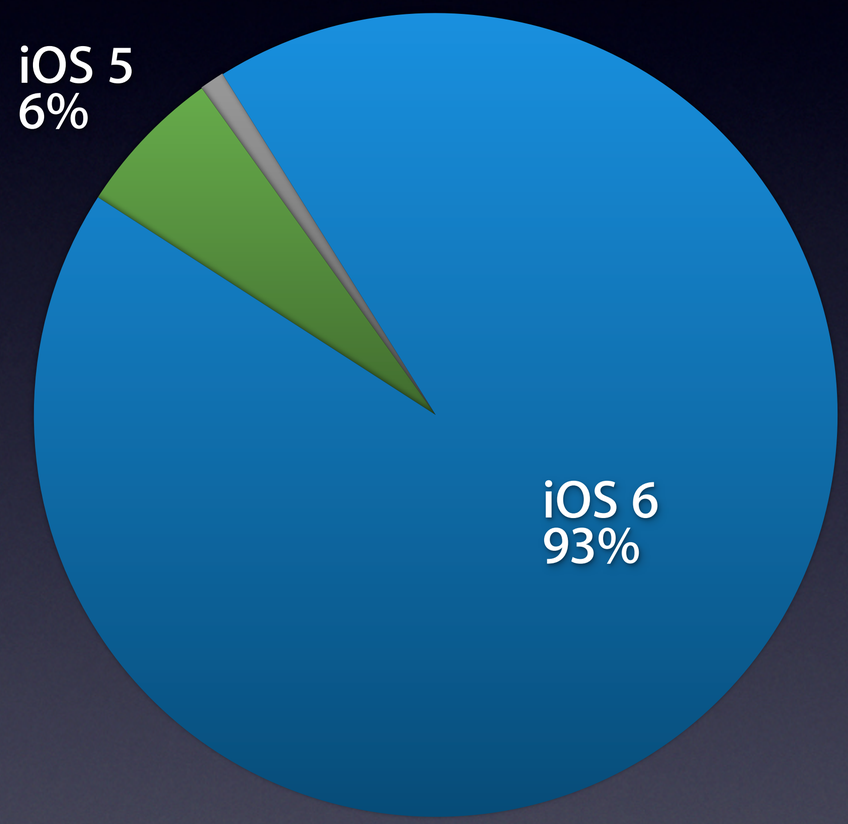
Map tile overlays

What Should You Do?

Build against the iOS 7 SDK

Design for the New UI

Installed Base



Build against the iOS 7 SDK

Design for the New UI

Read the iOS 7 UI Transition Guide

Build against the iOS 7 SDK

Design for the New UI

Read the iOS 7 UI Transition Guide

developer.apple.com/library/etc/redirect/WWDR/iOSUITransitionGuide

Game Center

240 Million

Players

Friends

Leaderboards

Achievements

Challenges

Multiplayer

iOS and OS X

Expanded leaderboards

Modal challenges

Turn-based exchanges

All new iOS UI

Sprite Kit

Render sprites, shapes, particles

Animate elements

Compute physics

Apply visual effects

Integrate with art pipeline

Key features for 2D games

High performance rendering

Integrated tools in Xcode

Easy to learn, less code to write

iOS and OS X

Demo

Game Controllers

Made for iPod iPhone iPad

Form-fitting or stand-alone

Standard and extended inputs

All inputs pressure sensitive

High quality, consistent experience

Objective-C framework

Simple to adopt

Easy access to controller inputs

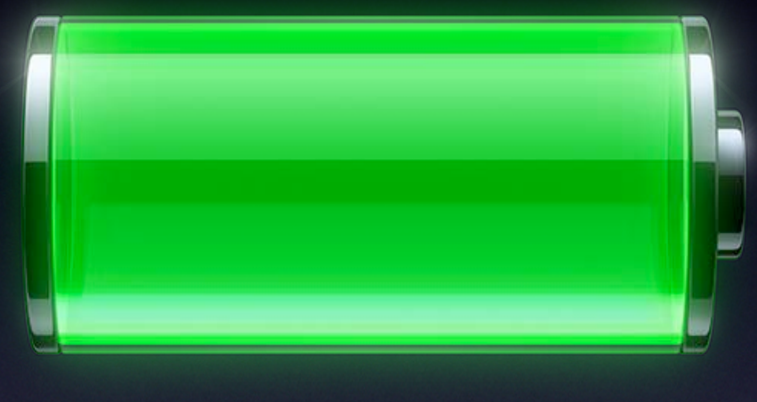
iOS and OS X

Demo

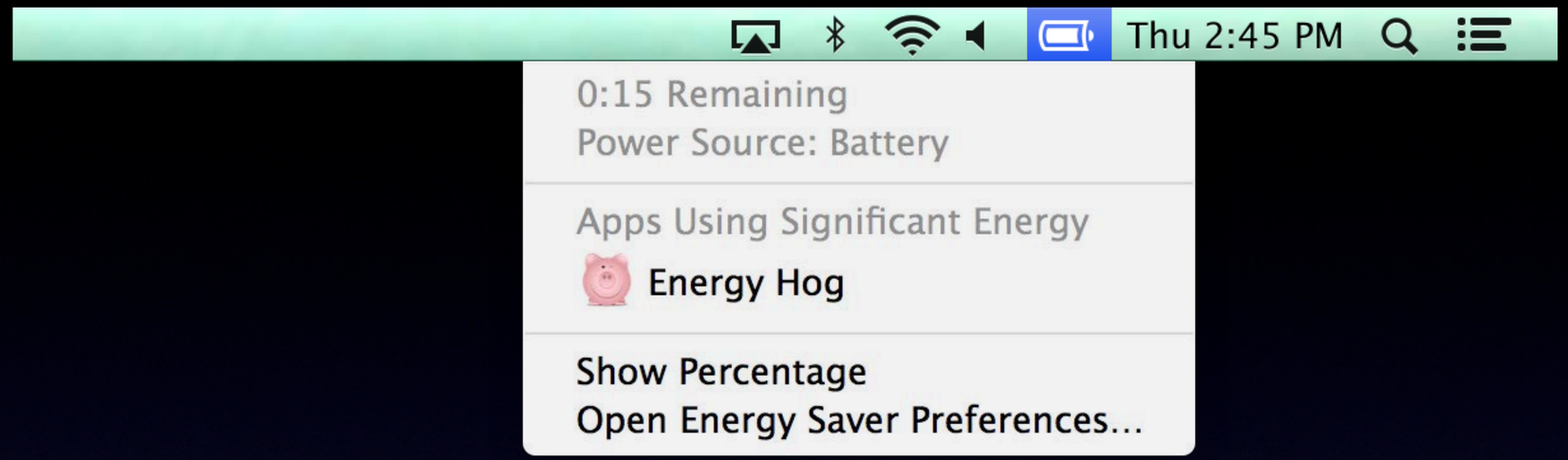
Tamas Schlägl
Technical Director, Crytek Budapest Studio

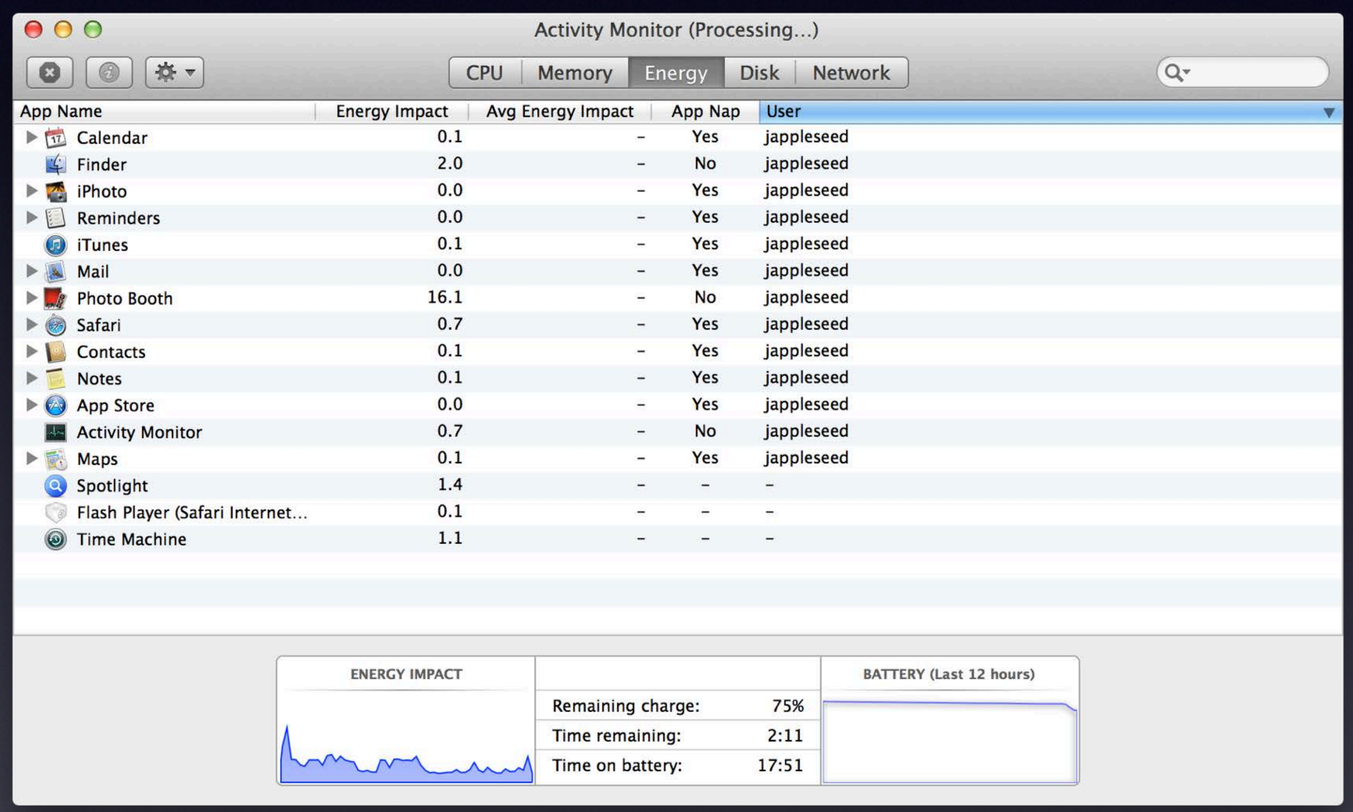
Developer preview

Logitech prototype controllers in the lab



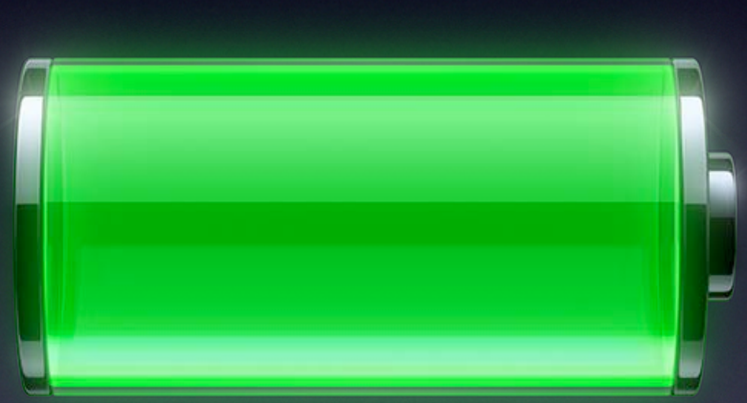
Battery Life





App Name	Energy Impact	Avg Energy Impact	App Nap	User
Calendar	0.1	–	Yes	jappleseed
Finder	2.0	–	No	jappleseed
iPhoto	0.0	–	Yes	jappleseed
Reminders	0.0	–	Yes	jappleseed
iTunes	0.1	–	Yes	jappleseed
Mail	0.0	–	Yes	jappleseed
Photo Booth	16.1	–	No	jappleseed
Safari	0.7	–	Yes	jappleseed
Contacts	0.1	–	Yes	jappleseed
Notes	0.1	–	Yes	jappleseed
App Store	0.0	–	Yes	jappleseed
Activity Monitor	0.7	–	No	jappleseed
Maps	0.1	–	Yes	jappleseed
Spotlight	1.4	–	–	–
Flash Player (Safari Internet...	0.1	–	–	–
Time Machine	1.1	–	–	–

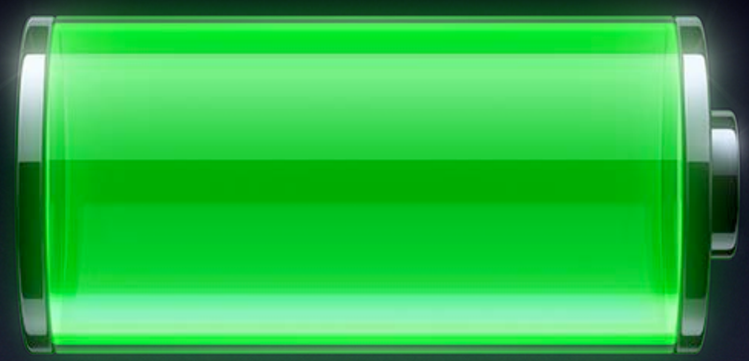
CPU Power Consumption



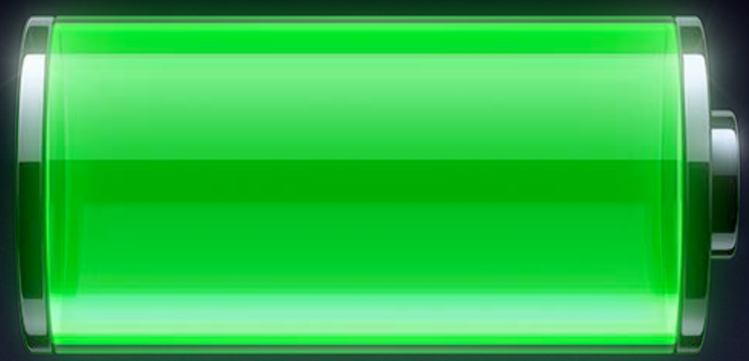
Movie Playback	24% Less energy
Safari Browsing	18% Less energy

*Measured on 2012 MacBook Air 13-inch.

Responsiveness



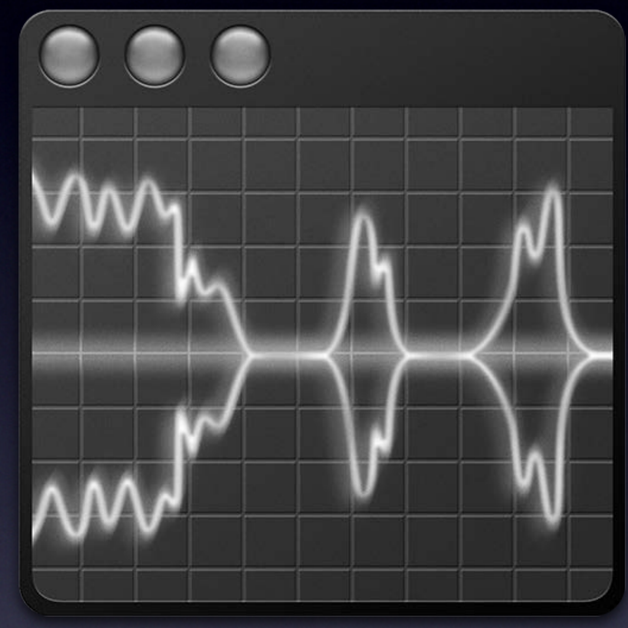
VS



VS

Need to find the right balance!

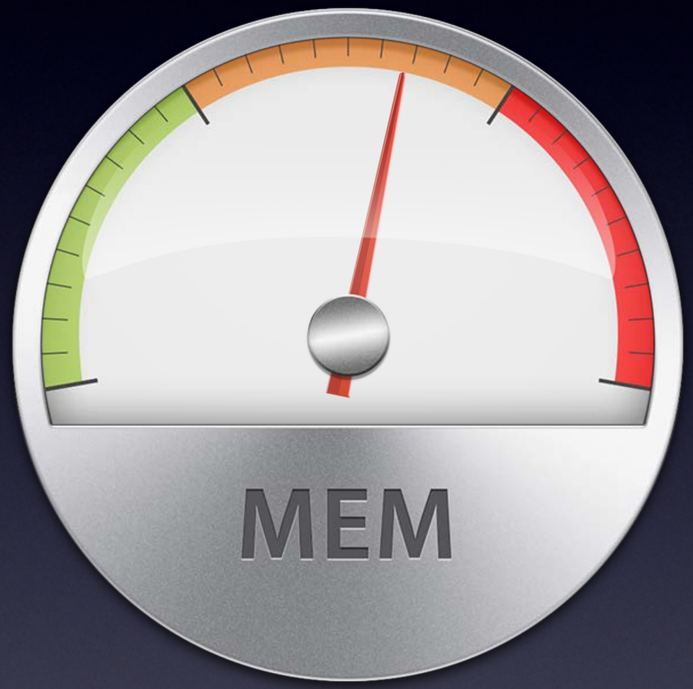
RAM



Centralized Memory Management

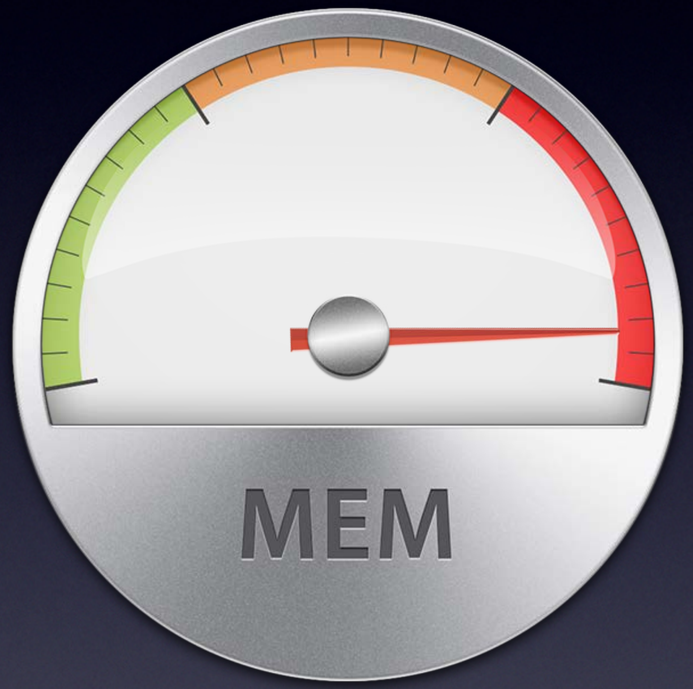
Low Memory Notifications

Low Memory Notifications



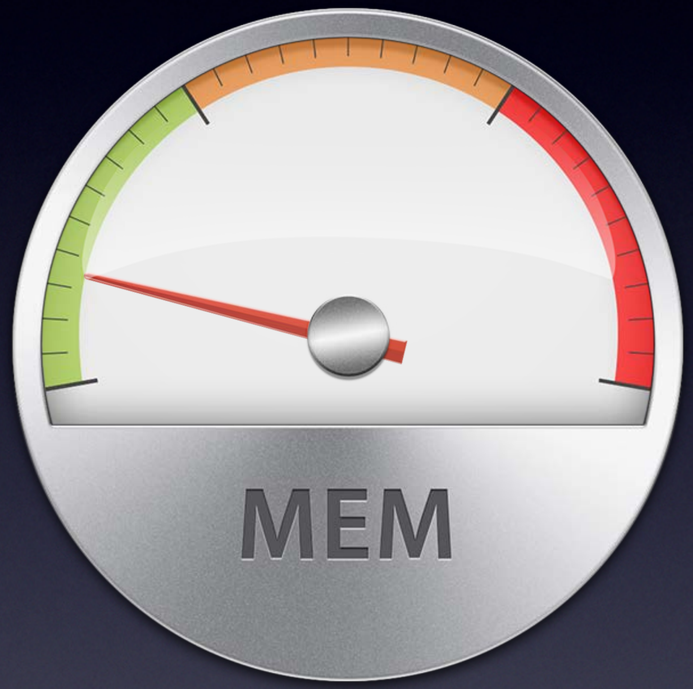
DISPATCH_MEMORYPRESSURE_WARN

Low Memory Notifications



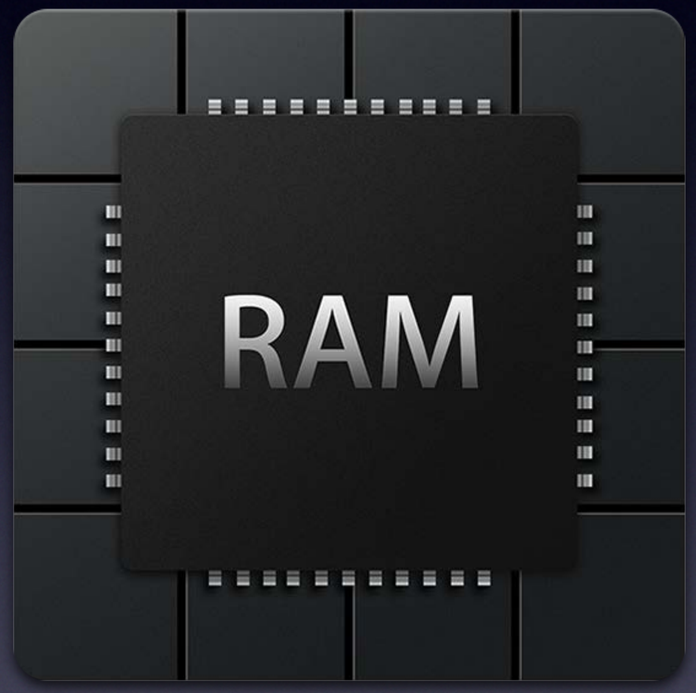
DISPATCH_MEMORYPRESSURE_CRITICAL

Low Memory Notifications



DISPATCH_MEMORYPRESSURE_NORMAL

Purgeable Memory

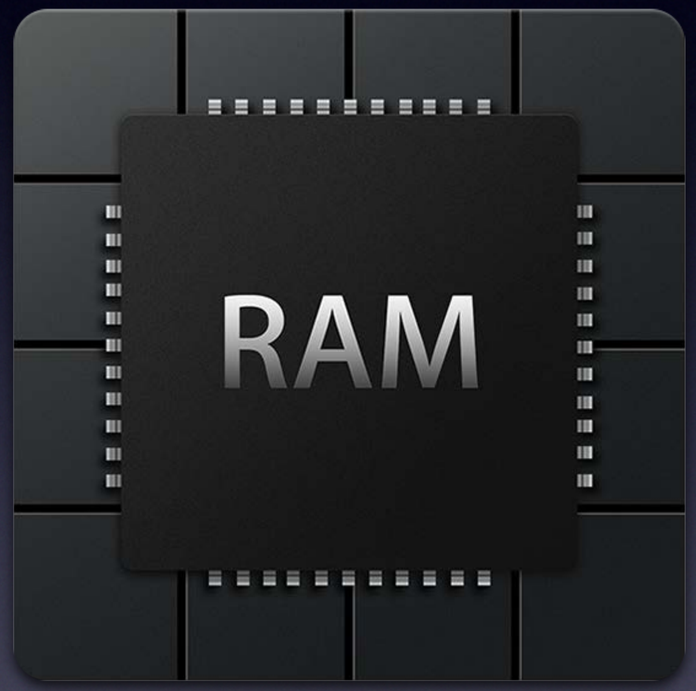


Purged in response to memory pressure

More fine-grained priorities

Libcache and NSCache APIs

Compressed Memory



Compresses least recently used pages

Dramatically better responsiveness

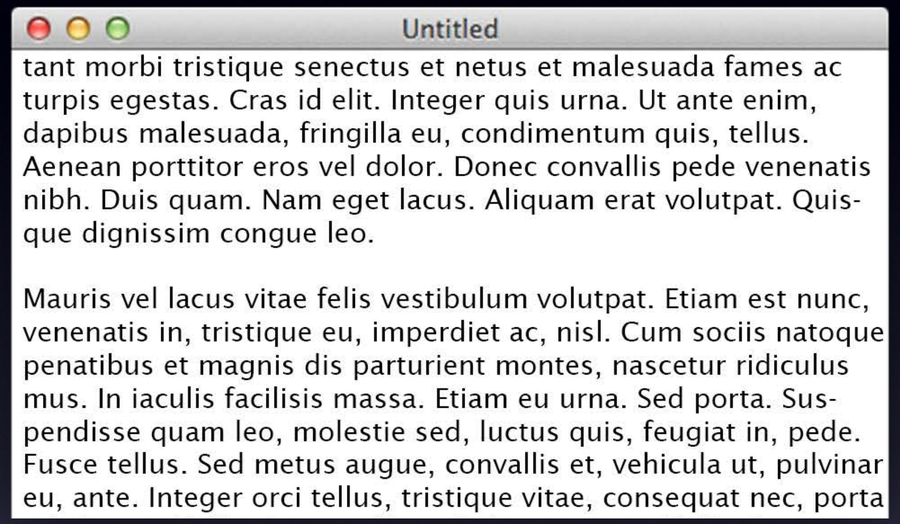
No I/O

Asynchronous swapping as needed

Smaller swap files

Centralized Memory Management

Responsive Scrolling



Overdraw for improved speed

Core Animation backed

Hardware accelerated

at, laoreet mattis, massa. Sed eleifend nonummy diam. Praesent mauris ante, elementum et, bibendum at, posuere sit amet, nibh. Duis tincidunt lectus quis dui viverra vestibulum. Suspendisse vulputate aliquam dui. Nulla elementum dui ut augue. Aliquam vehicula mi at mauris. Maecenas placerat, nisl at consequat rhoncus, sem nunc gravida justo, quis eleifend arcu velit quis lacus. Morbi magna magna, tincidunt a, mattis non, imperdiet vitae, tellus. Sed odio est, auctor ac, sollicitudin in, consequat vitae, orci. Fusce id felis. Vivamus sollicitudin metus eget eros.

Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. In posuere felis nec tortor. Pellentesque faucibus. Ut accumsan ultricies elit. Maecenas at justo id velit placerat molestie. Donec dictum lectus non odio. Cras a ante vitae enim iaculis aliquam. Mauris nunc quam, venenatis nec, euismod sit amet, egestas placerat, est. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Cras id elit. Integer quis urna. Ut ante enim, dapibus malesuada, fringilla eu, condimentum quis, tellus. Aenean porttitor eros vel dolor. Donec convallis pede venenatis nibh. Duis quam. Nam eget lacus. Aliquam erat volutpat. Quisque dignissim congue leo.

Mauris vel lacus vitae felis vestibulum volutpat. Etiam est nunc, venenatis in, tristique eu, imperdiet ac, nisl. Cum sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. In iaculis facilisis massa. Etiam eu urna. Sed porta. Suspendisse quam leo, molestie sed, luctus quis, feugiat in, pede. Fusce tellus. Sed metus augue, convallis et, vehicula ut, pulvinar eu, ante. Integer orci tellus, tristique vitae, consequat nec, porta vel, lectus. Nulla sit amet diam. Duis non nunc. Nulla rhoncus dictum metus. Curabitur tristique mi condimentum orci. Phasellus pellentesque aliquam enim. Proin dui lectus, cursus eu, mattis laoreet, viverra sit amet, quam. Curabitur vel dolor ultrices ipsum dictum tristique. Praesent vitae lacus. Ut velit enim, vestibulum non, fermentum nec, hendrerit quis, leo. Pellentesque rutrum malesuada neque.

Nunc tempus felis vitae urna. Vivamus porttitor, neque at volutpat rutrum, purus nisi eleifend libero, a tempus libero lectus feugiat felis. Morbi diam mauris, viverra in, gravida eu, mattis in, ante. Morbi eget arcu. Morbi porta, libero id ullamcorper nonummy, nibh ligula pulvinar metus, eget consectetuer augue nisi quis lacus. Ut ac mi quis lacus mollis aliquam. Curabitur iaculis tempus eros. Curabitur vel mi sit amet magna malesuada ultrices. Ut nisi erat, fermentum vel, congue id, euismod in, elit. Fusce ultricies, orci ac feugiat suscipit, leo massa sodales velit, et scelerisque mi tortor et ipsum. Proin orci odio, commodo ac,

Overdraw for improved speed

Core Animation backed

Hardware accelerated

at, laoreet mattis, massa. Sed eleifend nonummy diam. Praesent mauris ante, elementum et, bibendum at, posuere sit amet, nibh. Duis tincidunt lectus quis dui viverra vestibulum. Suspendisse vulputate aliquam dui. Nulla elementum dui ut augue. Aliquam vehicula mi at mauris. Maecenas placerat, nisl at consequat rhoncus, sem nunc gravida justo, quis eleifend arcu velit quis lacus. Morbi magna magna, tincidunt a, mattis non, imperdiet vitae, tellus. Sed odio est, auctor ac, sollicitudin in, consequat vitae, orci. Fusce id felis. Vivamus sollicitudin metus eget eros.

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Mauris vel lacus vitae felis vestibulum volutpat. Etiam est nunc, venenatis in, tristique eu, imperdiet ac, nisl. Cum sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. In iaculis facilisis massa. Etiam eu urna. Sed porta. Suspendisse quam leo, molestie sed, luctus quis, feugiat in, pede. Fusce tellus. Sed metus augue, convallis et, vehicula ut, pulvinar eu, ante. Integer orci tellus, tristique vitae, consequat nec, porta vel, lectus. Nulla sit amet diam. Duis non nunc. Nulla rhoncus dictum metus. Curabitur tristique mi condimentum orci. Phasellus pellentesque aliquam enim. Proin dui lectus, cursus eu, mattis laoreet, viverra sit amet, quam. Curabitur vel dolor ultrices ipsum dictum tristique. Praesent vitae lacus. Ut velit enim, vestibulum non, fermentum nec, hendrerit quis, leo. Pellentesque rutrum malesuada neque.

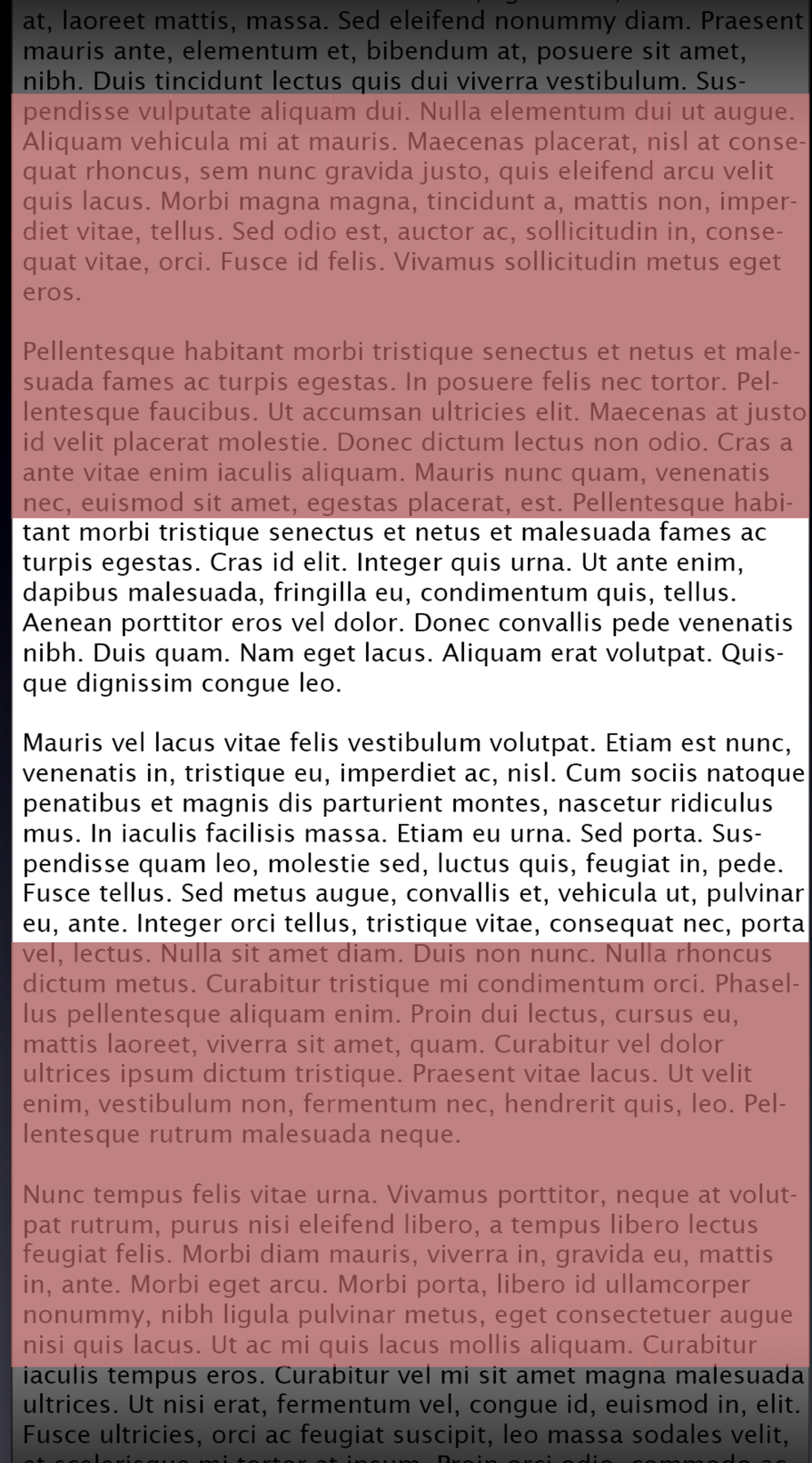
Nunc tempus felis vitae urna. Vivamus porttitor, neque at volutpat rutrum, purus nisi eleifend libero, a tempus libero lectus feugiat felis. Morbi diam mauris, viverra in, gravida eu, mattis in, ante. Morbi eget arcu. Morbi porta, libero id ullamcorper nonummy, nibh ligula pulvinar metus, eget consectetuer augue nisi quis lacus. Ut ac mi quis lacus mollis aliquam. Curabitur iaculis tempus eros. Curabitur vel mi sit amet magna malesuada ultrices. Ut nisi erat, fermentum vel, congue id, euismod in, elit. Fusce ultricies, orci ac feugiat suscipit, leo massa sodales velit, et eglestique mi tortor et ipsum. Proin orci odio, commodo ac,

Rendered in small tiles

Rendering on main thread

Aware of general system load

Stored in purgeable memory



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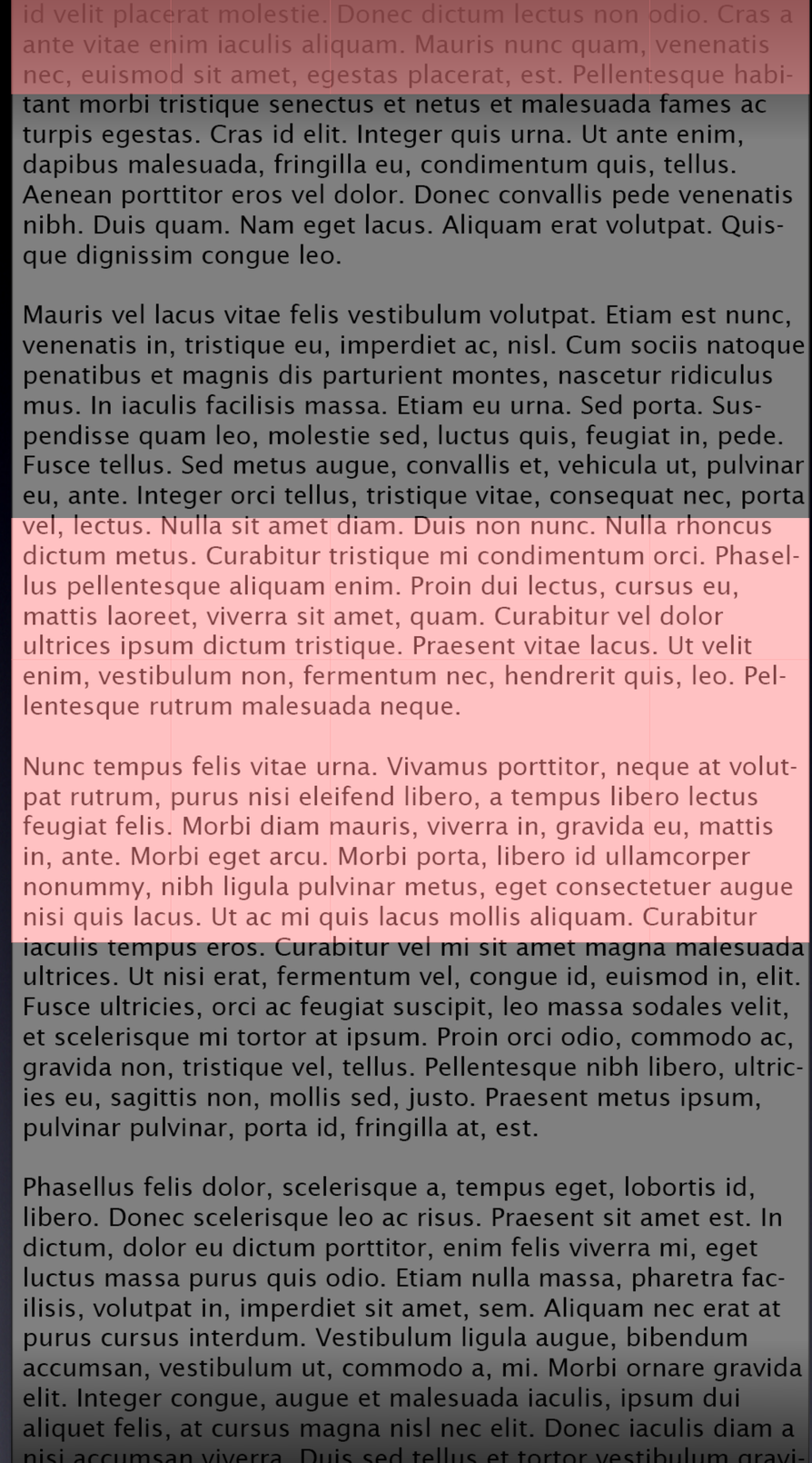
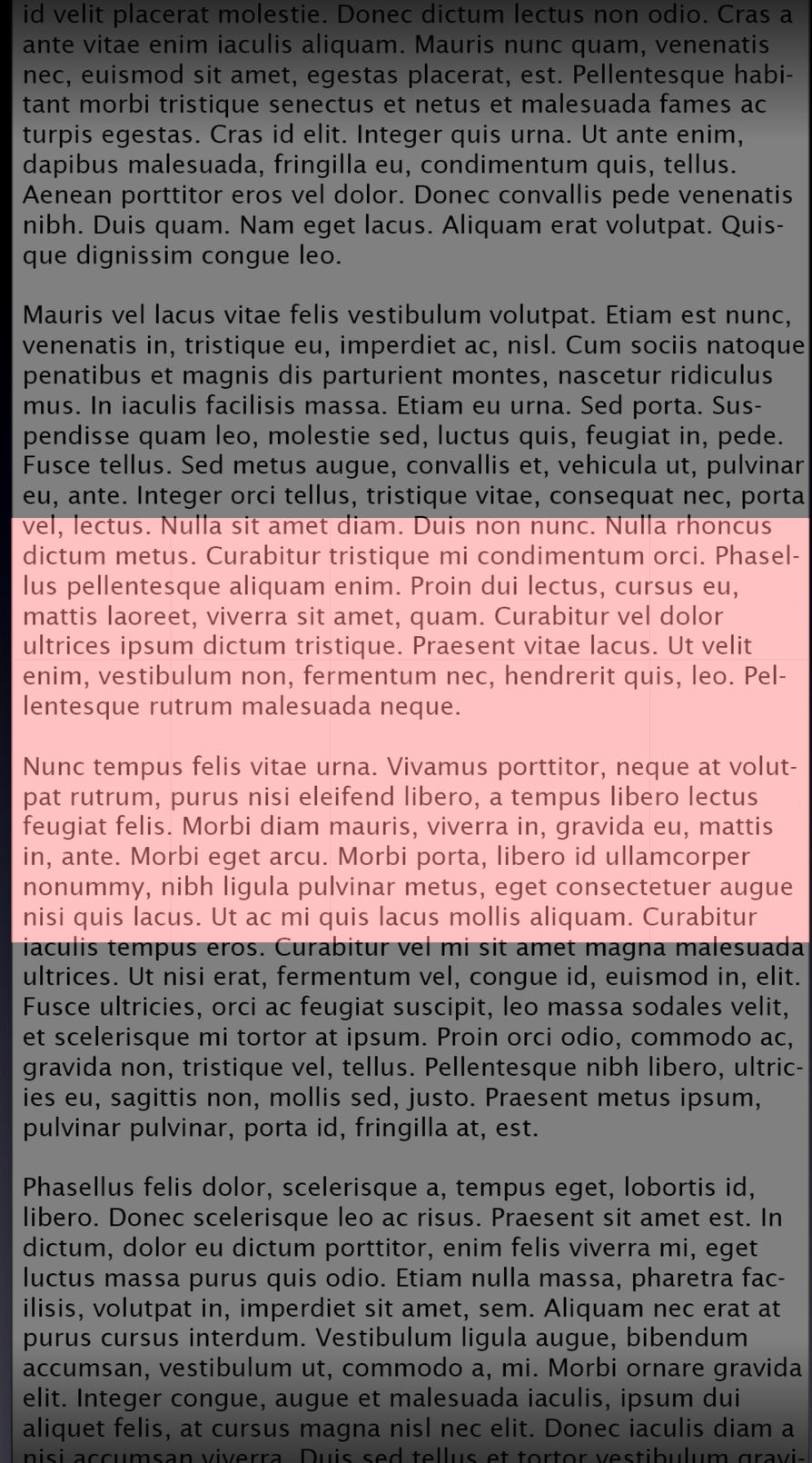


Separate scrolling thread attempts to scroll with full 60 fps

Overdraw guarantees immediate content availability

Beyond overdraw, scrolls as fast as application can provide content



Separate scrolling thread attempts to scroll with full 60 fps

Overdraw guarantees immediate content availability

Beyond overdraw, scrolls as fast as application can provide content

Responsive Scrolling

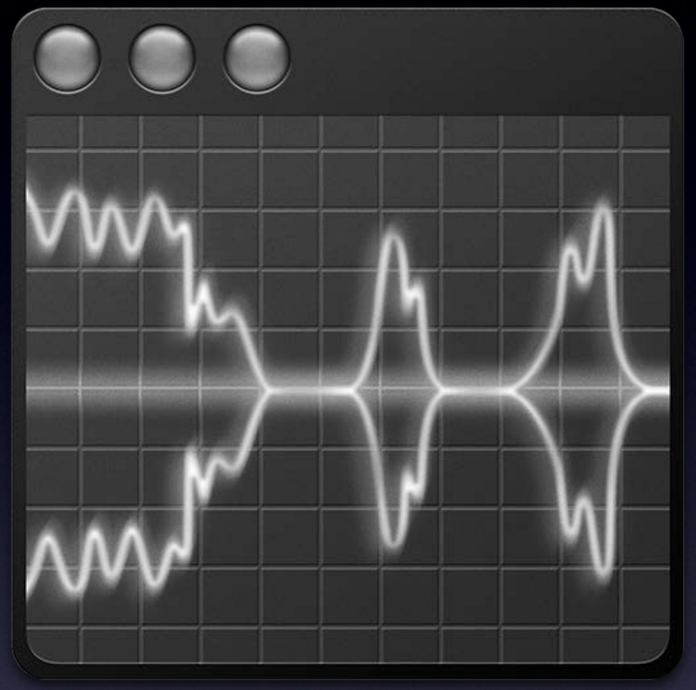
Automatic for most apps developed against OS X 10.8 or later

NSView and NSScrollView APIs to fine tune behavior as necessary

```
NSString * const NSScrollViewWillStartLiveScrollNotification;
NSString * const NSScrollViewDidLiveScrollNotification;
NSString * const NSScrollViewDidEndLiveScrollNotification;

@property NSRect preparedContentRect;

- (void)prepareContentInRect:(NSRect)rect;
- (void)addFloatingSubview:(NSView *)view forAxis:(NSEventGestureAxis)axis;
+ (BOOL)isCompatibleWithResponsiveScrolling;
```



App Nap

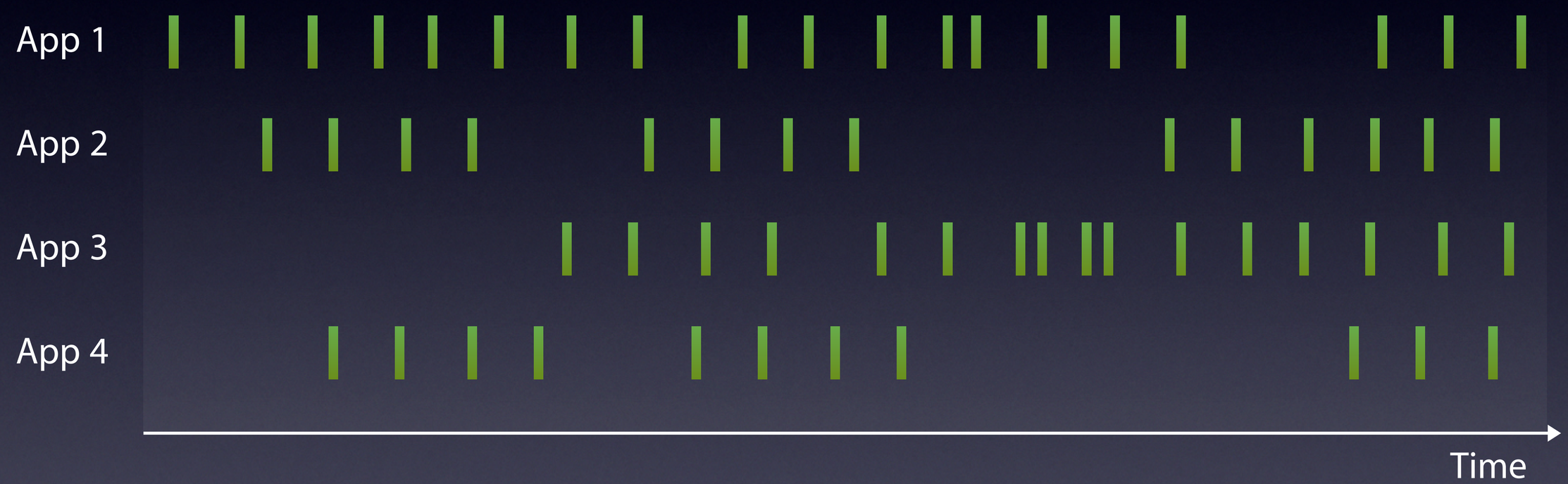
Delayed effect

Priority reduction: I/O, CPU

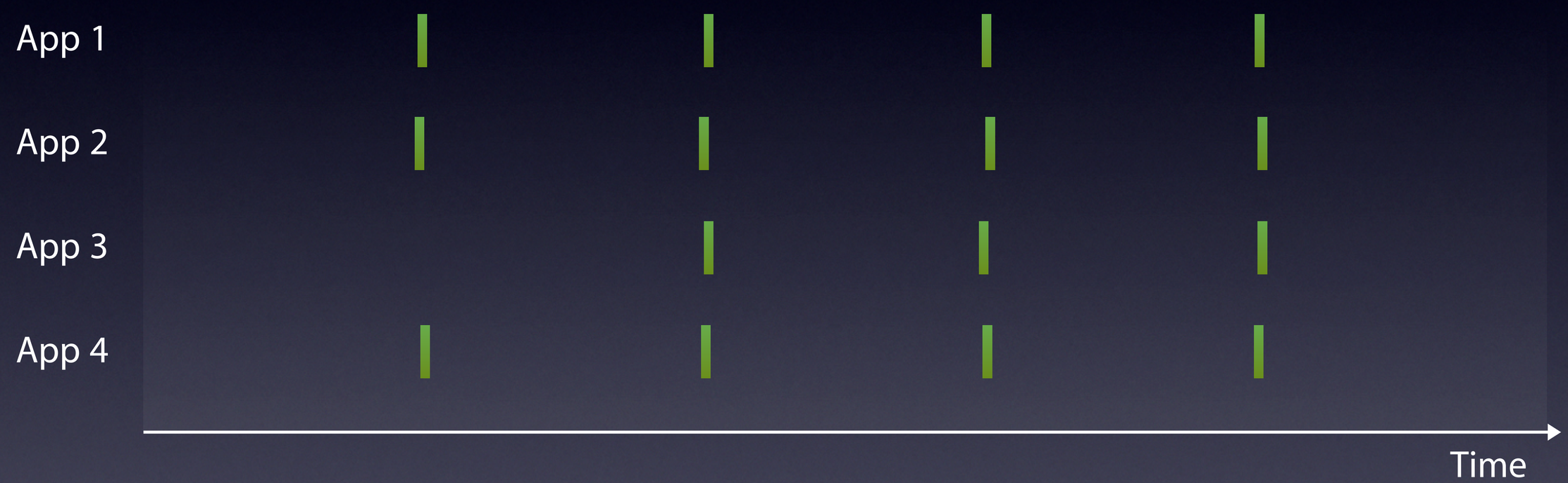
Timer rate limiting

Timer alignment

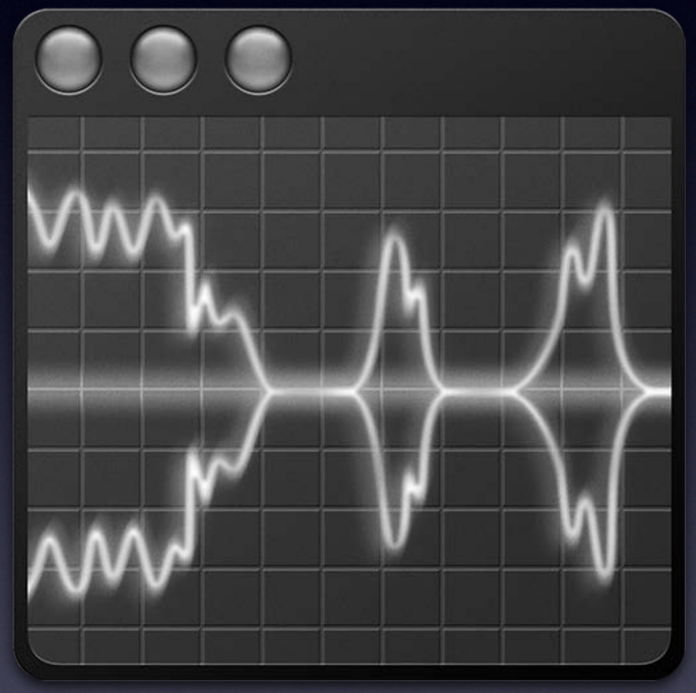
Timer Rate Limiting



Timer Rate Limiting



Heuristics



Visible

Background

Drawing in visible areas

Playing audio

Power assertions

Power Assertions

Declare activity while performing critical operations

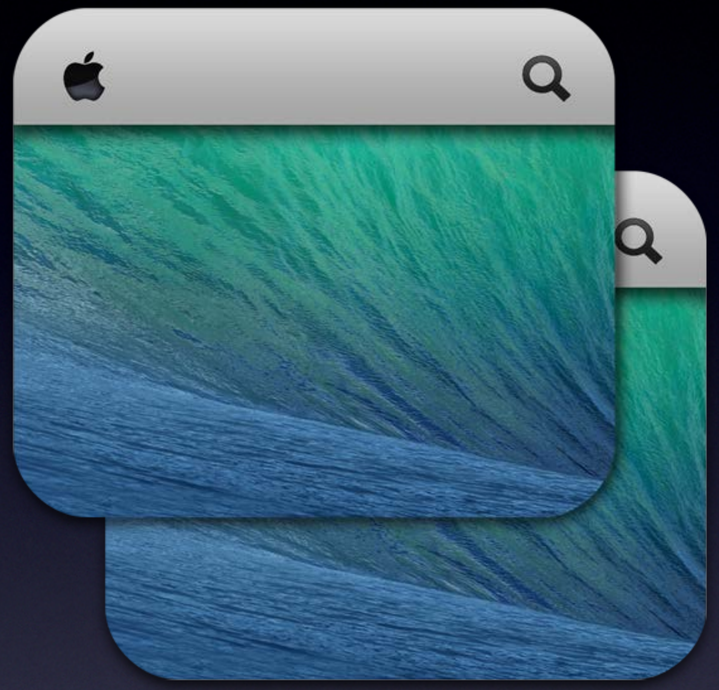
Use new NSProcessInfo API

```
- (id)beginActivityWithOptions:(NSActivityOptions)options
    reason:(NSString *)reason;

- (void)endActivity:(id)activity;

- (void)performActivityWithOptions:(NSActivityOptions)options
    reason:(NSString *)reason
    block:(void (^)())block;
```

Demo



Multi-Monitor

All Albums
Photos
1 photo selected
Trip to LA Dec 8, 2011 - Dec 10, 2011
49 photos
Canon EOS-1Ds Mark III
EF50mm f/1.2L USM
2880 × 1920 163 MB
ISO 200 50 mm 0 EV f/4 1/50
130426_Superhero_AT...
December 10, 2011 at 2:11:42 PM
Add a description...
Faces
Tyler
Add a face...
Griffith Park
Slideshow
Info
Edit
Create
Add To
Share
Jogr
iPhone
Navigation Controller
RunViewController
-viewDidLoad
Jogr
2 targets, iOS SDK 7.0
Jogr Source
Model
RouteData.h
RouteData.m
RunData.h
RunData.m
View
RoutePathOverlay.h
RoutePathOverlay.m
GraphView.h
GraphView.m
Controller
AppDelegate.h
AppDelegate.m
RunViewController.h
RunViewController.m
MapRoutesViewController.h
MapRoutesViewController.m
RouteDetailsViewController.h
RouteDetailsViewController.m
RunDetailsViewController.h
RunDetailsViewController.m
Resources
Jogr.storyboard
embarcadero.jpg
Images.xcassets
SampleRuns
Supporting Files
Jogr Tests
Frameworks
Products
@implementation RunViewController
- (id)initWithNibName:(NSString *)nibNameOrNil bundle:(NSBundle *) nibBundleOrNil
{
if ((self = [super initWithNibName:nibNameOrNil bundle: nibBundleOrNil])) {
}
return self;
}
- (void)viewDidLoad
{
[super viewDidLoad];
}
- (void)didReceiveMemoryWarning
{
[super didReceiveMemoryWarning];
}
- (void)viewWillAppear:(BOOL)animated
{
if (!_timer || _pause) {
[self pauseOrRun:self];
}
}
- (NSString *)timeStringForInterval:(NSTimeInterval)interval
{
long hours = (long)interval / 60l;
long minutes = ((long)interval / 60l) % 60l;
long seconds = (long)interval % 60l;
long hundredths = (long)(interval * 100.0) % 100l;
return [NSString stringWithFormat:@"%02ld:%02ld:%02ld.%02ld", hours, minutes, seconds, hundredths];
}
- (void)updateTime
{
if (_timer) {
NSTimeInterval now = _pause ? _pause : [NSDate timeIntervalSinceReferenceDate];
NSString *string = [self timeStringForInterval:now - _start];
[_timeLabel setText:string];
}
}
- (IBAction)pauseOrRun:(id)sender
{
if (_start == 0) {
_start = [NSDate timeIntervalSinceReferenceDate];
}
if (_timer == nil) {

OUR EVOLVING
PLANET
Finder File Edit View Go Window Help
Mon 9:41 AM
Sailing
Documents
FAVORITES
All My Files
AirDrop
Applications
Desktop
Documents
Downloads
TAGS
Sports
Home
Finance
Travel
Work
All Tags...
A History of Flight
Big Star Solar
Bird Safari
Bridges Report
Brochure
Brooklyn Trip 02
Brooklyn Trip 03
Brooklyn Trip 04
Brooklyn Trip 08
Brooklyn Trip 10
Business Card
College Info

Keynote File Edit Insert Slide Format Arrange View Play Window Share Help
Mon 9:41 AM
Geology
OUR EVOLVING
PLANET
Finder File Edit View Go Window Help
Sailing
Documents
FAVORITES
All My Files
AirDrop
Applications
Desktop
Documents
Downloads
TAGS
Sports
Home
Finance
Travel
Work
All Tags...
A History of Flight
Big Star Solar
Bird Safari
Bridges Report
Brochure
Brooklyn Trip 02
Brooklyn Trip 03
Brooklyn Trip 04
Brooklyn Trip 08
Brooklyn Trip 10
Business Card
College Info

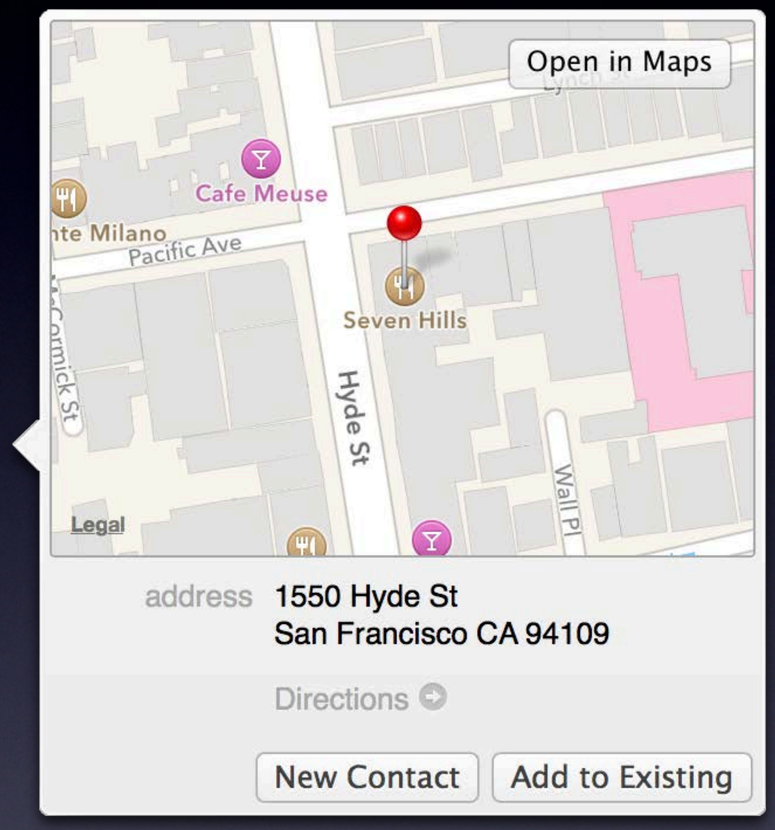
Field Day!
14 of 47
Info
Edit
Create
Add To
Share

Map Kit

Same API as iOS

Beautiful, fast, vector maps

Integrated with your own applications



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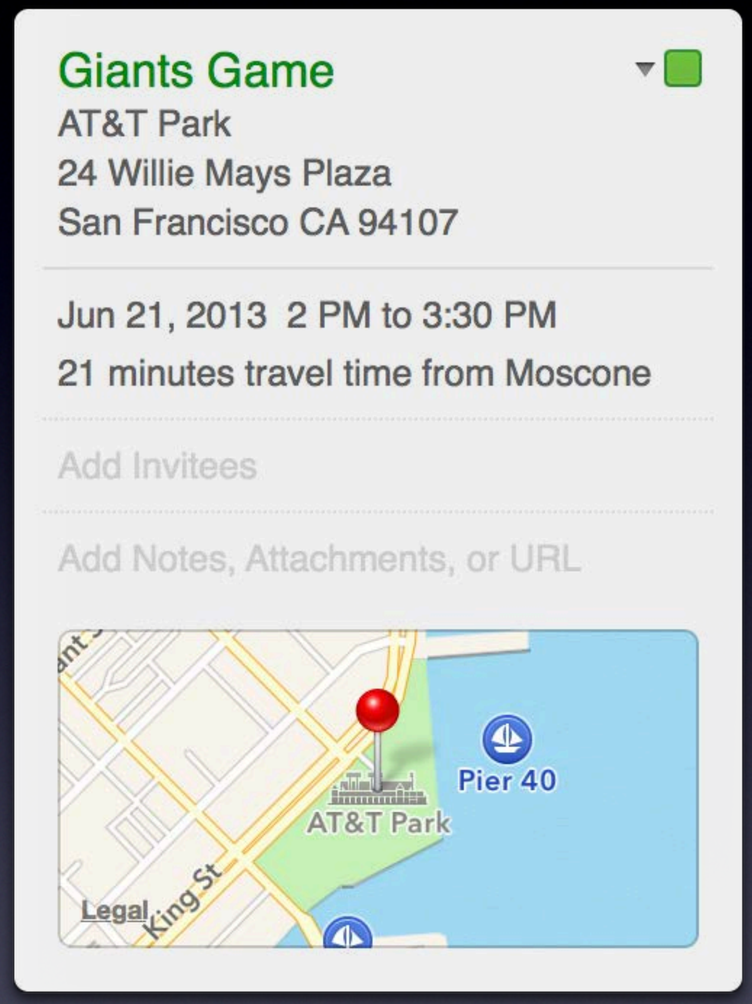


Same API as iOS

Beautiful, fast, vector maps

Integrated with your own applications

Same API as iOS

Beautiful, fast, vector maps

Integrated with your own applications

Available to Mac App Store apps
with entitlement

Stack View

Network service listener

Game Controllers

Map Kit

Progress notifications

Window visibility

OpenCL 1.2

Tags

OpenGL 4.1

AV Kit

Web Notifications

Responsive Scrolling

Calendar date computation

Sprite Kit

URL Sessions

SecTrust

Media Library

LLDB kext debugging

Color palette
Unlimited Undo & Redo
Precise control over font, text style, & paragraph settings
Writing tools
PROJECT: APPLICATION.APP
ARCHITECT: XCODE
#1

Xcode 5

Adventure.xcodeproj

Adventure 〉 iPhone

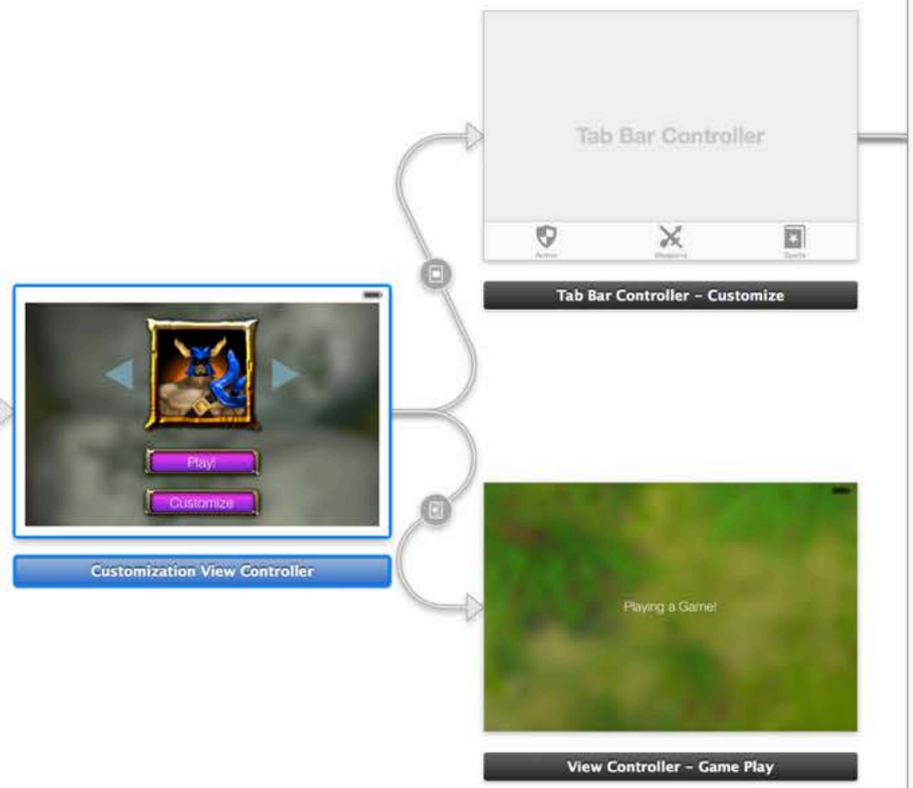
Building Adventure: Adventure | Running 1 of 1 custom shell scripts

Ad... 〉 View Controller Scene 〉 Customization View Controller

Automatic 〉 CustomizationViewController.m 〉 -moveTowards:

Adventure
2 targets, iOS SDK 7.0

- Adventure
  - Application
    - AppDelegate.h
    - AppDelegate.m
  - Controllers
    - NewGameViewController.h
    - NewGameViewController.m
    - SplashScreenViewController.h
    - SplashScreenViewController.m
    - CustomizationViewController.h
    - CustomizationViewController.m
  - Sprites
    - Characters
      - APACharacter.h
      - APACharacter.m
      - APAHeroCharacter.h
      - APAHeroCharacter.m
      - APAArcher.h
      - APAArcher.m
      - APAWarrior.h
      - APAWarrior.m
      - APAEnemyCharacter.h
      - APAEnemyCharacter.m
      - APABoss.h
      - APABoss.m
      - APAGoblin.h
      - APAGoblin.m
    - Objects
  - Resources
    - Main_iPhone.storyboard
    - Main_iPad.storyboard
    - Images.xcassets
  - Supporting Files
- AdventureTests
  - AdventureTests.m




```
- (CGFloat)faceTo:(CGPoint)position
{
    CGFloat ang = APA_POLAR_ADJUST(APARadiansBetweenPoints(position, self.position));
    SKAction *action = [SKAction rotateToAngle:ang duration:0];
    [self runAction:action];
    return ang;
}

- (void)moveTowards:(CGPoint)position
{
    CGPoint curPosition = self.position;
    CGFloat dx = position.x - curPosition.x;
    CGFloat dy = position.y - curPosition.y;
    CGFloat dt = self.movementSpeed * kMinTimeInterval;

    CGFloat ang = APA_POLAR_ADJUST(APARadiansBetweenPoints(position, curPosition));
    self.zRotation = ang;

    CGFloat distRemaining = hypotf(dx, dy);
    if (distRemaining < dt)
    {
        self.position = position;
    } else {
        self.position = CGPointMake(curPosition.x - sinf(ang)*dt,
                                    curPosition.y + cosf(ang)*dt);
    }

    self.requestedAnimation = APAAnimationStateWalk;
}

- (void)moveInDirection:(CGPoint)direction
{
    CGPoint curPosition = self.position;
    CGFloat movementSpeed = self.movementSpeed;
    CGFloat dx = movementSpeed * direction.x;
    CGFloat dy = movementSpeed * direction.y;
    CGFloat dt = movementSpeed * kMinTimeInterval;

    CGPoint targetPosition = CGPointMake(curPosition.x + dx, curPosition.y + dy);

    CGFloat ang = APA_POLAR_ADJUST(APARadiansBetweenPoints(targetPosition, curPosition));
    self.zRotation = ang;

    CGFloat distRemaining = hypotf(dx, dy);
    if (distRemaining < dt)
    {
        self.position = targetPosition;
    } else {
        self.position = CGPointMake(curPosition.x - sinf(ang)*dt,
                                    curPosition.y + cosf(ang)*dt);
    }

    self.requestedAnimation = APAAnimationStateWalk;
}


+ (void)loadSharedAssets {
    // overridden by subclasses
}

@end
```

Adventure.xcodeproj

Adventure 〉 iPhone

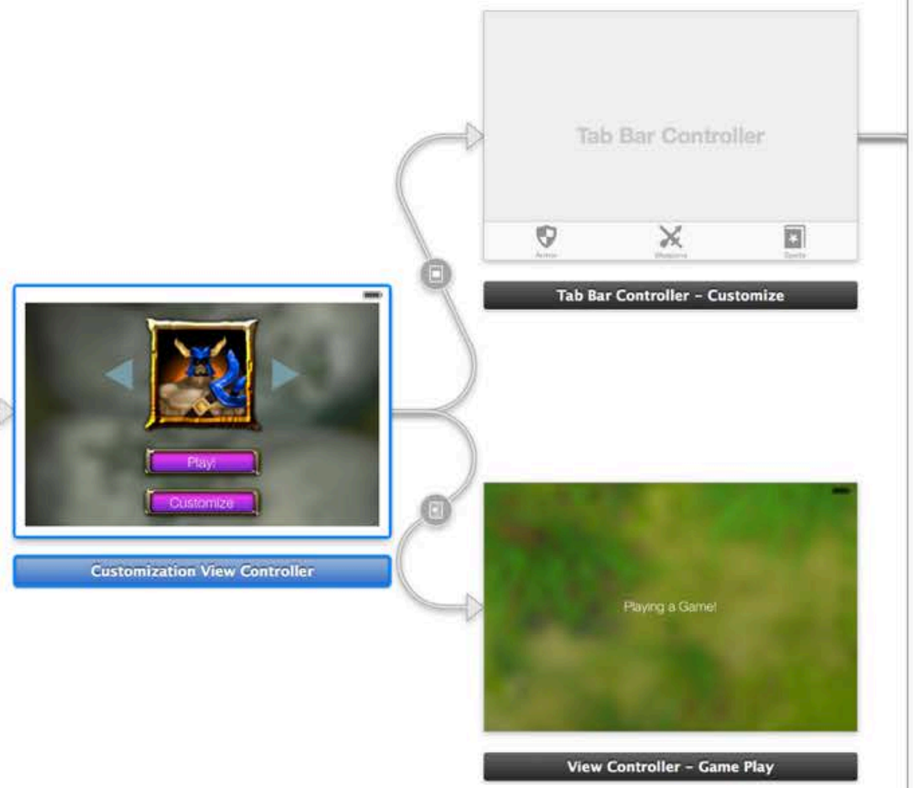
Building Adventure: Adventure | Running 1 of 1 custom shell scripts

Ad... 〉 View Controller Scene 〉 Customization View Controller

Automatic 〉 CustomizationViewController.m 〉 -moveTowards:

Adventure
2 targets, iOS SDK 7.0

- Adventure
  - Application
    - AppDelegate.h
    - AppDelegate.m
  - Controllers
    - NewGameViewController.h
    - NewGameViewController.m
    - SplashScreenViewController.h
    - SplashScreenViewController.m
    - CustomizationViewController.h
    - CustomizationViewController.m
  - Sprites
    - Characters
      - APACharacter.h
      - APACharacter.m
      - APAHeroCharacter.h
      - APAHeroCharacter.m
      - APAArcher.h
      - APAArcher.m
      - APAWarrior.h
      - APAWarrior.m
      - APAEnemyCharacter.h
      - APAEnemyCharacter.m
      - APABoss.h
      - APABoss.m
      - APAGoblin.h
      - APAGoblin.m
    - Objects
  - Resources
    - Main_iPhone.storyboard
    - Main_iPad.storyboard
    - Images.xcassets
  - Supporting Files
- AdventureTests
  - AdventureTests.m




```
- (CGFloat)faceTo:(CGPoint)position
{
    CGFloat ang = APA_POLAR_ADJUST(APARadiansBetweenPoints(position, self.position));
    SKAction *action = [SKAction rotateToAngle:ang duration:0];
    [self runAction:action];
    return ang;
}

- (void)moveTowards:(CGPoint)position
{
    CGPoint curPosition = self.position;
    CGFloat dx = position.x - curPosition.x;
    CGFloat dy = position.y - curPosition.y;
    CGFloat dt = self.movementSpeed * kMinTimeInterval;

    CGFloat ang = APA_POLAR_ADJUST(APARadiansBetweenPoints(position, curPosition));
    self.zRotation = ang;

    CGFloat distRemaining = hypotf(dx, dy);
    if (distRemaining < dt)
    {
        self.position = position;
    } else {
        self.position = CGPointMake(curPosition.x - sinf(ang)*dt,
                                    curPosition.y + cosf(ang)*dt);
    }

    self.requestedAnimation = APAAnimationStateWalk;
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- (void)moveInDirection:(CGPoint)direction
{
    CGPoint curPosition = self.position;
    CGFloat movementSpeed = self.movementSpeed;
    CGFloat dx = movementSpeed * direction.x;
    CGFloat dy = movementSpeed * direction.y;
    CGFloat dt = movementSpeed * kMinTimeInterval;

    CGPoint targetPosition = CGPointMake(curPosition.x + dx, curPosition.y + dy);

    CGFloat ang = APA_POLAR_ADJUST(APARadiansBetweenPoints(targetPosition, curPosition));
    self.zRotation = ang;

    CGFloat distRemaining = hypotf(dx, dy);
    if (distRemaining < dt)
    {
        self.position = targetPosition;
    } else {
        self.position = CGPointMake(curPosition.x - sinf(ang)*dt,
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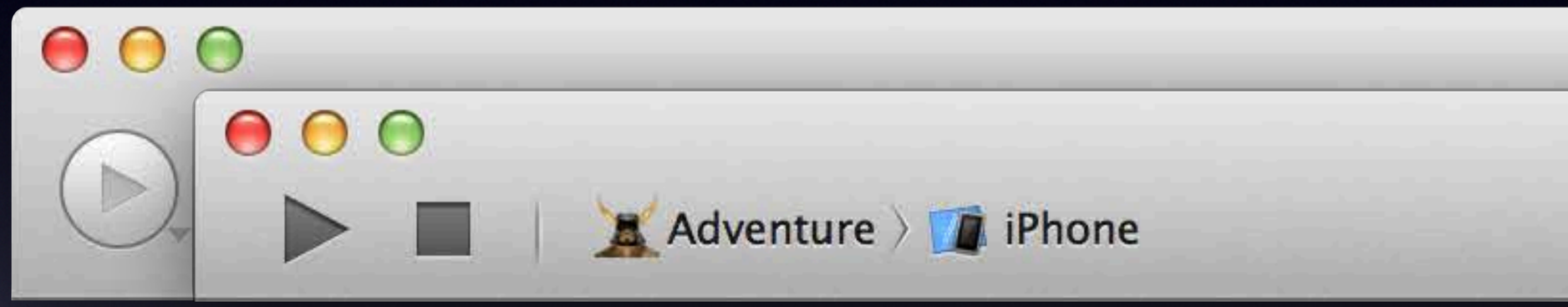
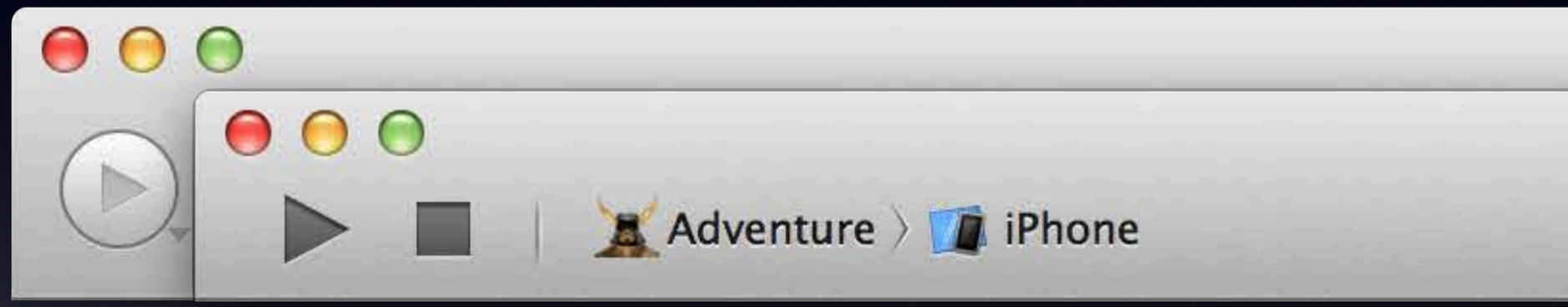
Adventure
iPhone


Adventure
iPhone

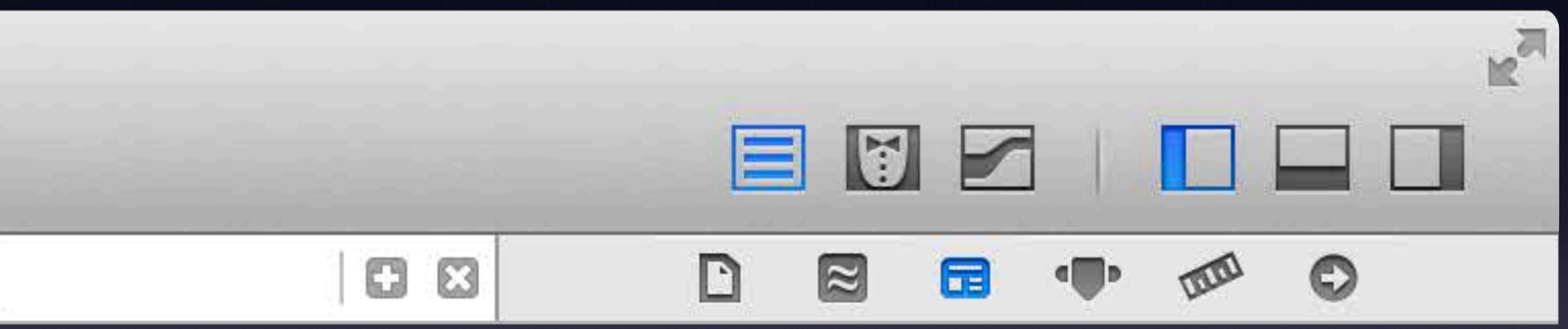

Adventure
iPhone

Adventure.xcodeproj

Building Adventure: Adventure | Running 1 of 1 custom shell scripts 2 2

Adventure.xcodeproj

Building Adventure: Adventure | Running 1 of 1 custom shell scripts 2 2



Adventure.xcodeproj — APACharacter.m

Adventure 〉 My Mac 64-bit

Analyze APACharacter.m: **Succeeded** | Today at 4:31 PM

4 2

Adventure 〉 Adventure 〉 Sprites 〉 APACharacter.m 〉 -initWithTexture:atPosition:

Find 〉 Text 〉 Containing

In Project Ignoring Case

```
//
//  APACharacter.m
//  Adventure
//

#import "APACharacter.h"
#import "APAMultiplayerLayeredCharacterScene.h"
#import "APAGraphicsUtilities.h"
#import "APAParallaxSprite.h"


@interface APACharacter ()
@property (nonatomic) SKSpriteNode *shadowBlob;
@end

@implementation APACharacter

#pragma mark - Initialization
- (id)initWithTexture:(SKTexture *)texture atPosition:(CGPoint)position {
    self = [super initWithTexture:texture];

    if (self) {
        self.usesParallaxEffect = NO;   // standard sprite - there's no parallax
        [self sharedInitAtPosition:position];
    }

    return self;
}

- (id)initWithSprites:(NSArray *)sprites atPosition:(CGPoint)position usingOffset:(CGF
    self = [super initWithSprites:sprites usingOffset:offset];
    if (self) {
        [self sharedInitAtPosition:position];
    }
```

Adventure.xcodeproj — APACharacter.m

Run Stop Adventure 〉 My Mac 64- Scheme

Find

Style Textual

Hits must contain search term

Match case

Find in Adventure

And linked frameworks

Adventure.xcodeproj —

Adventure 〉 My Mac 64-bit

Analyze APACharacter.m: **Succeeded** | Today at 4:3

Find 〉 Text 〉 Containing

In Project Ignoring Case

Adventure 〉 Adventure 〉 Sprites 〉 APAChar

```
//
//  APACharacter.m
//  Adventure
//

#import "APACharacter.h"
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@end

@implementation APACharacter

#pragma mark - Initialization
- (id)initWithTexture:(SKTexture *)texture atPosit
    self = [super initWithTexture:texture];

    if (self) {
        self.usesParallaxEffect = NO;   // standar
        [self sharedInitAtPosition:position];
    }

    return self;
}

- (id)initWithSprites:(NSArray *)sprites atPositio
    self = [super initWithSprites:sprites usingOff
    if (self) {
        [self sharedInitAtPosition:position];
    }
```

Adventure.xcodeproj — APACharacter.m

Run Stop Adventure 〉 My Mac 64- Scheme

Find warrior_

Style Textual

Hits must contain search term

Match case

Find in Adventure

And linked frameworks

Found 200 results in 8 files

APAMultiplayerLayeredCharacterSce...
Adventure project

...Warrior_blue", @"iconWarrior_gree...
...Warrior_green", @"iconWarrior_pin...
...Warrior_pink", @"iconWarrior_red" };
...Warrior_pink", @"iconWarrior_red" };

APAWarrior.m
Adventure project

...reAtlas atlasNamed:@"Warrior_Idle"];
...reNamed:@"warrior_idle_0001.png"];
...ed:@"warrior_throw_hammer.png"]];
...Warrior_Idle", @"warrior_idle_", kD...
...warrior_idle_", kDefaultNumberOfI...
...Warrior_Walk", @"warrior_walk_", k...
...warrior_walk_", kDefaultNumberOf...
...Warrior_Attack", @"warrior_attack_...
...warrior_attack_", kWarriorThrowFr...
...Warrior_GetHit", @"warrior_getHit_...
...warrior_getHit_", kWarriorGetHitFr...

Adventure.xcodeproj —

Adventure 〉 My Mac 64-bit

Analyze APACharacter.m: **Succeeded** | Today at 4:3

Find 〉 Text 〉 Containing

In Project Ignoring Case

Adventure 〉 Adventure 〉 Sprites 〉 APAChar

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    if (self) {
        self.usesParallaxEffect = NO;   // standar
        [self sharedInitAtPosition:position];
    }

    return self;
}

- (id)initWithSprites:(NSArray *)sprites atPositio
    self = [super initWithSprites:sprites usingOff
    if (self) {
        [self sharedInitAtPosition:position];
    }
```

Adventure.xcodeproj — APACharacter.m

Run Stop Adventure 〉 My Mac 64- Scheme

Find warrior_

Style Textual

Hits must contain search term

Match case

Find in Adventure

And linked frameworks

Found 200 results in 8 files

APAMultiplayerLayeredCharacterSce...
Adventure project

- ...Warrior_blue", @"iconWarrior_gree...
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APAWarrior.m
Adventure project

- ...reAtlas atlasNamed:@"Warrior_Idle"];
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- ...Warrior_Idle", @"warrior_idle_", kD...
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- ...Warrior_Walk", @"warrior_walk_", k...
- ...warrior_walk_", kDefaultNumberOf...
- ...Warrior_Attack", @"warrior_attack_...
- ...warrior_attack_", kWarriorThrowFr...
- ...Warrior_GetHit", @"warrior_getHit_...
- ...warrior_getHit_", kWarriorGetHitFr...

Adventure.xcodeproj — A

Adventure 〉 My Mac 64-bit

Analyze APACharacter.m: **Succeeded** | Today at 4:3

Find 〉 Text 〉 Containing

warrior_

In Project Ignoring Case

200 results in 8 files

APAMultiplayerLayeredCharacterSce...
Adventure project

- NSString *iconNames[] = { @"icon Warrior_blue", @"iconWarrior_green", @"iconWarrior_pink", @"iconWarrior_red" };
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APAWarrior.m
Adventure project

- SKTextureAtlas *atlas = [SKTexture Atlas atlasNamed:@"Warrior_Idle"];
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- sSharedProjectile = [SKSpriteNode spriteNodeWithTexture:[atlas texture Named:@"warrior_throw_hammer.png

Adventure 〉 Adventure 〉 Sprites 〉 APAChar

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//  Adventure
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@property (nonatomic) SKSpriteNode *shadowBlob;
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    self = [super initWithTexture:texture];

    if (self) {
        self.usesParallaxEffect = NO;   // standar
        [self sharedInitAtPosition:position];
    }

    return self;
}

- (id)initWithSprites:(NSArray *)sprites atPositio
    self = [super initWithSprites:sprites usingOff
    if (self) {
        [self sharedInitAtPosition:position];
    }
```

Adventure.xcodeproj — APACharacter.m

Run Stop Adventure › My Mac 64- Scheme

Find warrior_

Style Textual

Hits must contain search term

Match case

Find in Adventure

And linked frameworks

Found 200 results in 8 files

APAMultiplayerLayeredCharacterSce...
Adventure project

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- ...Warrior_pink", @"iconWarrior_red" };
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APAWarrior.m
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- ...ed:@"warrior_throw_hammer.png"]];
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- ...warrior_idle_", kDefaultNumberOfI...
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- ...warrior_walk_", kDefaultNumberOf...
- ...Warrior_Attack", @"warrior_attack_...
- ...warrior_attack_", kWarriorThrowFr...
- ...Warrior_GetHit", @"warrior_getHit_...
- ...warrior_getHit_", kWarriorGetHitFr...

Adventure › My Mac 6

Find › Text › Containing

warrior_

In Project Ignoring Case

200 results in 8 files

APAMultiplayerLayeredCharacterSce...
Adventure project

- NSString *iconNames[] = { @"icon Warrior_blue", @"iconWarrior_green", @"iconWarrior_pink", @"iconWarrior _red" };
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- sSharedProjectile = [SKSpriteNode spriteNodeWithTexture:[atlas texture Named:@"warrior_throw_hammer.png

Adventure › My Mac 64-bit Ana

By File By Type

Adventure
6 issues

- Images.xcassets
  - Ambiguous Content
    AppIcon.appiconset/appicon -128.png is 128x128 but should be 256x256.
  - Asset Catalog Compiler Warning
    AppIcon.appiconset/appicon -128.png is 128x128 but should be 256x256.
- APACharacter.m
  - Dead store
    Value stored to 'characterHeight' during its initialization is never read
  - Dead store
    Value stored to 'characterHeight' is never read
- APACave.m
  - Unused Entity Issue
    Unused variable 'maxCaveEntrance ForHerosSize'
- Apple Mach-O Linker (ld) Warning
  Directory not found for option '-F/ Volumes/Users/admin/Library/ Frameworks/ThirdPartyLibraries/'

AdventureTests
1 issue

- APACave.m

Adve

```
//
//  APACharact
//  Adventure
//

#import "APACh
#import "APAMu
#import "APAGr
#import "APAPa

@interface APA
@property (nor
@end

@implementatio

#pragma mark -
- (id)initWith
    self = [su

    if (self)
        self.u
        [self
    }

    return sel
}

- (id)initWith
    self = [su
    if (self)
        [self
    }
```

Documentation — UIApplication Class Reference

UIApplication

View Programming Guide for iOS... | UIViewController Class Reference | NSNotification Class Reference | UIApplication Class Reference

Next

UIApplication Class Reference

Inherits from	UIResponder : NSObject
Conforms to	UIActionSheetDelegate NSObject (NSObject)
Framework	/System/Library/Frameworks/UIKit.framework
Availability	Available in iOS 2.0 and later.
Declared in	UIApplication.h
Related sample code	Audio Mixer (MixerHost) Regions RosyWriter Sampler Unit Presets (LoadPresetDemo) UICatalog

Overview

The `UIApplication` class provides a centralized point of control and coordination for applications running on iOS.

Every application must have exactly one instance of `UIApplication` (or a subclass of `UIApplication`). When an application is launched, the `UIApplicationMain` function is called; among its other tasks, this function creates a singleton `UIApplication` object. Thereafter you can access this object by invoking the `sharedApplication` class method.

A major role of a `UIApplication` object is to handle the initial routing of incoming user events. It also dispatches action messages forwarded to it by

Documentation — UIApplication Class Reference

UIApplication

View Programming Guide for iOS... | UIViewController Class Reference | NSNotification Class Reference | UIApplication Class Reference

Next

UIApplication Class Reference

Inherits from	UIResponder : NSObject
Conforms to	UIActionSheetDelegate NSObject (NSObject)
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- UIApplication Class Reference
  - Overview
    - Subclassing Notes
  - Tasks
    - Getting the Application Instance
    - Setting and Getting the Delegate
    - Getting Application Windows
    - Managing the Default Interface Orientations
    - Controlling and Handling Events
    - Opening a URL Resource
    - Registering for Remote Notifications
    - Managing Application Activity
    - Managing Background Execution
    - Performing State Restoration
    - Registering for Local Notifications
    - Determining the Availability of Protected Content
    - Registering for Remote Control Events
    - Managing Status Bar Orientation
    - Controlling Application Appearance
    - Setting the Icon of a Newsstand Application
    - Getting the Font Sizing Preference
  - Properties
    - applicationIconBadgeNumber
    - applicationState
    - applicationSupportsShakeToEdit
    - backgroundTimeRemaining
    - delegate
    - idleTimerDisabled
    - keyWindow

Adventure.xcodeproj — Main_iPhone.storyboard

Adventure 〉 iPhone | Clean Adventure: **Succeeded** | Today at 6:53 PM | No Issues

Ad... 〉 View Controller Scene 〉 Customization View Controller

Automatic 〉 CustomizationViewController.m 〉 -moveTowards: 〉 2

Adventure
2 targets, iOS SDK 7.0

- Adventure
  - Application
    - AppDelegate.h
    - AppDelegate.m
  - Controllers
    - NewGameViewController.h
    - NewGameViewController.m
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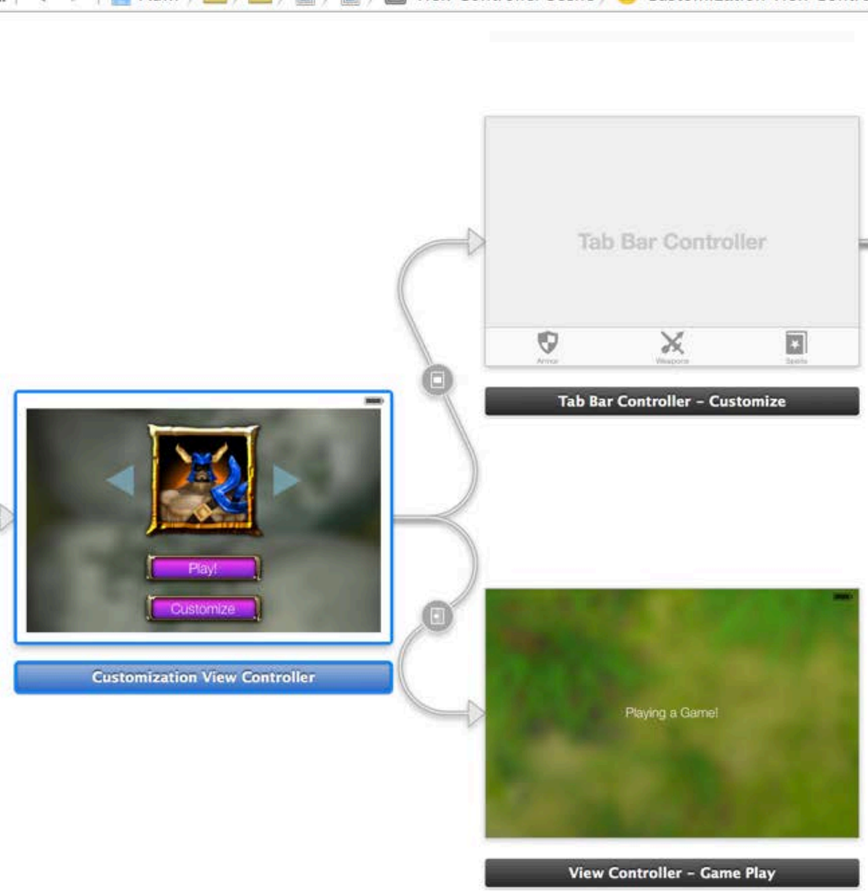


```
- (CGFloat)faceTo:(CGPoint)position
{
    CGFloat ang = APA_POLAR_ADJUST(APARadiansBetweenPoints(position, self.position));
    SKAction *action = [SKAction rotateToAngle:ang duration:0];
    [self runAction:action];
    return ang;
}

- (void)moveTowards:(CGPoint)position
{
    CGPoint curPosition = self.position;
    CGFloat dx = position.x - curPosition.x;
    CGFloat dy = position.y - curPosition.y;
    CGFloat dt = self.movementSpeed * kMinTimeInterval;

    CGFloat ang = APA_POLAR_ADJUST(APARadiansBetweenPoints(position, curPosition));
    self.zRotation = ang;

    CGFloat distRemaining = hypotf(dx, dy);
    if (distRemaining < dt)
    {
        self.position = position;
    } else {
        self.position = CGPointMake(curPosition.x - sinf(ang)*dt,
                                    curPosition.y + cosf(ang)*dt);
    }

    self.requestedAnimation = APAAnimationStateWalk;
}

- (void)moveInDirection:(CGPoint)direction
{
    CGPoint curPosition = self.position;
    CGFloat movementSpeed = self.movementSpeed;
    CGFloat dx = movementSpeed * direction.x;
    CGFloat dy = movementSpeed * direction.y;
    CGFloat dt = movementSpeed * kMinTimeInterval;

    CGPoint targetPosition = CGPointMake(curPosition.x + dx, curPosition.y + dy);

    CGFloat ang = APA_POLAR_ADJUST(APARadiansBetweenPoints(targetPosition, curPosition));
    self.zRotation = ang;

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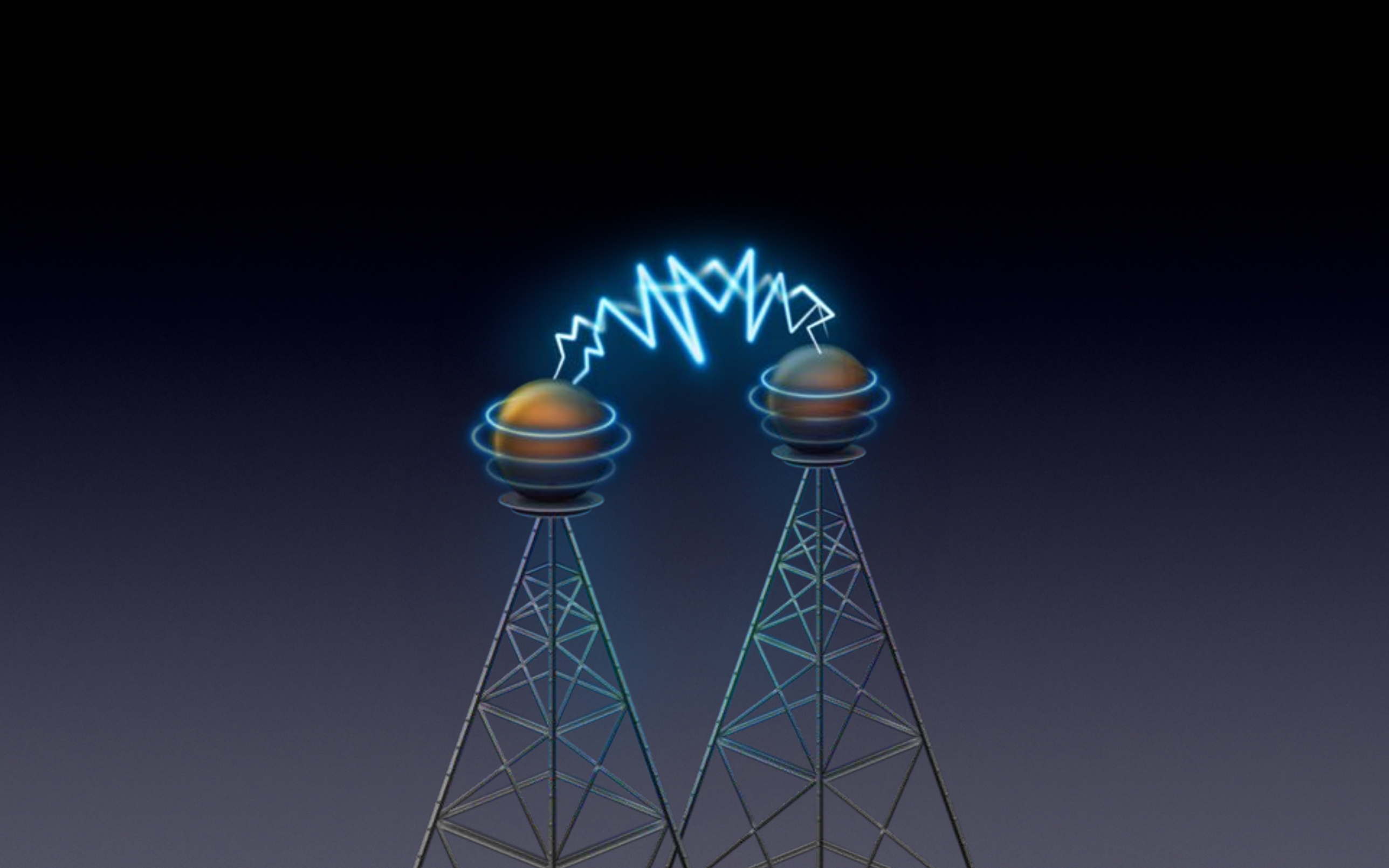
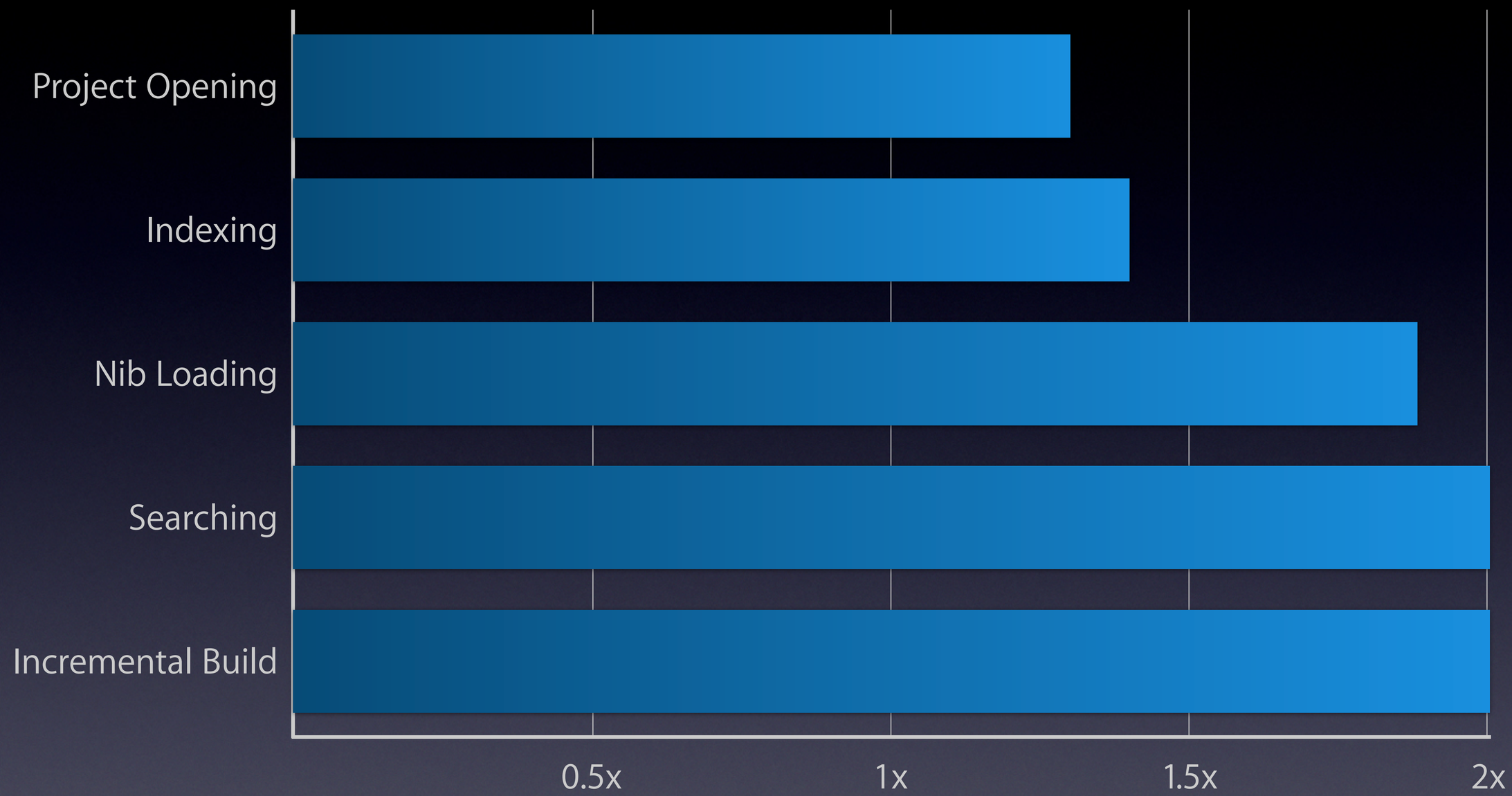
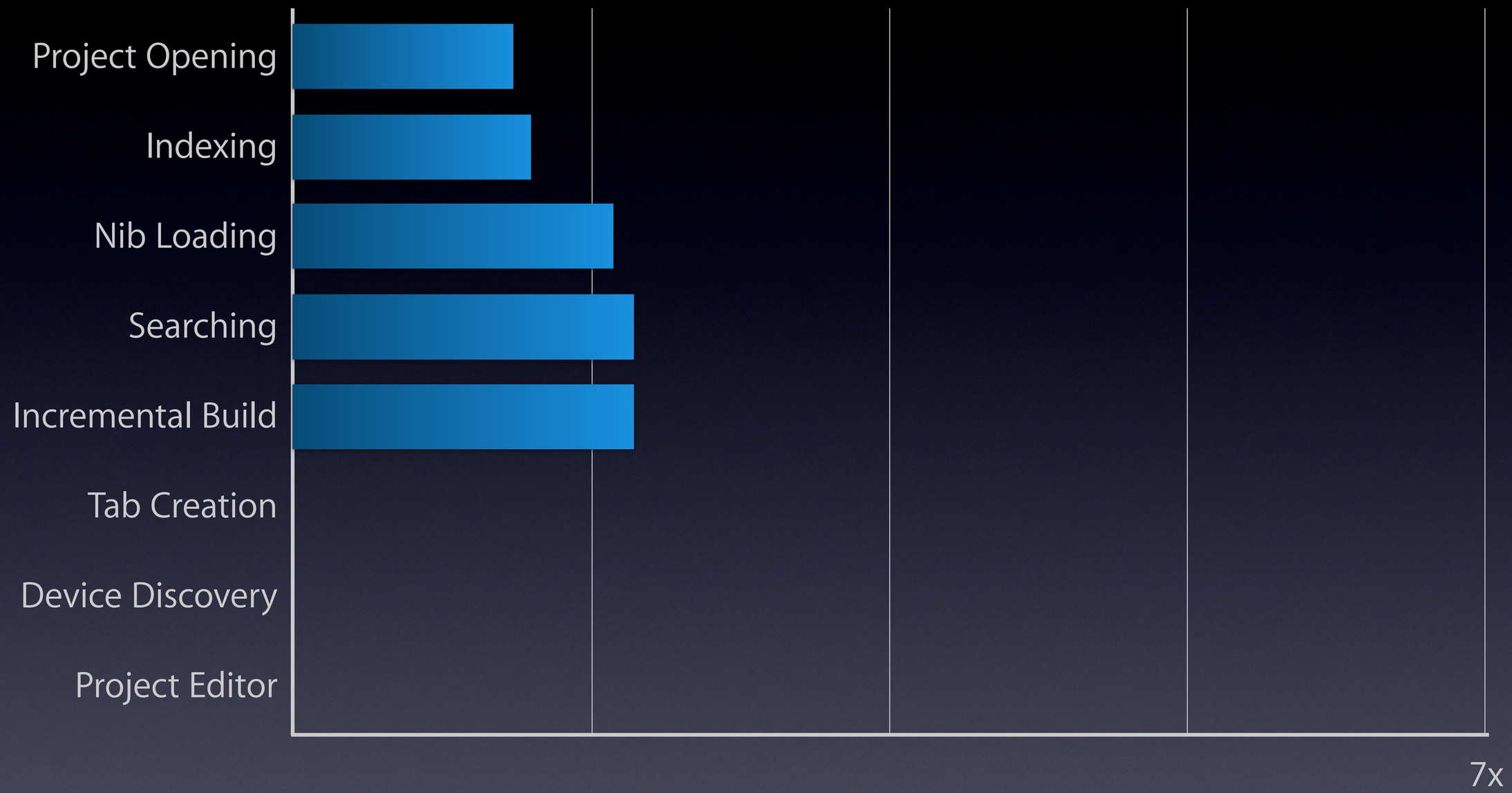
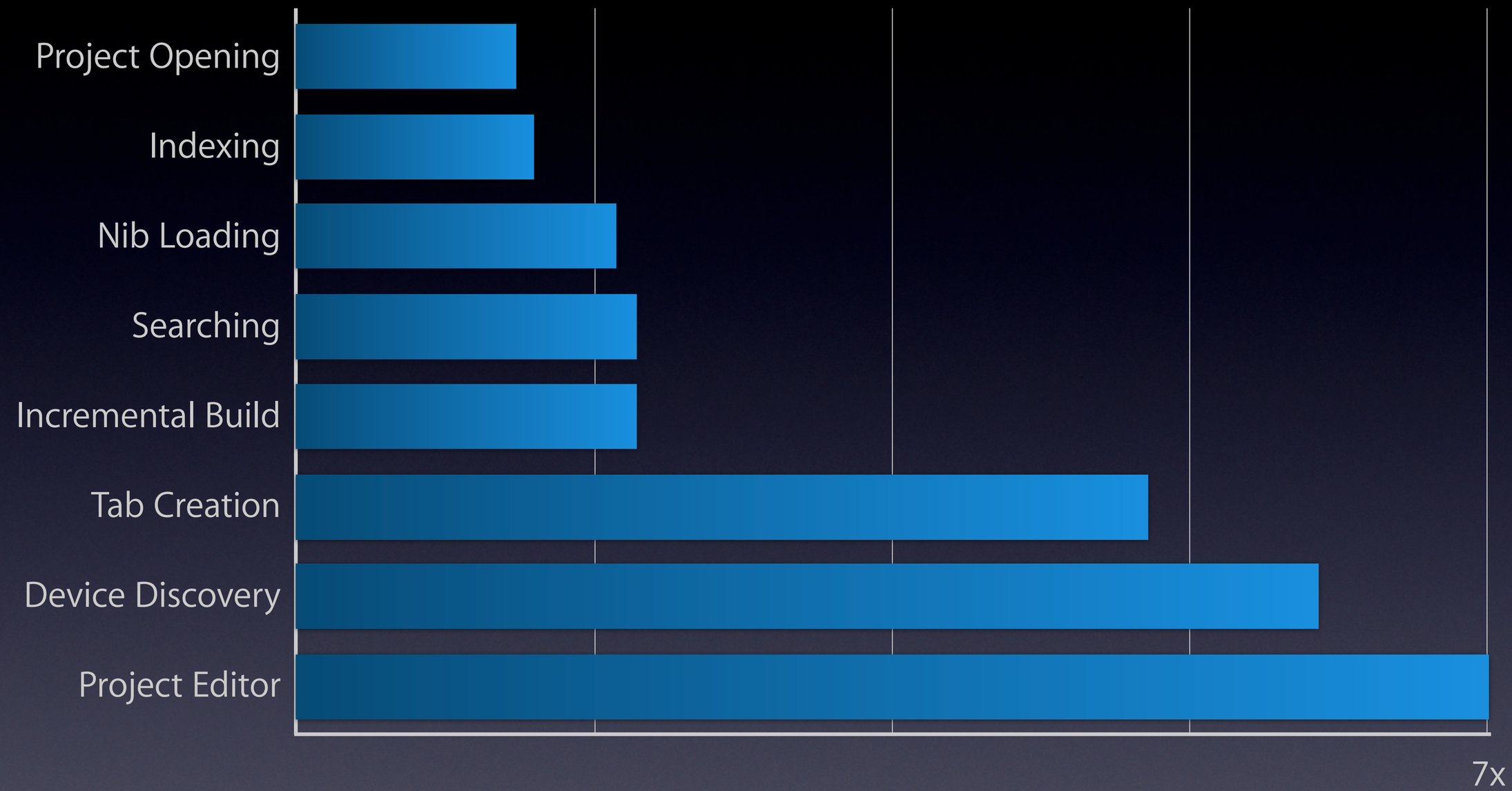
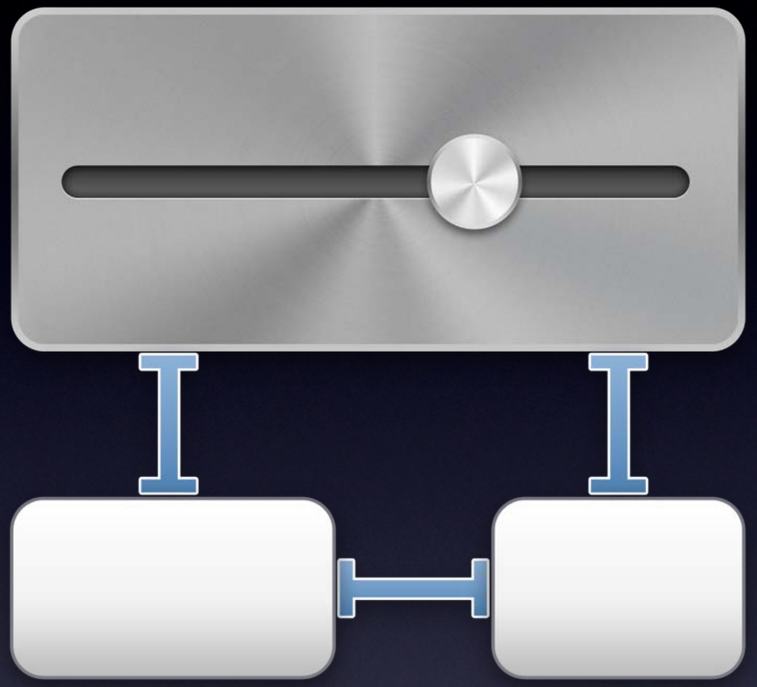


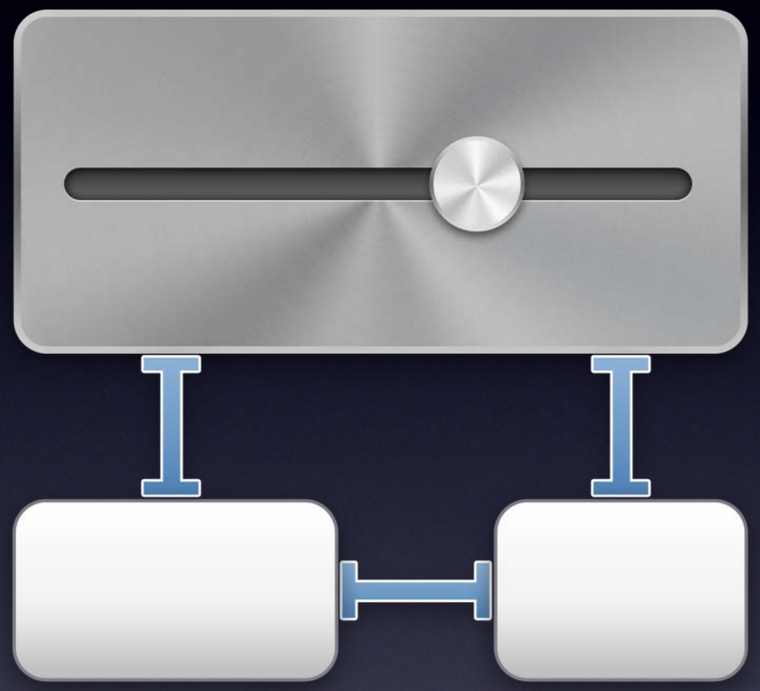

Project Opening
Indexing
Nib Loading
Searching
Incremental Build
0.5x
1x
1.5x
2x


Project Opening
Indexing
Nib Loading
Searching
Incremental Build
Tab Creation
Device Discovery
Project Editor
7x


Project Opening
Indexing
Nib Loading
Searching
Incremental Build
Tab Creation
Device Discovery
Project Editor
7x



Interface Design



Support for iOS 7 and OS X 10.9

Asset Catalog

Optimized resource deployment

Auto Layout workflow

Preview Assistant for iOS

Debug Gauges

Debug Gauges

SpinningGlobe 〉 My Mac 64-bit

Running SpinningGlob

CPU Report

SpinningGlobe
PID 9958, Running

CPU 8%

Memory 21.7 MB

Energy Impact Very High

iCloud

CPU

Percentage

Utilization Over Time

Duration: 5 min 39 sec

SpinningGlobe.xcodeproj

SpinningGlobe 〉 My Mac 64-bit

Running SpinningGlobe : SpinningGlobe — No Issues

CPU Report

SpinningGlobe
PID 9958, Running

CPU 8%

Memory 21.7 MB

Energy Impact Very High

iCloud

CPU

Profile In Instruments

Percentage Utilized

8%

Utilization Comparison

SpinningGlobe
8%

Other Processes
19%

Free
773%

Utilization Over Time

Duration: 5 min 39 sec
High: 25%
Low: 0%

Threads

Thread 1
Unnamed

Thread 3
Unnamed

Thread 7
Unnamed

Thread 11
Unnamed

Thread 12
CVDisplayLink

Thread 26
Unnamed

SpinningGlobe.xcodeproj

SpinningGlobe 〉 My Mac 64-bit

Running SpinningGlobe : SpinningGlobe — No Issues

CPU Report

SpinningGlobe
PID 9958, Running

CPU	8%
Memory	21.7 MB
Energy Impact	Very High
iCloud	

CPU

Profile In Instruments

Percentage Utilized

Utilization Comparison

SpinningGlobe 8%

Other Processes

Utilization Over Time

Duration: 5 min 39 sec
High: 25%
Low: 0%

8%

16s

Threads

Thread 1	Unnamed
Thread 3	Unnamed
Thread 7	Unnamed
Thread 11	Unnamed
Thread 12	CVDisplayLink
Thread 26	Unnamed

Instruments

Record — Target: Adventure (8197) — Inspection Range — 00:00:51 Run 1 of 1 — View — Library

Instruments

00:00 00:10 00:20 00:30 00:40 00:50 01:00

CF Armed Timers

Short Timers Created

Short Timers Created 〉 Call Tree 〉 Short Timers Created

Call Tree

- Separate by Thread
- Invert Call Tree
- Hide Missing Symbols
- Hide System Libraries
- Show Obj-C Only
- Flatten Recursion

Call Tree Constraints

Specific Data Mining

# Self	% Calls	# Calls	Symbol Name
1	100	1	CFRunLoopTimerCreate CoreFoundation
0	100	1	-[NSObject(NSDelayedPerforming) performSelector:withObject:afterDelay:in
0	100	1	-[APAMultiplayerLayeredCharacterScene didSimulatePhysics] Adventure
0	100	1	-[APAAdventureScene didSimulatePhysics] Adventure
0	100	1	-[SKScene _update:] SpriteKit
0	100	1	-[SKView(Private) _update:] SpriteKit
0	100	1	-[SKView renderCallback:] SpriteKit
0	100	1	__39-[SKDisplayLink _callbackForNextFrame:]_block_invoke30 Sp
0	100	1	_dispatch_barrier_sync_f_slow_invoke libdispatch.dylib
0	100	1	_dispatch_client_callout libdispatch.dylib
0	100	1	_dispatch_main_queue_callback_4CF libdispatch.dylib
0	100	1	__CFRUNLOOP_IS_SERVICING_THE_MAIN_DISPATCH_QUEUE_
0	100	1	__CFRunLoopRun CoreFoundation
0	100	1	CFRunLoopRunSpecific CoreFoundation
0	100	1	RunCurrentEventLoopInMode HIToolbox
0	100	1	ReceiveNextEventCommon HIToolbox

SpinningGlobe.xcodeproj

SpinningGlobe 〉 My Mac 64-bit

Running SpinningGlobe : SpinningGlobe — No Issues

CPU Report

SpinningGlobe
PID 9958, Running

CPU	8%
Memory	21.7 MB
Energy Impact	Very High
iCloud	

CPU

Profile In Instruments

Percentage Utilized

Utilization Comparison

SpinningGlobe 8%

Other Processes

Utilization Over Time

Duration: 5 min 39 sec
High: 25%
Low: 0%

8%

16s

Threads

Thread 1	Unnamed
Thread 3	Unnamed
Thread 7	Unnamed
Thread 11	Unnamed
Thread 12	CVDisplayLink
Thread 26	Unnamed

Instruments

Record — Target: Adventure (8197) — Inspection Range — 00:00:51 Run 1 of 1 — View — Library

Instruments

00:00 00:10 00:20 00:30 00:40 00:50 01:00

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Short Timers Created 〉 Call Tree 〉 Short Timers Created

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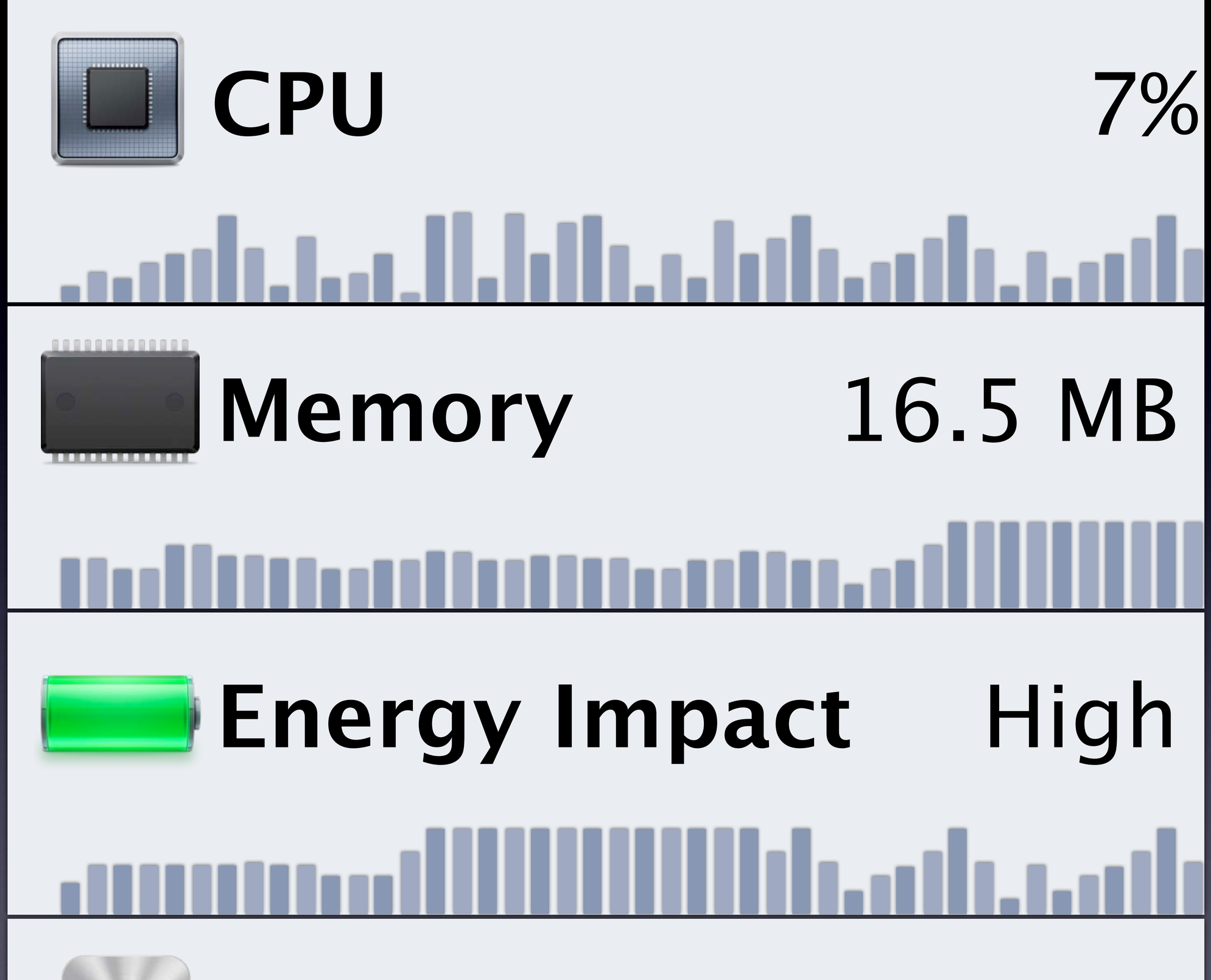
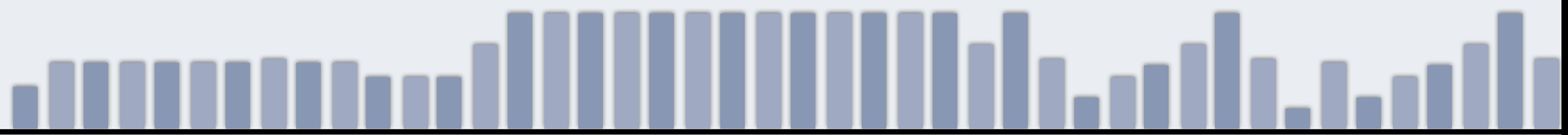
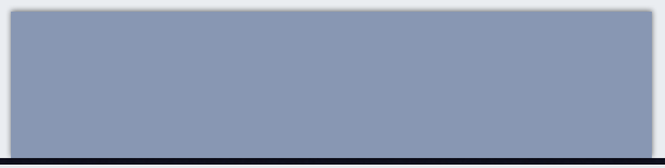
0	100	1	-[NSObject(NSDelayedPerforming) performSelector:withObject:afterDelay:in
0	100	1	-[APAMultiplayerLayeredCharacterScene didSimulatePhysics] Adventure
0	100	1	-[APAAdventureScene didSimulatePhysics] Adventure
0	100	1	-[SKScene _update:] SpriteKit
0	100	1	-[SKView(Private) _update:] SpriteKit
0	100	1	-[SKView renderCallback:] SpriteKit
0	100	1	__39-[SKDisplayLink _callbackForNextFrame:]_block_invoke30 Sp
0	100	1	_dispatch_barrier_sync_f_slow_invoke libdispatch.dylib
0	100	1	_dispatch_client_callout libdispatch.dylib
0	100	1	_dispatch_main_queue_callback_4CF libdispatch.dylib
0	100	1	__CFRUNLOOP_IS_SERVICING_THE_MAIN_DISPATCH_QUEUE_
0	100	1	__CFRunLoopRun CoreFoundation
0	100	1	CFRunLoopRunSpecific CoreFoundation
0	100	1	RunCurrentEventLoopInMode HIToolbox
0	100	1	ReceiveNextEventCommon HIToolbox


CPU
7%
Memory
16.5 MB
Energy Impact
High

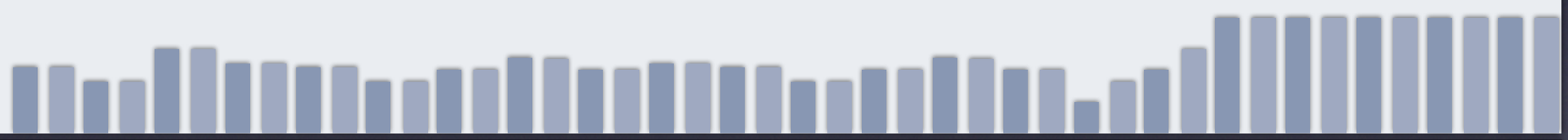
Energy Impact High



iCloud 16MB



OpenGL ES 45 FPS



Debugger

iCloud synchronization

Background Fetch simulation

Location simulation

Cocoa view debugging

Automatic XPC debugging

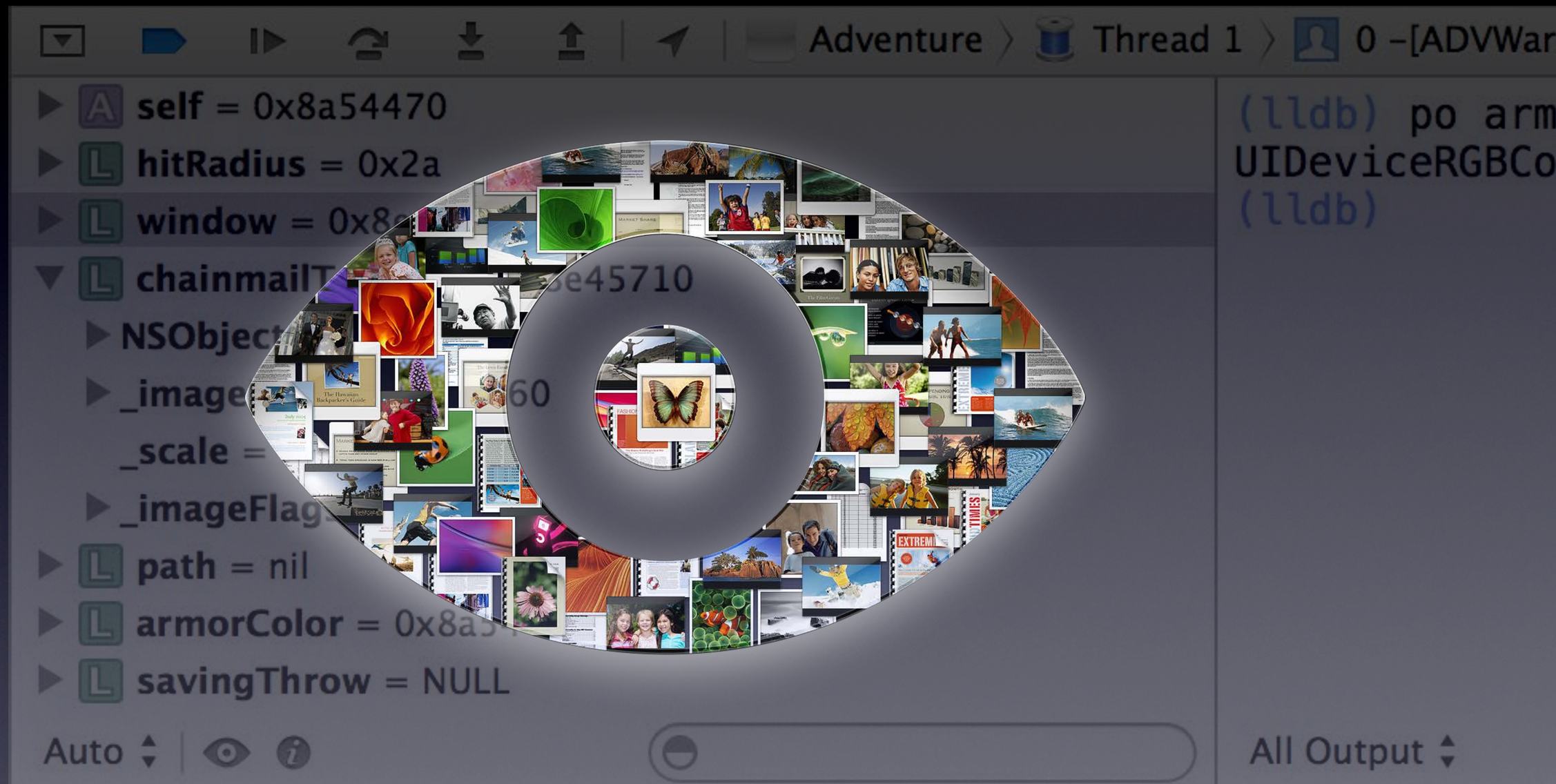
Adventure 〉 Thread 1 〉 0 -[ADVWar

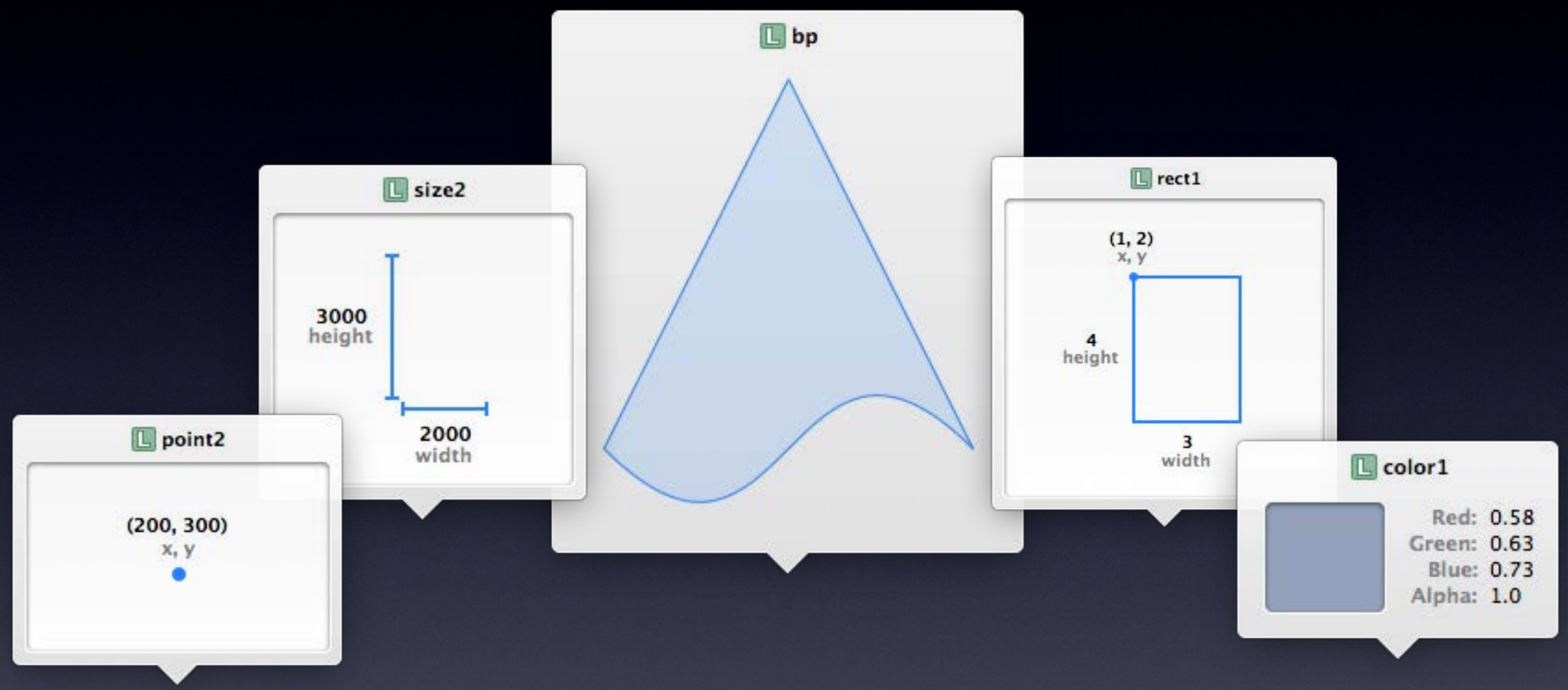
- self = 0x8a54470
- hitRadius = 0x2a
- window = 0x8e447c0
- chainmailTexture = 0x8e45710
  - NSObject
  - _imageRef = 0x8e45660
  - _scale = 1
  - _imageFlags
- path = nil
- armorColor = 0x8a544c0
- savingThrow = NULL

```
(lldb) po arm
UIDeviceRGBCo
(lldb)
```

Auto

All Output


Adventure
Thread 1
0 -[ADVWar
self = 0x8a54470
hitRadius = 0x2a
window = 0x8
chainmailT
e45710
NSObject
_image
60
_scale =
_imageFlag
path = nil
armorColor = 0x8a
savingThrow = NULL
(lldb) po arm
UIDeviceRGBCo
(lldb)
Auto
All Output


bp
size2
3000
height
2000
width
rect1
(1, 2)
x, y
4
height
3
width
point2
(200, 300)
x, y
color1
Red: 0.58
Green: 0.63
Blue: 0.73
Alpha: 1.0

text

Open With TextEdit

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do
eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim
ad minim veniam, quis nostrud exercitation ullamco laboris nisi
aliquip ex ea commodo consequat. Duis aute irure dolor in
reprehenderit in voluptate velit
pariatur. Excepteur sint occaecat
culpa qui officia deserunt mollit

Sed ut perspiciatis unde omnis is
accusantium doloremque laudantium
quae ab illo inventore veritatis
dicta sunt explicabo. Nemo enim i
aspernatur aut odit aut fugit, se
eos qui ratione voluptatem sequi
qui dolorem ipsum quia dolor sit
sed quia non numquam eius modi te
magnam aliquam quaerat voluptatem
nostrum exercitationem ullam corp
aliquid ex ea commodi consequatur
reprehenderit qui in ea voluptate
consequatur, vel illum qui dolore
pariatur?

Lorem ipsum dolor sit amet, conse
eiusmod tempor incididunt ut labo
ad minim veniam, quis nostrud exe
aliquip ex ea commodo consequat.
reprehenderit in voluptate velit
pariatur. Excepteur sint occaecat
culpa qui officia deserunt mollit

Sed ut perspiciatis unde omnis is
accusantium doloremque laudantium
quae ab illo inventore veritatis
dicta sunt explicabo. Nemo enim i
aspernatur aut odit aut fugit, se
eos qui ratione voluptatem sequi
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attributedText

Open With TextEdit

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Sed ut perspiciatis *unde omnis iste natus error sit voluptatem accusantium doloremque laudantium, totam rem aperiam, eaque ipsa quae ab illo inventore veritatis et quasi architecto beatae vitae dicta sunt explicabo. Nemo enim ipsam voluptatem quia voluptas sit aspernatur aut odit aut fugit, sed quia consequuntur magni dolores eos qui ratione voluptatem sequi nesciunt. Neque porro quisquam est, qui dolorem ipsum quia dolor sit amet, consectetur, adipisci velit, sed quia non numquam eius modi tempora incidunt ut labore et dolore magnam aliquam quaerat voluptatem. Ut enim ad minima veniam, quis nostrum exercitationem ullam corporis suscipit laboriosam, nisi ut aliquid ex ea commodi consequatur? Quis autem vel eum iure reprehenderit qui in ea voluptate velit esse quam nihil molestiae consequatur, vel illum qui dolorem eum fugiat quo voluptas nulla pariatur?*

Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation *ullamco laboris nisi ut aliquip ex ea commodo consequat.* Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

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image

Open With Preview

iPhoneSiteURL

iPhone

Why iPhone | Features | Design | Built-in Apps | App S

There's iPhone
And then there's every

What makes an iPhone unlike anything else? Maybe it's that it
Or that it lets you do so many things so easily. Those are two
they love their iPhone. But there are many oth

pagesDocumentPath

Open With Pages

June 2013

EXTREME

Nulla facilisi:
Pellentesque eu aliquet vel. Vitae vehicula lobo rtis. Ultricies mole stie libero dignissim id mauris, mus nec tempus lorem.

LOREM IPSUM DOLOR LIGULA EROS SET...

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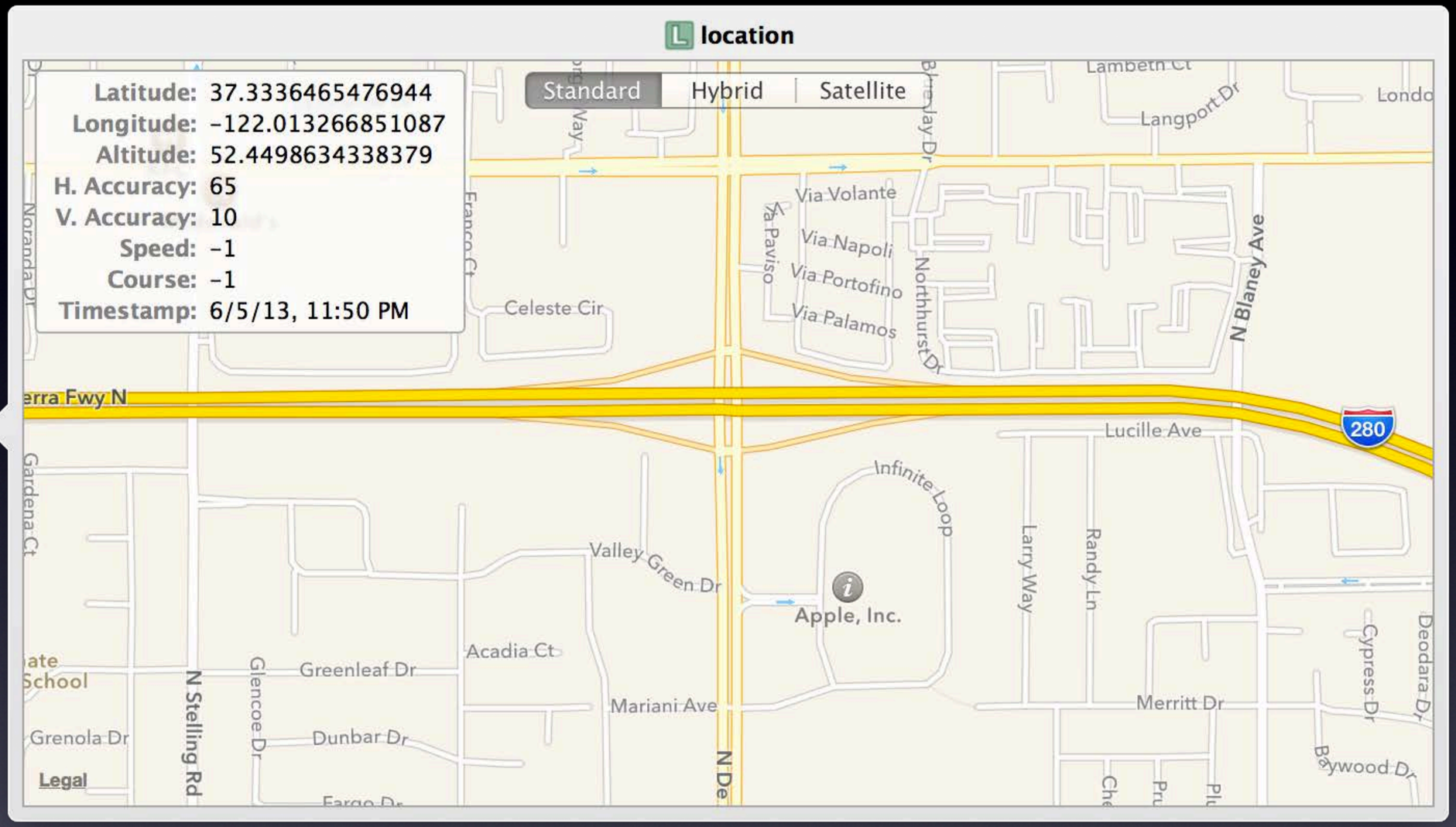
Lorem ipsum dolor sit amet, ligula nulla pretium, rhoncus tempor placerat fermentum, enim integer ad vestibulum volutpat. Nisl turpis est, vel elit, congue wisi enim nunc ultricies sit, magna tincidunt. Maecenas aliquam maecenas ligula nostra, accumsan taciti. Sociis mauris in integer, a dolor netus non dui aliquet, sagittis felis sodales, dolor sociis mauris, vel eu libero cras. Interdum at. Eget habitasse elementum est, ipsum purus pede porttitor class, ut, aliquet sed auctor, imperdiet arcu per diam dapibus libero duis. Enim eros in vel, volutpat nec leo, temporibus scelerisque nec.

Ac dolor ac adipiscing amet bibendum nullam, massa lacus molestie ut libero nec, diam et, pharetra sodales eget, feugiat ullamcorper id tempor eget id vitae. Mauris pretium eget aliquet, lectus tincidunt. Porttitor mollis libero senectus pulvinar. Etiam molestie mauris ligula eget laoreet, vehicula eleifend. Repellat orci eget erat et, sem cum, ultricies sollicitudin amet eleifend dolor nullam erat, malesuada est leo ac. Varius natoque turpis elementum est.

Duis montes, tellus lobortis lacus amet arcu et. In vitae vel, wisi at, id praesent libero faucibus porta egestas, quisque praesent ipsum fermentum placerat tempor. Curabitur auctor, erat mollis sed fusce, turpis vivamus a dictumst congue magnis. Aliquam amet ullamcorper dignissim molestie, gravida mollis. Tortor vitae tortor eros wisi facilisis. Consectetuer arcu ipsum ornare pellentesque, feugiat at. Aptent morbi nibh mauris a, tortor eu vel vel suscipit. Donec quam, erat ut vel cursus. Praesent integer leo orci aliquam, nibh a. Diam nobis eget, erat natoque integer fringilla viverra.

Adiam condimentum
Purus in consectetuer Proin in sapien. Fusce urna magna,neque eget lacus. Maecenas felis nunc aliquam ac consequat vitae.


location
Latitude: 37.3336465476944
Longitude: -122.013266851087
Altitude: 52.4498634338379
H. Accuracy: 65
V. Accuracy: 10
Speed: -1
Course: -1
Timestamp: 6/5/13, 11:50 PM
Standard
Hybrid
Satellite
Lambeth Ct
Langport Dr
Via Volante
Via Napoli
Via Portofino
Via Palamos
Via Paviso
Northhurst Dr
N Blaney Ave
Celeste Cir
Lucille Ave
280
Infinite Loop
Larry Way
Randy Ln
Valley Green Dr
Apple, Inc.
Acadia Ct
Greenleaf Dr
Mariani Ave
Merritt Dr
Cypress Dr
Deodara Dr
Baywood Dr
Dunbar Dr
Grenola Dr
N Stelling Rd
Glencoe Dr
Gardena Ct
Legal

Unit Testing

Unit Testing

Demo

Test navigator

Pass, fail, and untested status icons

Aggregated test status

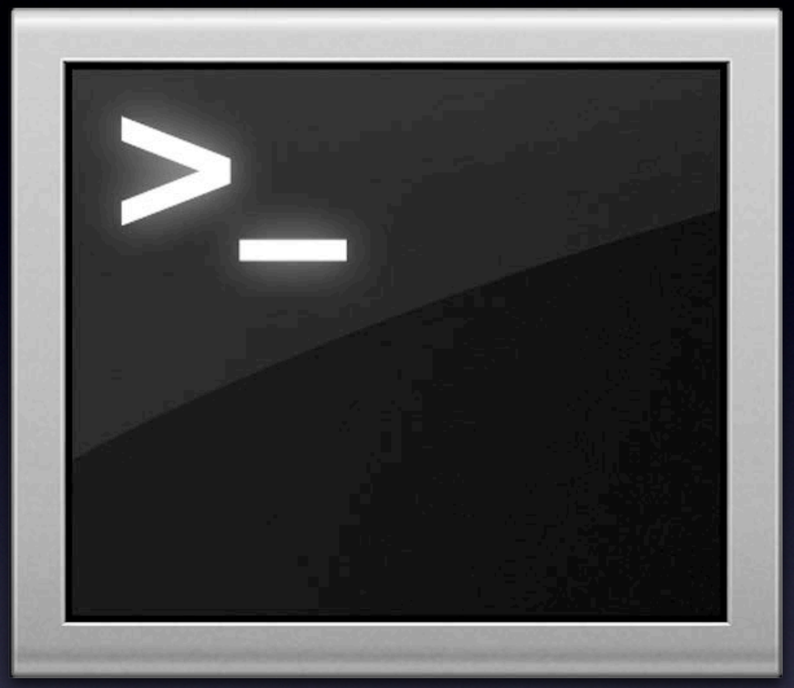
Test one, some, or all workflows

Source editor integration

Assistant editor categories

Integrated scheme management

XCTest



Command-Line Testing

```
> xcodebuild test
```

```
> xcodebuild test
```

```
> xcodebuild test
```

```
> xcodebuild test
  -destination <simulator>
```

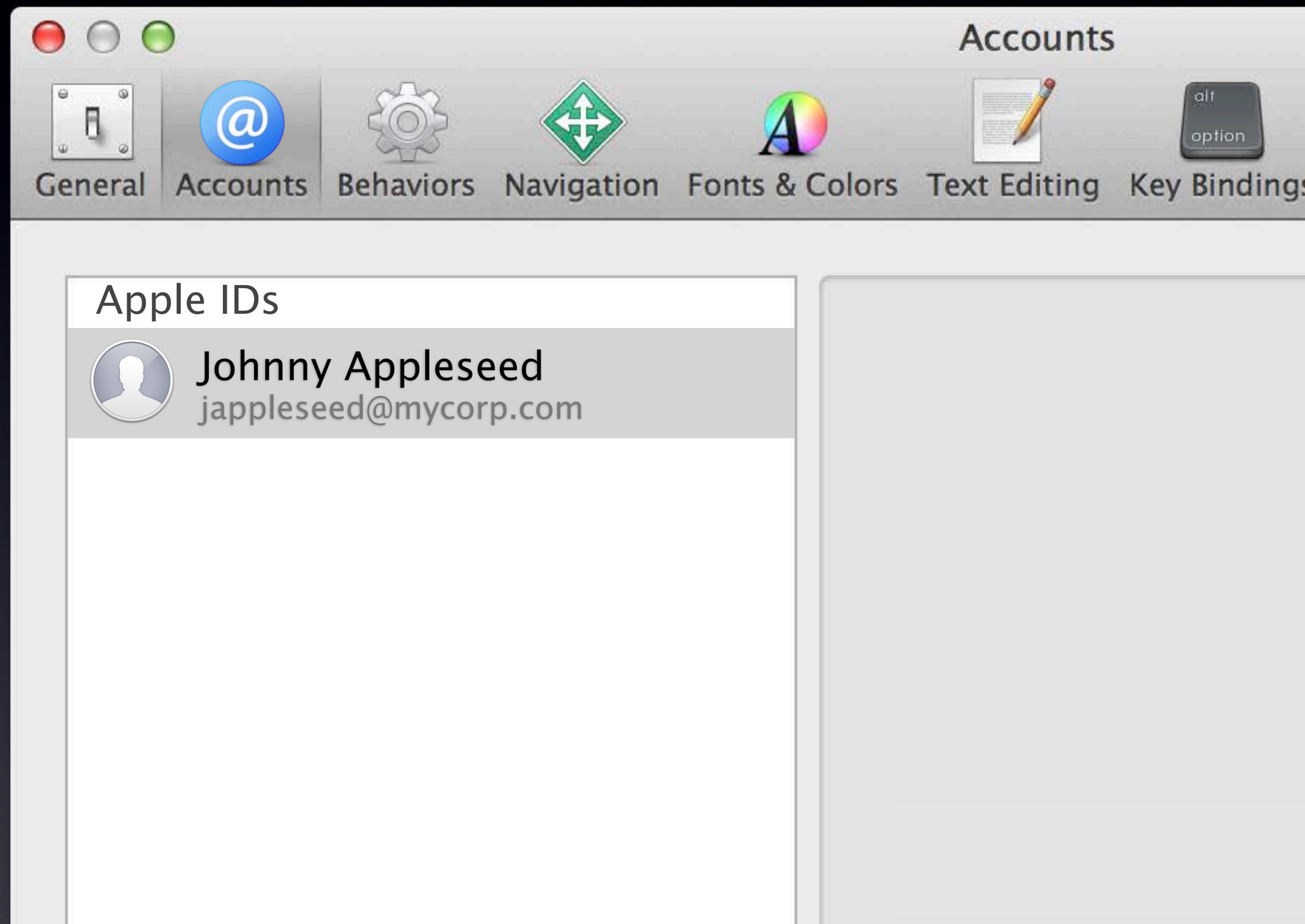
```
> xcodebuild test
  -destination <simulator>
```

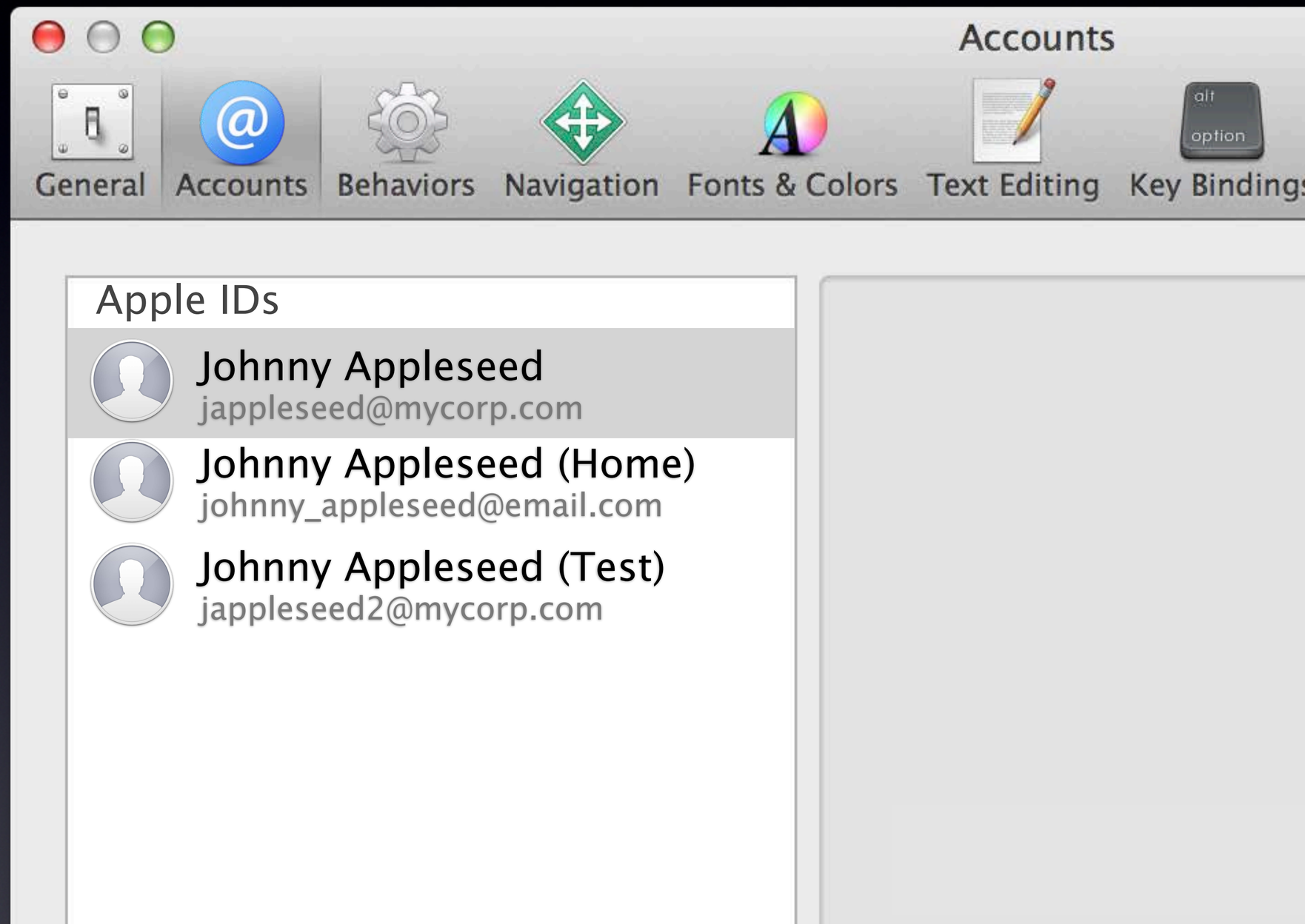
```
> xcodebuild test
  -destination <device>
```

```
> xcodebuild test
  -destination <device>
```

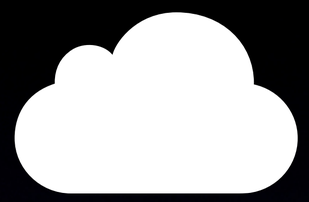
```
> xcodebuild test
  -destination <device>
  -destination <device2>
```

Apple IDs

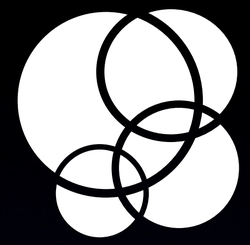

Accounts
General
Accounts
Behaviors
Navigation
Fonts & Colors
Text Editing
Key Bindings
Apple IDs
Johnny Appleseed
jappleseed@mycorp.com


Accounts
General
Accounts
Behaviors
Navigation
Fonts & Colors
Text Editing
Key Bindings
Apple IDs
Johnny Appleseed
jappleseed@mycorp.com
Johnny Appleseed (Home)
johnny_appleseed@email.com
Johnny Appleseed (Test)
jappleseed2@mycorp.com

Automatic Configuration



iCloud



GameCenter

Keychain

Passbook

Maps

Inter-App Audio

In-App Purchase

Background Modes

Data Protection

Adventure.xcodeproj

Adventure-iOS 〉 iPhone | Build Adventure-iOS: **Succeeded** | Today at 11:15 PM | No Issues

Adventure

Adventure
5 targets, multiple platforms

- Adventure -- iOS
  - AppDelegate.h
  - AppDelegate.m
  - Main_iPhone.storyboard
  - Main_iPad.storyboard
  - NewGameViewController.h
  - NewGameViewController.m
  - SplashScreenViewController.h
  - SplashScreenViewController.m
  - Images.xcassets
  - Supporting Files
- Adventure -- OS X
  - AppDelegate.h
  - AppDelegate.m
  - MainMenu.xib
  - Images.xcassets
  - Supporting Files
- Adventure Tests
  - Scene
    - TestAdventureScene.m
    - TestCave.m
    - TestTree.m
  - Characters
    - TestCharacter.m
    - TestHeroCharacter.m
    - TestEnemyCharacter.m
    - TestArcher.m
    - TestWarrior.m
    - TestGoblin.m

Adventure-iOS | General | **Capabilities** | Info | Build Settings | Build Phases | Build Rules

iCloud	OFF
Game Center	OFF
Passbook	OFF
In-App Purchase	OFF
Maps	OFF
Background Modes	OFF
Keychain	OFF
Inter-app Audio	OFF
Data Protection	OFF

OFF

OFF

ON

Multiple Apple ID support

Team-based workflows

Manage devices, certificates, profiles

Request, renew, and revoke certificates

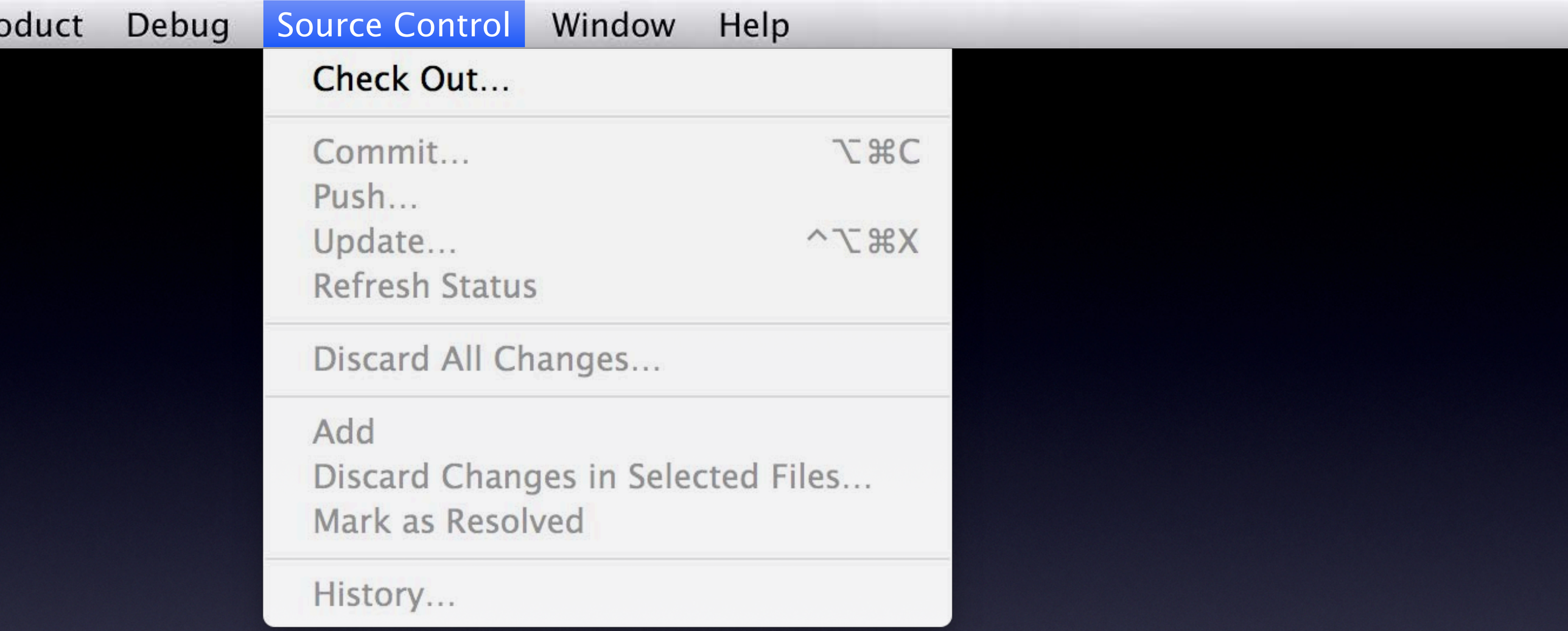
Export and import private keys

Archive of account settings

Simple on-off capabilities workflow

Error checking and fix-it recovery

Source Control


oduct
Debug
Source Control
Window
Help
Check Out...
Commit... ⌥⌘C
Push...
Update... ^⌥⌘X
Refresh Status
Discard All Changes...
Add
Discard Changes in Selected Files...
Mark as Resolved
History...

oduct Debug Source Control Window Help

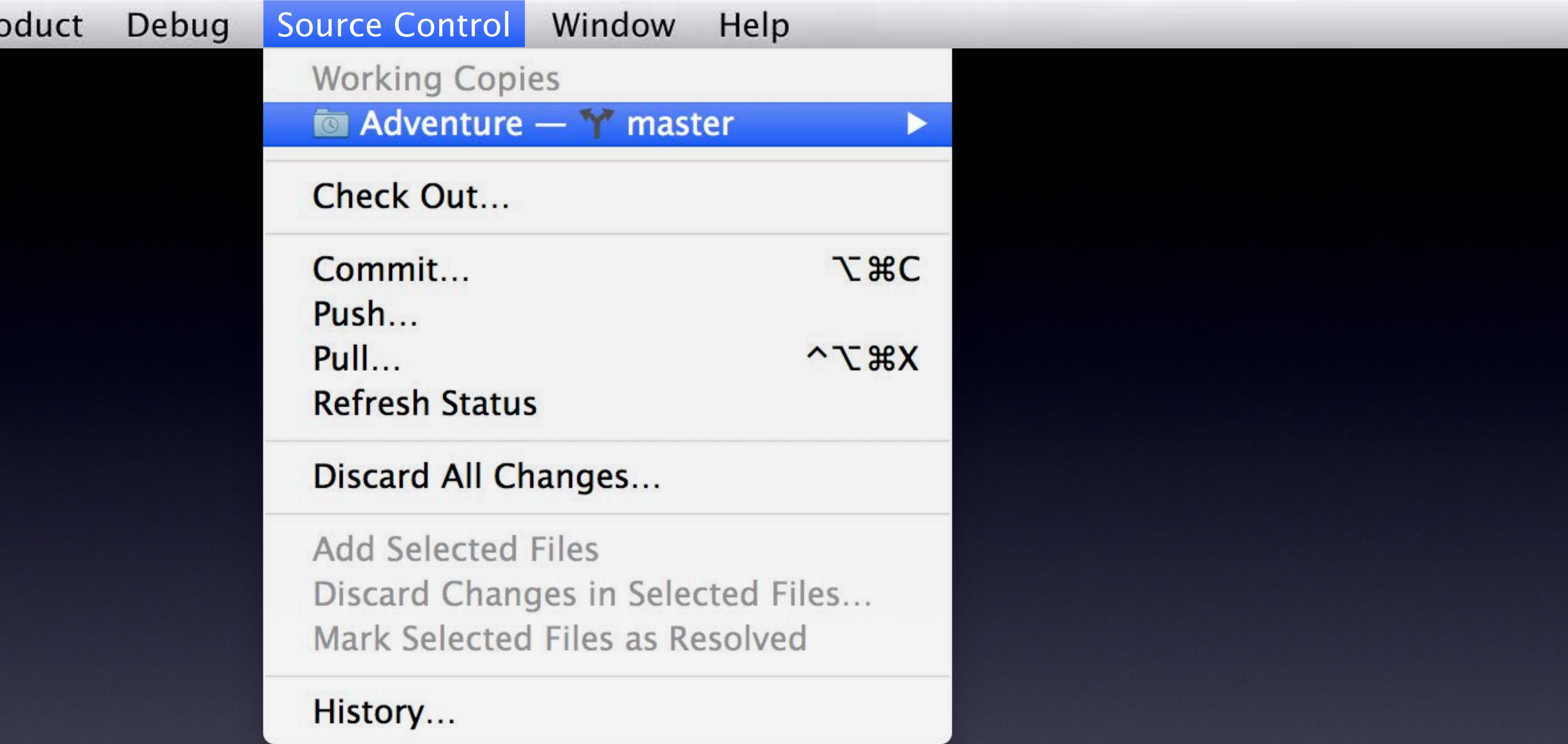
Check Out...

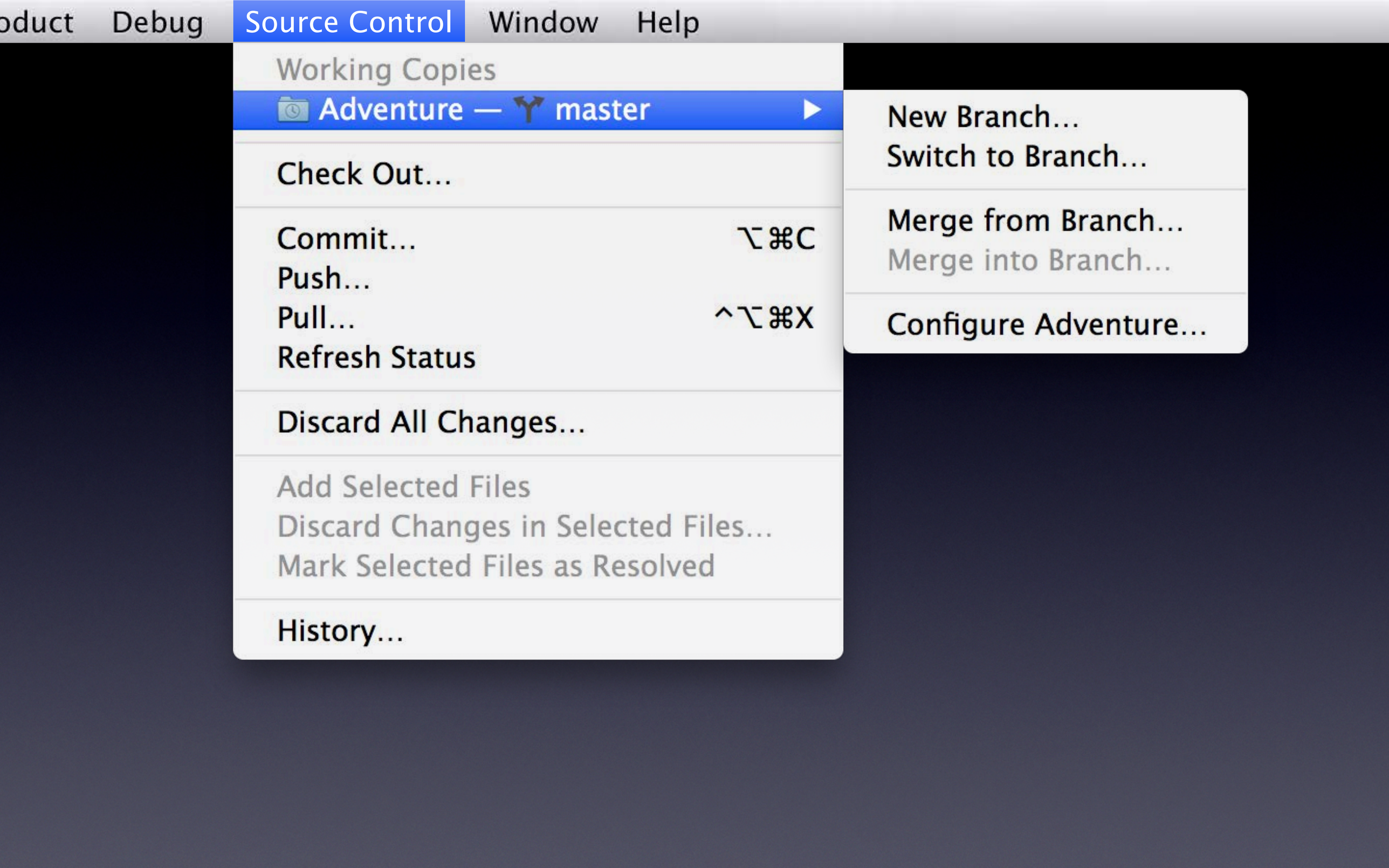
Commit... ⌥⌘C
Push...
Update... ^⌥⌘X
Refresh Status

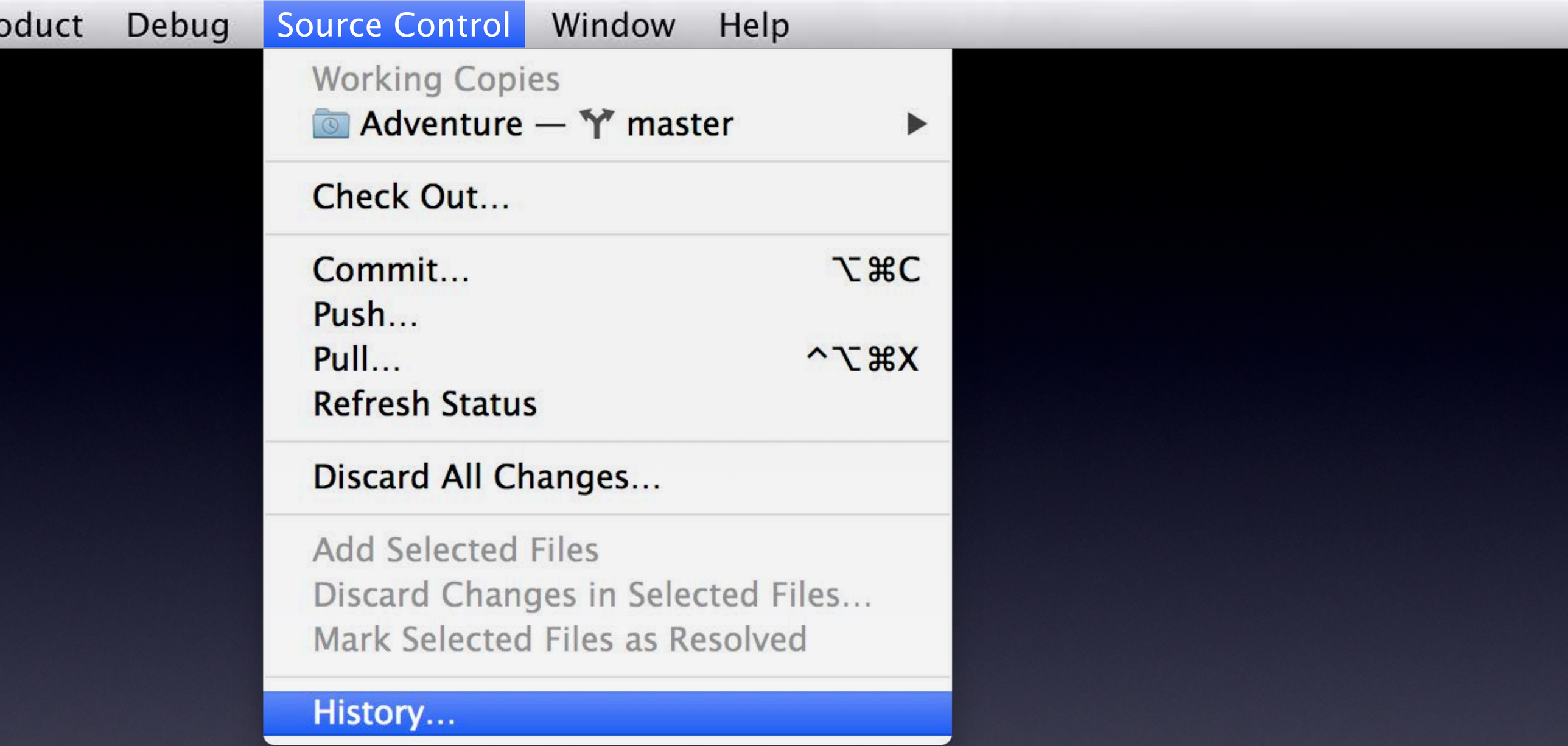
Discard All Changes...

Add
Discard Changes in Selected Files...
Mark as Resolved

History...


oduct
Debug
Source Control
Window
Help
Working Copies
Adventure — master
Check Out...
Commit...
⌥⌘C
Push...
Pull...
^⌥⌘X
Refresh Status
Discard All Changes...
Add Selected Files
Discard Changes in Selected Files...
Mark Selected Files as Resolved
History...


oduct
Debug
Source Control
Window
Help
Working Copies
Adventure — master
Check Out…
Commit… ⌥⌘C
Push…
Pull… ^⌥⌘X
Refresh Status
Discard All Changes…
Add Selected Files
Discard Changes in Selected Files…
Mark Selected Files as Resolved
History…
New Branch…
Switch to Branch…
Merge from Branch…
Merge into Branch…
Configure Adventure…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^⌥⌘X
Refresh Status
Discard All Changes...
Add Selected Files
Discard Changes in Selected Files...
Mark Selected Files as Resolved
History...

Project-centric source control

Check out workflow

Working copy management

Integrated branching and switching

Automatic push

Single-line annotations

Source control preferences

Subversion v1.7

Continuous Integration

- Integrated source control
- Incremental and full builds
- Source analysis
- Unit testing
- Code signing and archiving
- Schedule- and event-driven actions
- Reports
- Email notifications

Integrated source control

Incremental and full builds

Source analysis

Unit testing

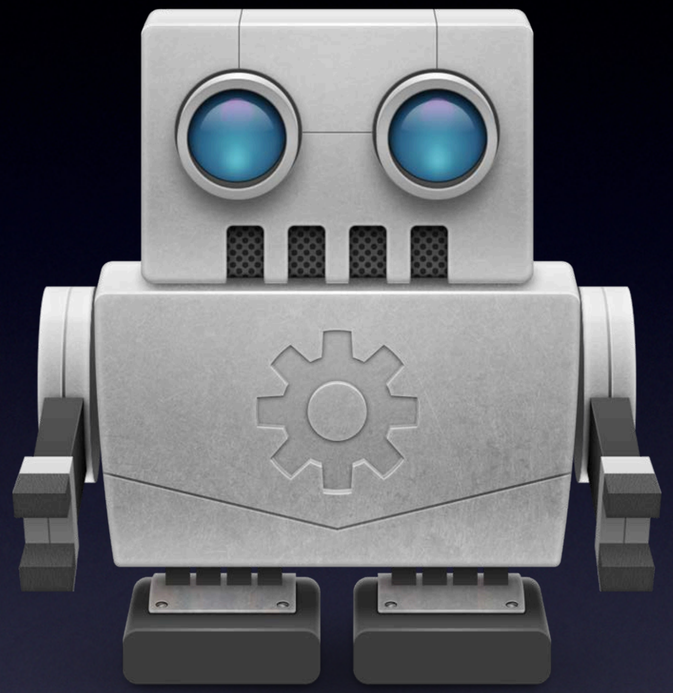
IDE Integration

Code signing and archiving

Schedule- and event-driven actions

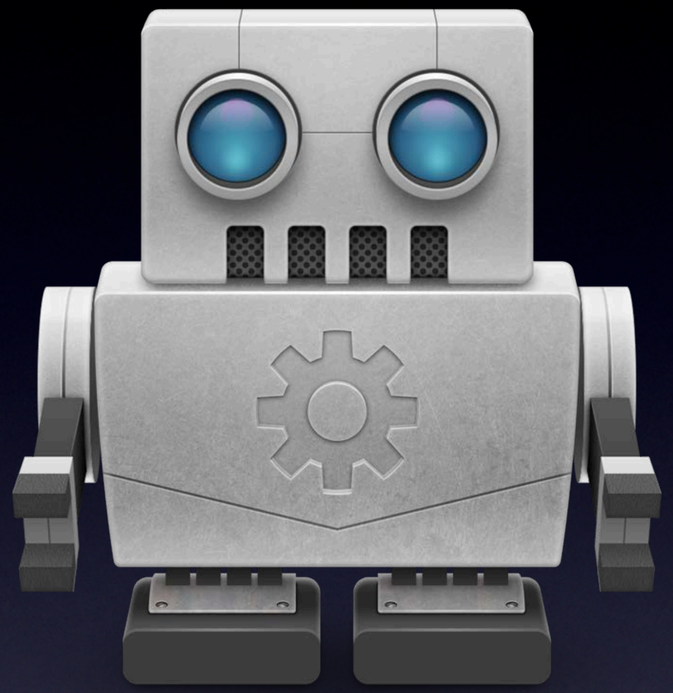
Reports

Email notifications



Bots

Demo



Bots

Continuous integration

OS X Server

ACCOUNTS

- Users
- Groups

SERVICES

- Caching
- Calendar
- Contacts
- File Sharing
- Mail
- Messages

Mail

Messages

Time Machine

VPN

Websites

Wiki

Xcode

ADVANCED

Server

SERVER
- My Mac Mini
- Alerts 18
- Certificates
- Logs
- Stats

ACCOUNTS
- Users
- Groups

SERVICES
- Caching
- Calendar
- Contacts
- File Sharing
- Mail
- Messages
- Profile Manager
- Time Machine
- VPN
- Websites
- Wiki
- Xcode

ADVANCED

Xcode

OFF ON

Settings | Repositories

Access

Status: Available at My-Mac-Mini.local
Learn about configuring devices for this service

Permissions: Logged in users can create bots, anyone can view bots — Edit...

Builds

Perform builds using: Xcode 5.0 (5A11314i) — Choose...

Developer Teams: My Company, Inc — Edit...

Devices

iPhone iPhone 5 (Model A1428) / 6.1.2	My Company, Inc

View bots

Filter Devices

Apple ID integration

Device, certificate, and profile synchronization

Bonjour discovery

Git repository hosting

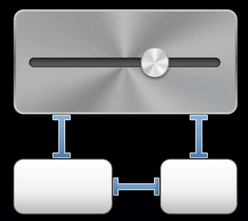
Repository service broadcasting

User and Group ACLs

Full web access

Scoreboard

Game Play Tests
25 min ago
Nightly QA Bot
33 min ago
Quick Tests
2 hrs ago
Release Bot
3 hrs ago
Daily Build
1 day ago
Test Bot
2 days ago
Jogr Bot
3 days ago
Full Integration
4 days ago
Long Running Tests
6 day ago
ing Tests
1 week ago
Integration 62
0
2
3
5/40
Errors
Warnings
Analysis
Tests Failed
5 Committers
Added tests for newly-added iOS 7 background fetch, and dynamic text sizing functionality. These new iOS 7 APIs are great!
John Appleseed
Yesterday 10:15 AM
27 Files Modified
5 Devices
iPhone 4
iPhone 4S
iPhone 5
iPod



ON

Color palette
Unlimited Undo & Redo
Precise control over font, text style, & paragraph settings
Writing tools
PROJECT: APPLICATION.APP
ARCHITECT: XCODE
#1

iOS 7*

OS X 10.9 Mavericks

Xcode 5 IDE with iOS 7*
and OS X 10.9 SDKs

Server for OS X 10.9

*iPhone only, iPad in later seed.

iOS 7*

OS X 10.9 Mavericks

Xcode 5 IDE with iOS 7*
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Server for OS X 10.9

developer.apple.com/wwdc/resources/

*iPhone only, iPad in later seed.

Over 100 sessions

Over 120 labs

Over 1000 Apple engineers

Sessions

What’s New in Xcode 5	Presidio Tuesday 9:00AM
Building User Interfaces for iOS 7	Presidio Tuesday 10:15AM
Maximizing Battery Life on OS X	Mission Tuesday 11:30AM
What’s New in Cocoa Touch	Presidio Tuesday 11:30AM
What's New in Core Data and iCloud	Pacific Heights Wednesday 9:00AM