

Multitasking Essentials for Media-Based Apps on iPad in iOS 9

Adopting Picture in Picture and Mastering Shared Resources

Session 211

Stefan Hafener Picture in Picture Architect

Jonathan Bennett Media Systems Product Lead

Multitasking Sessions

Getting Started with Multitasking on iPad in iOS 9

Presidio

Tuesday 4:30PM

Multitasking Essentials for Media-Based Apps on iPad in iOS 9

Pacific Heights

Wednesday 2:30PM

Optimizing Your App for Multitasking on iPad in iOS 9

Presidio

Wednesday 3:30PM

Multitasking Sessions

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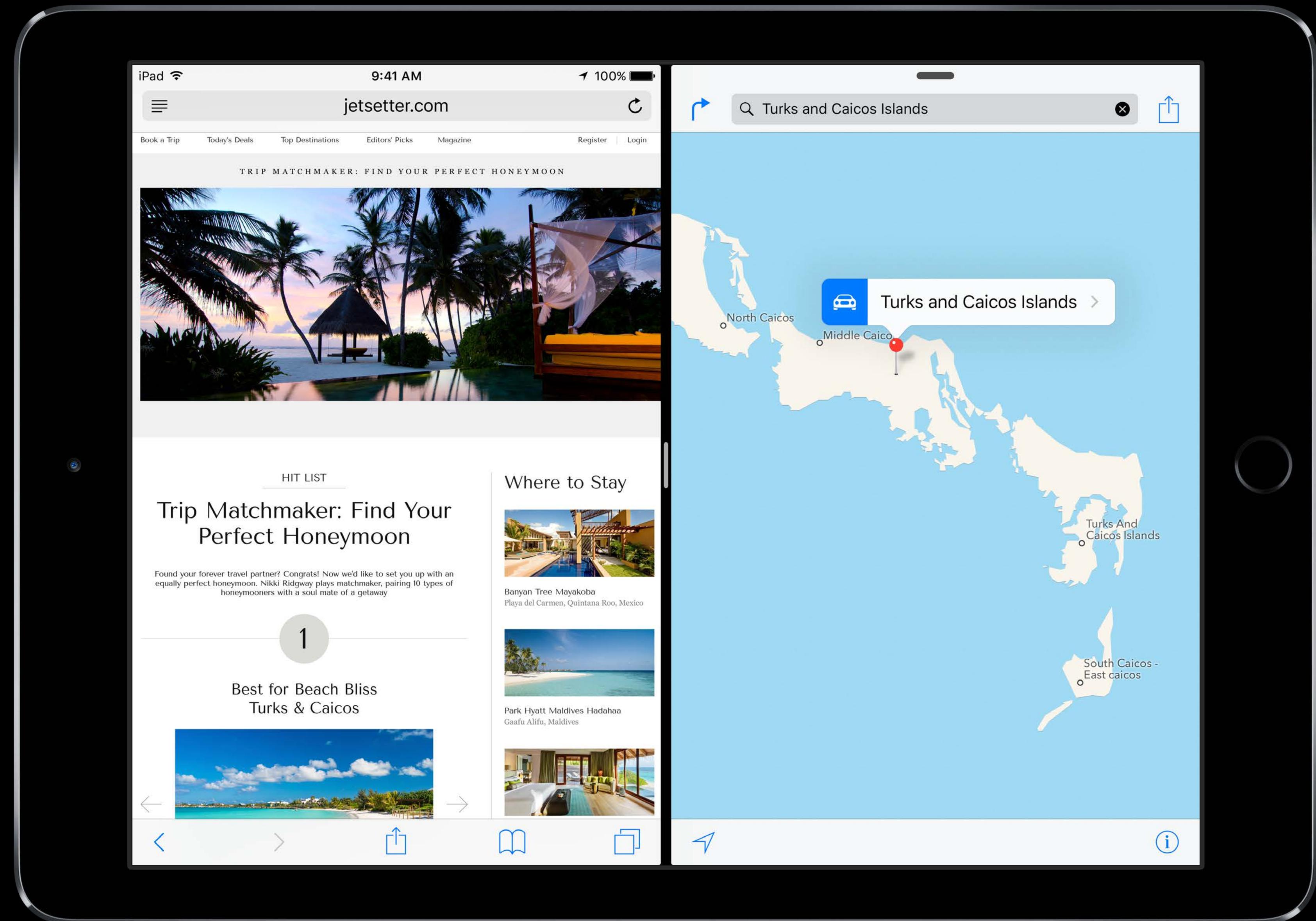
Presidio

Wednesday 3:30PM

What You Will Learn

Adopt Picture in Picture in video playback applications

Master shared resources in multitasking environment



Picture in Picture





9



9



Picture in Picture = PiP

Picture in Picture

Supported hardware



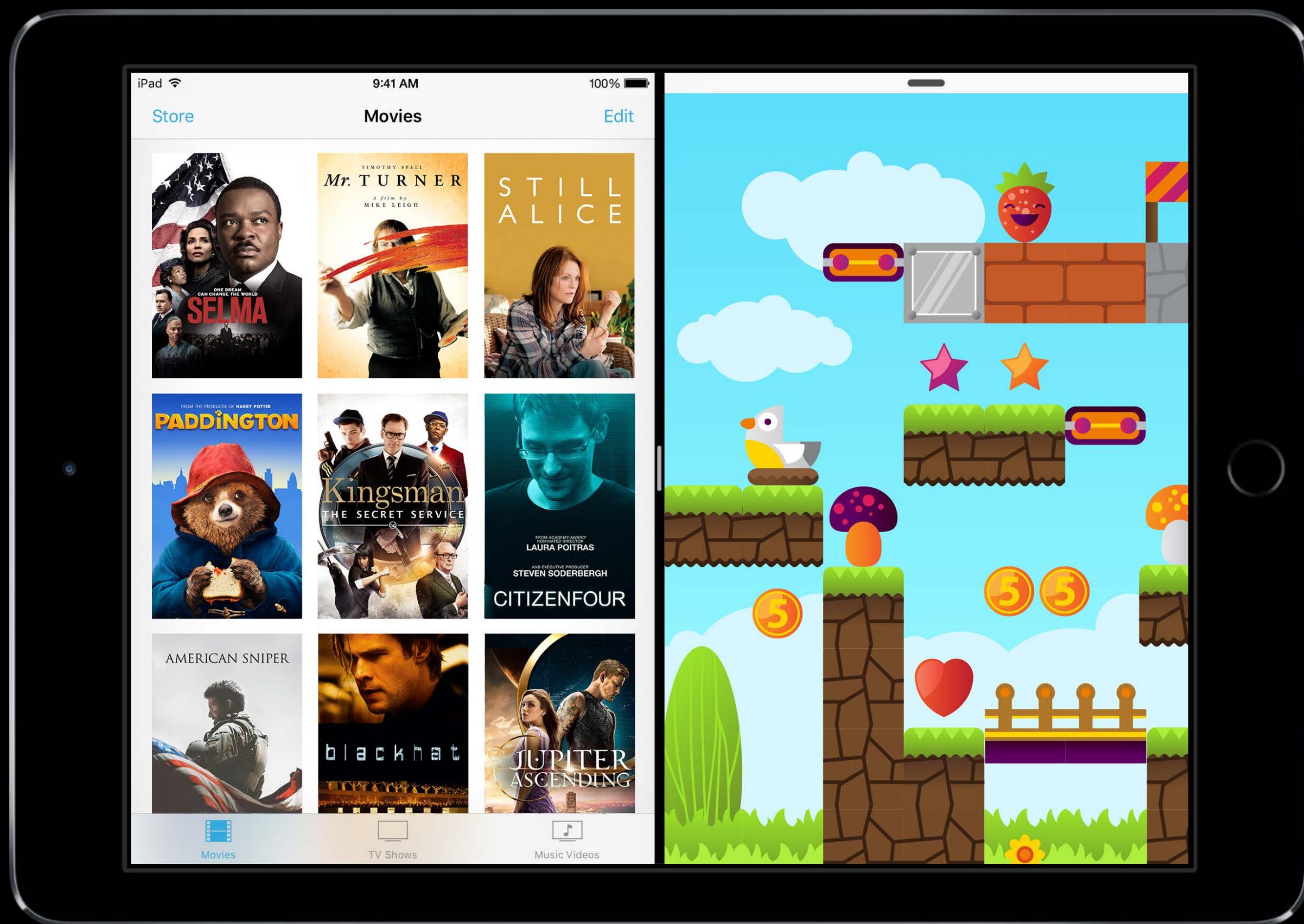
iPad Air 2

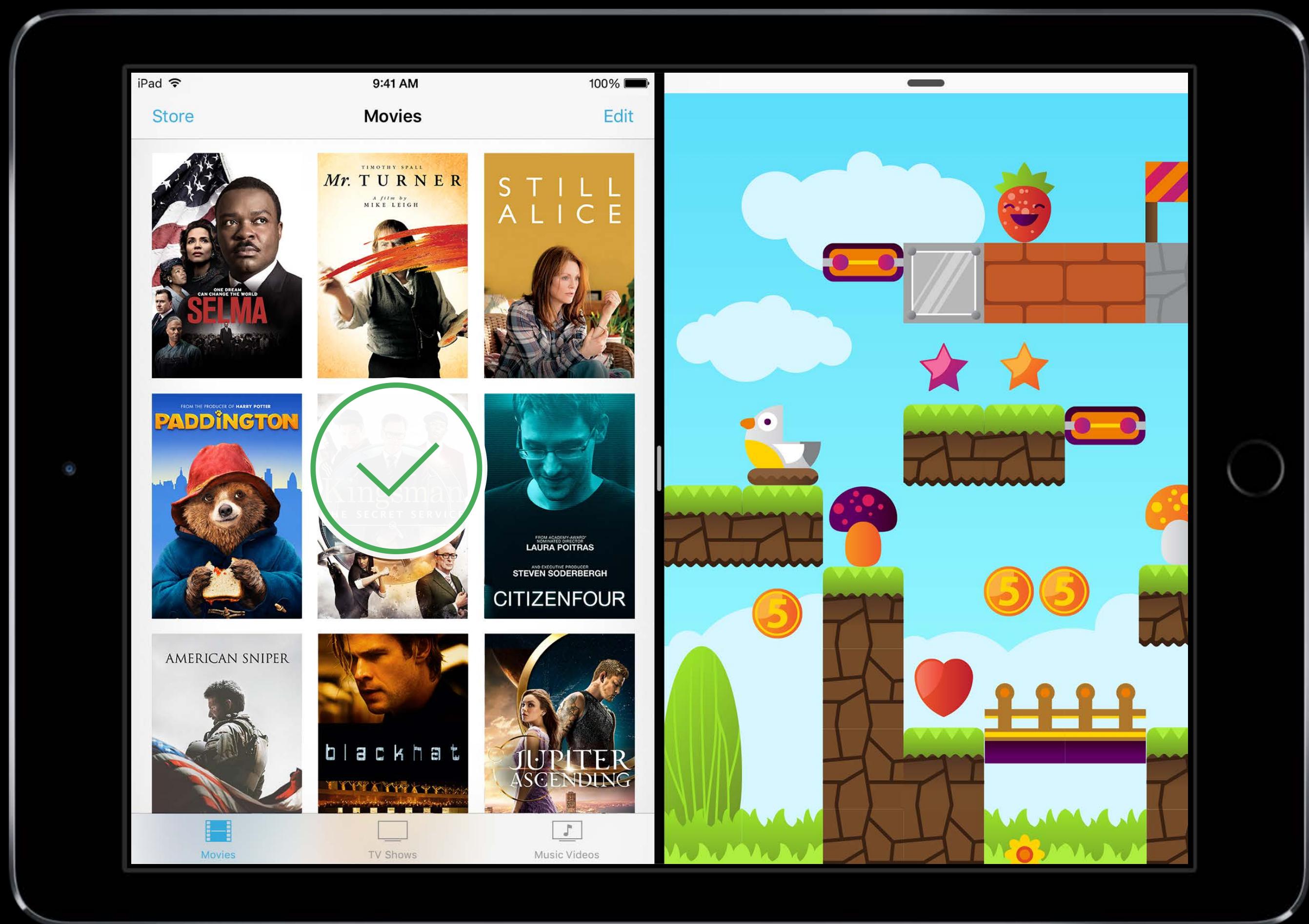
iPad Air

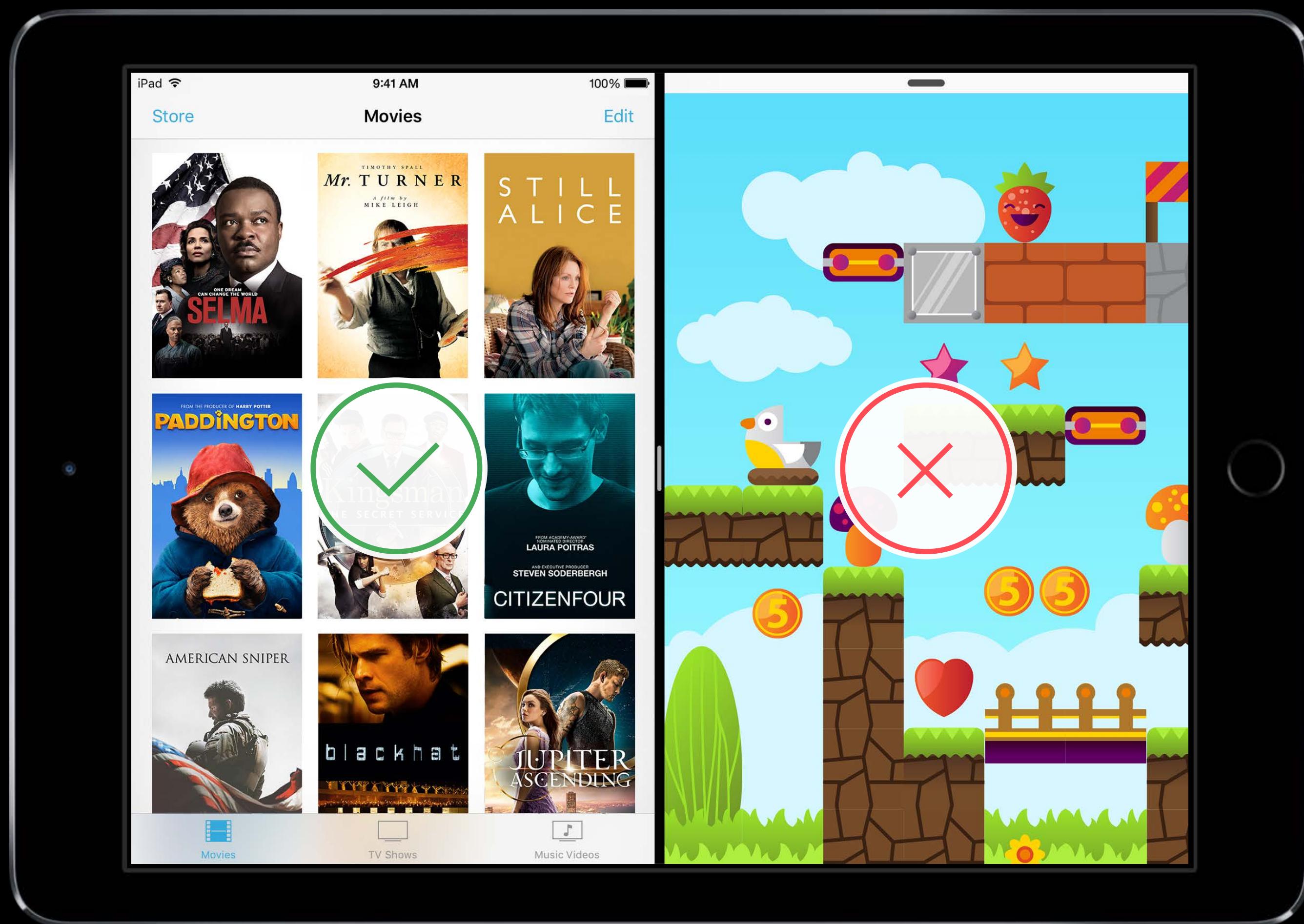
iPad mini 3

iPad mini 2

Should my app adopt Picture in Picture?







Video Playback APIs

iOS 8



MediaPlayer



AVKit



AVFoundation



WebKit

Video Playback APIs

iOS 8



MediaPlayer

Video Playback APIs

Deprecated APIs in iOS 9



MPMoviePlayerController

MPMoviePlayerViewController



MediaPlayer

Video Playback APIs

Deprecated APIs in iOS 9



MPMoviePlayerController

MPMoviePlayerViewController



MediaPlayer

Replaced by **AVPlayerViewController**

- Introduced in AVKit in iOS 8

Video Playback APIs

Deprecated APIs in iOS 9



MPMoviePlayerController

MPMoviePlayerViewController



MediaPlayer

Replaced by **AVPlayerViewController**

- Introduced in AVKit in iOS 8

Video Playback APIs

iOS 9



AVKit



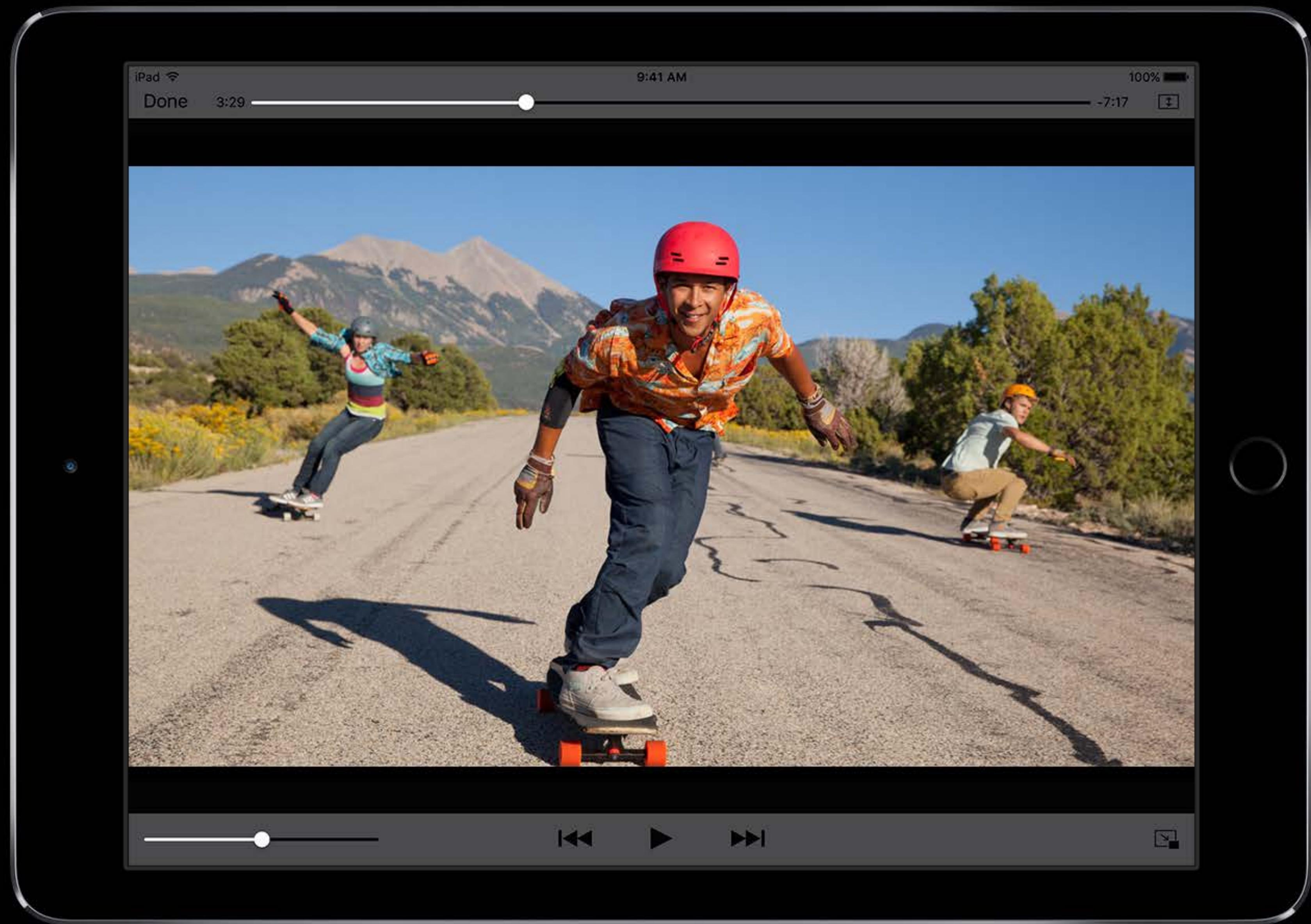
AVFoundation

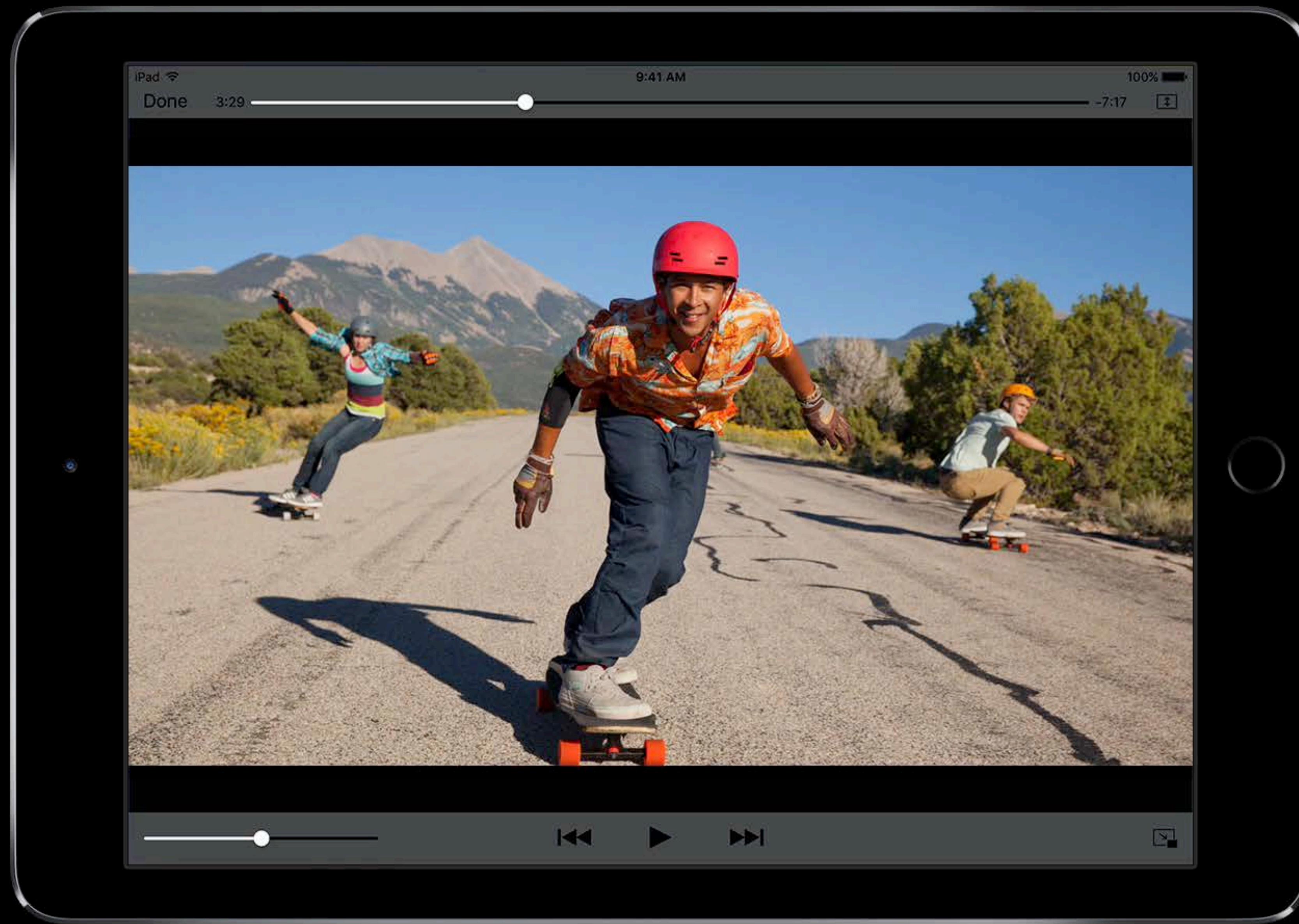


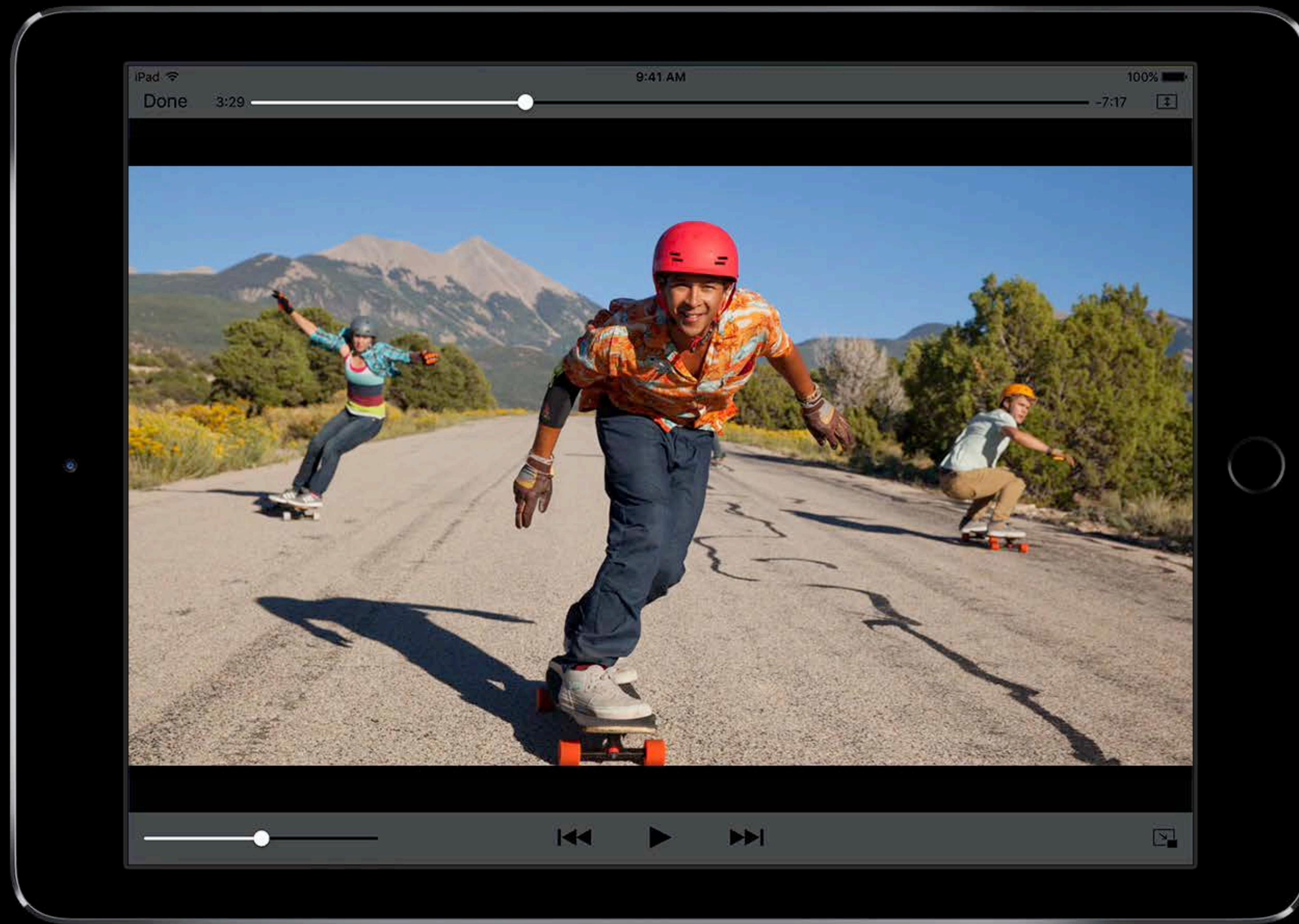
WebKit



AVPlayerLayer































Picture in Picture

Supported video playback APIs



AVKit



AVFoundation



WebKit

Picture in Picture

Supported video playback APIs



AVKit



AVFoundation



WebKit





AVKit



AVFoundation



WebKit



AVKit



AVFoundation



WebKit



AVKit



AVFoundation

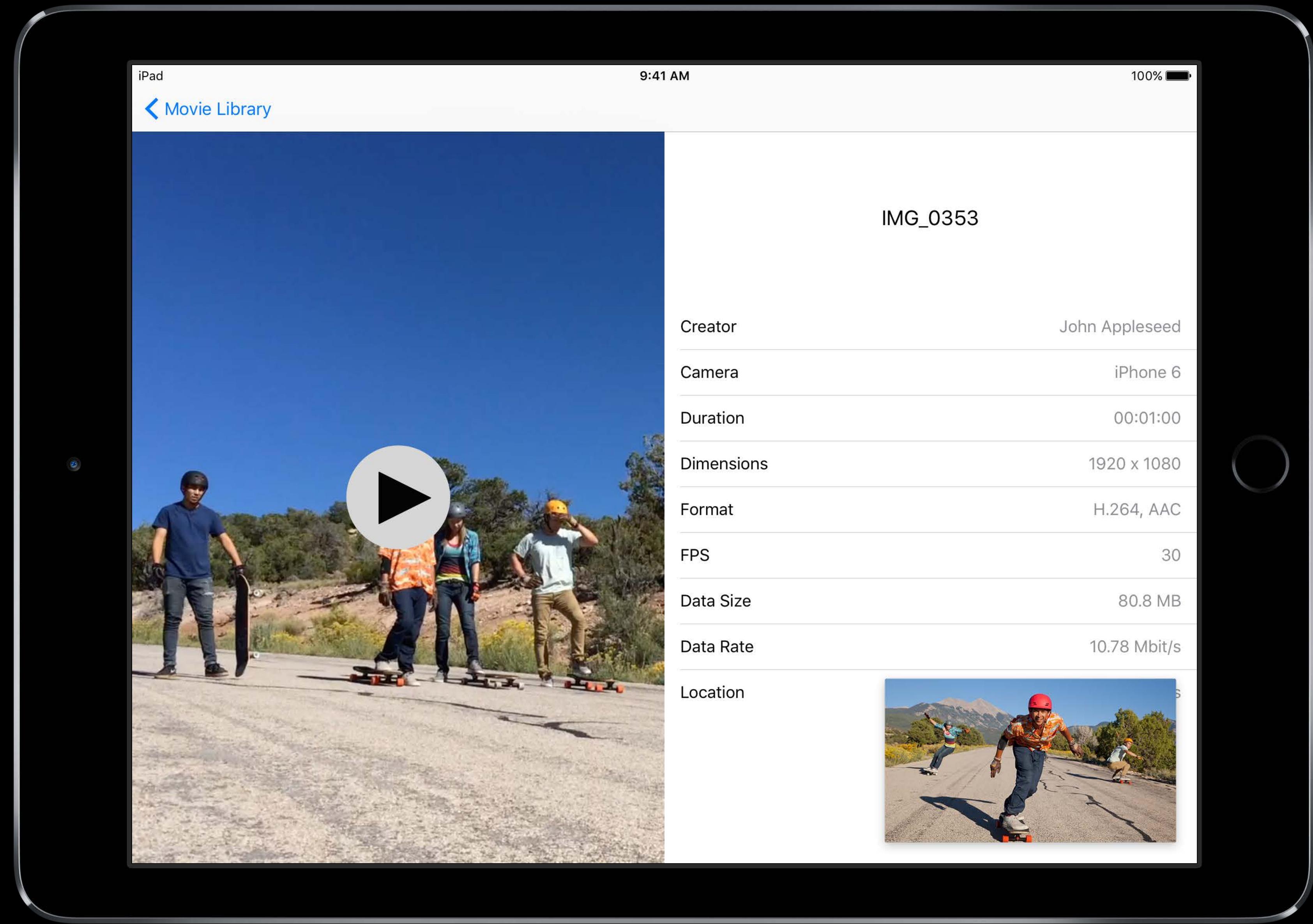


WebKit









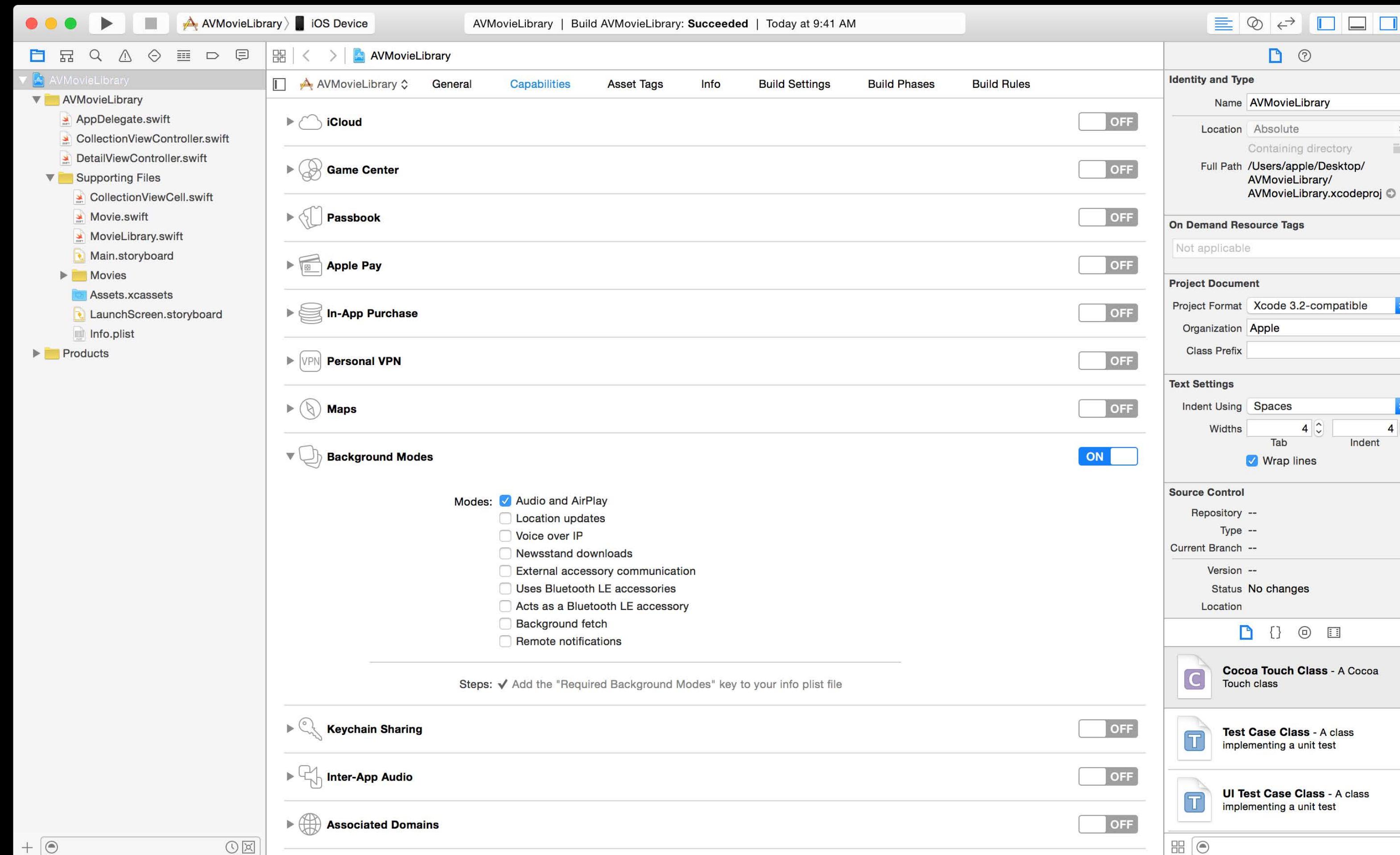
Demo

Adopting Picture in Picture with AVPlayerViewController

Felix Heidrich AVKit Engineer

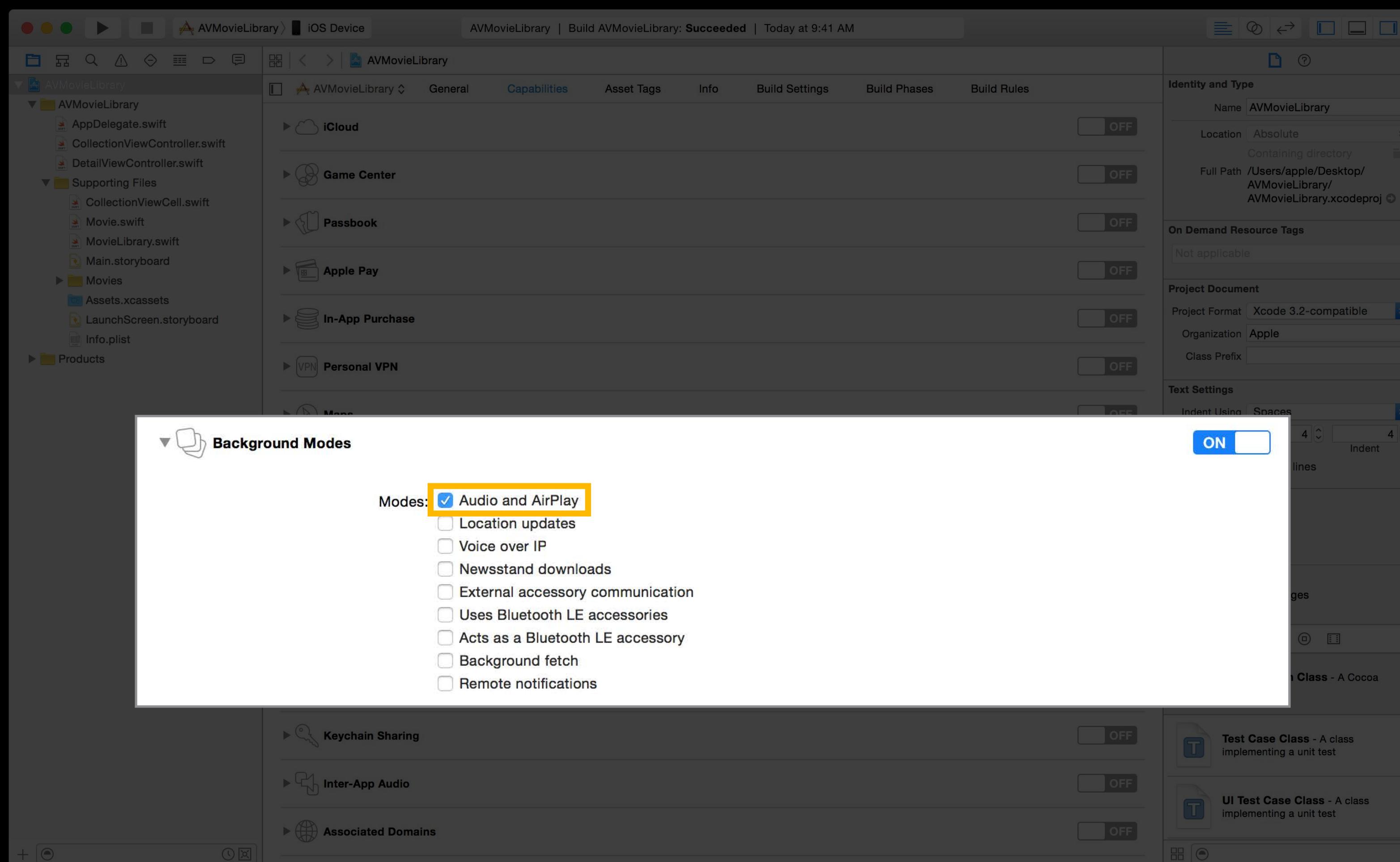
AVPlayerViewController

How to support Picture in Picture



AVPlayerViewController

How to support Picture in Picture



AVPlayerViewController

How to support Picture in Picture

```
func application(application: UIApplication, didFinishLaunchingWithOptions launchOptions: [NSObject: AnyObject]?) -> Bool {  
    // Get shared audio session.  
    let audioSession = AVAudioSession.sharedInstance()  
  
    do {  
        // Set playback audio session category.  
        try audioSession.setCategory(AVAudioSessionCategoryPlayback)  
    } catch { ... }  
  
    return true  
}
```

AVPlayerViewController

How to support Picture in Picture

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AVPlayerViewController

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AVPlayerViewController

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    let audioSession = AVAudioSession.sharedInstance()  
  
    do {  
        // Set playback audio session category.  
        try audioSession.setCategory(AVAudioSessionCategoryPlayAndRecord)  
    } catch { ... }  
  
    return true  
}
```

AVPlayerViewController

Disable Picture in Picture playback

```
class AVPlayerViewController : UIViewController {  
    // Whether or not to allow Picture in Picture playback. Default is YES.  
    var allowsPictureInPicturePlayback: Bool  
}
```





AVPlayerViewController

Persistent Video Overlay

Supported in primary application

When application enters background if

- **AVPlayerViewController** is presented full screen
- Video content is playing
- Picture in Picture is possible

AVPlayerViewController

Persistent Video Overlay

User can turn on/off behavior in Settings

- General > Multitasking > Persistent Video Overlay

AVPlayerViewController

Restore user interface before stop

```
func playerViewControllerAnimated(playerViewControllerAnimated: AVPlayerViewController,  
restoreUserInterfaceForPictureInPictureStopWithCompletionHandler  
completionHandler: (Bool) -> Void) {  
    // Present player view controller again.  
    navigationController?.presentViewControllerAnimated(playerViewControllerAnimated,  
animated: true)  
    // Don't forget to call completion handler.  
    completionHandler(true)  
}  
}
```

AVPlayerViewController

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AVPlayerViewController

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}
```



AVKit



AVFoundation



WebKit



AVKit



AVFoundation



WebKit



This video is playing in Picture in Picture.



AVPictureInPictureController

New AVKit class in iOS 9

NEW



AVKit

AVPictureInPictureController

How to set up

```
// Check whether Picture in Picture is supported on device.  
if AVPictureInPictureController.isPictureInPictureSupported() {  
    // Create Picture in Picture controller.  
    pipController = AVPictureInPictureController(playerLayer: playerLayer)!  
  
    // Set delegate.  
    pipController.delegate = self  
}
```

AVPictureInPictureController

How to set up

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AVPictureInPictureController

How to set up

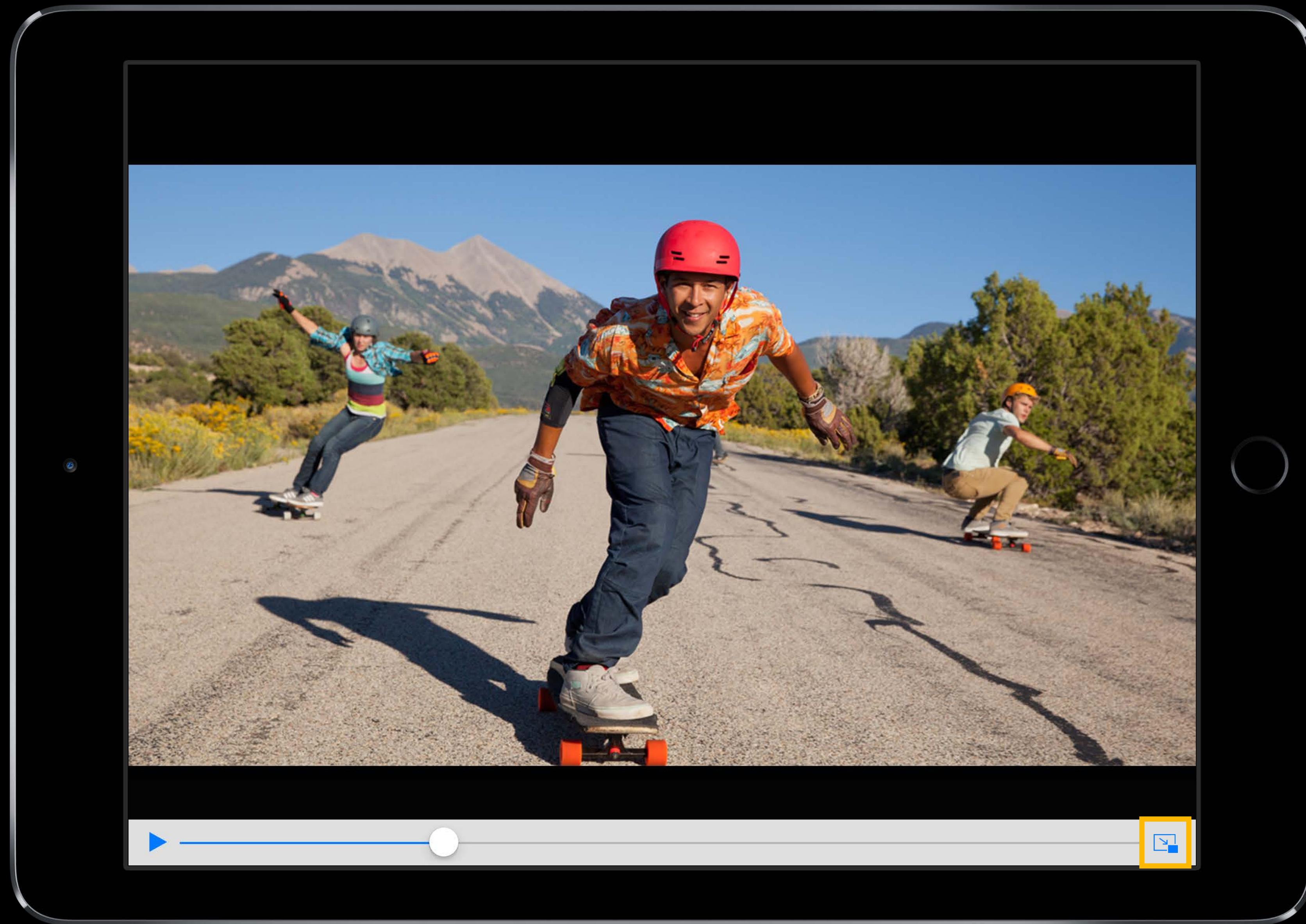
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AVPictureInPictureController

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    // Set delegate.  
    pipController.delegate = self  
}
```





AVPictureInPictureController

Enable/disable Picture in Picture button

```
// Find out whether Picture in Picture is possible.  
let pipPossible = pipController.pictureInPicturePossible  
  
// Enable/disable Picture in Picture button.  
pipButton.enabled = pipPossible
```

AVPictureInPictureController

Enable/disable Picture in Picture button

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AVPictureInPictureController

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// Enable/disable Picture in Picture button.  
pipButton.enabled = pipPossible
```

AVPictureInPictureController

How to start Picture in Picture

```
func pipButtonTapped(sender: AnyObject?) {  
    // Make sure Picture in Picture is not already active.  
    if !pipController.pictureInPictureActive {  
        // Start Picture in Picture on button tap.  
        pipController.startPictureInPicture()  
    }  
}
```

AVPictureInPictureController

How to start Picture in Picture

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func pipButtonTapped(sender: AnyObject?) {  
    // Make sure Picture in Picture is not already active.  
    if !pipController.pictureInPictureActive {  
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    }  
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AVPictureInPictureController

How to start Picture in Picture

```
func pipButtonTapped(sender: AnyObject?) {  
    // Make sure Picture in Picture is not already active.  
    if !pipController.pictureInPictureActive {  
        // Start Picture in Picture on button tap.  
        pipController.startPictureInPicture()  
    }  
}
```

App Store review team will reject your app if used inappropriately

AVPictureInPictureController

Dismiss video playback view controller after start

```
func pictureInPictureControllerDidStartPictureInPicture(pipController:  
AVPictureInPictureController) {  
    // Dismiss modal video playback view controller.  
    dismissViewControllerAnimated(true, completion: nil)  
}
```

AVPictureInPictureController

Dismiss video playback view controller after start

```
func pictureInPictureControllerDidStartPictureInPicture(pipController:  
AVPictureInPictureController) {  
    // Dismiss modal video playback view controller.  
    dismissViewControllerAnimated(true, completion: nil)  
}
```

AVPictureInPictureController

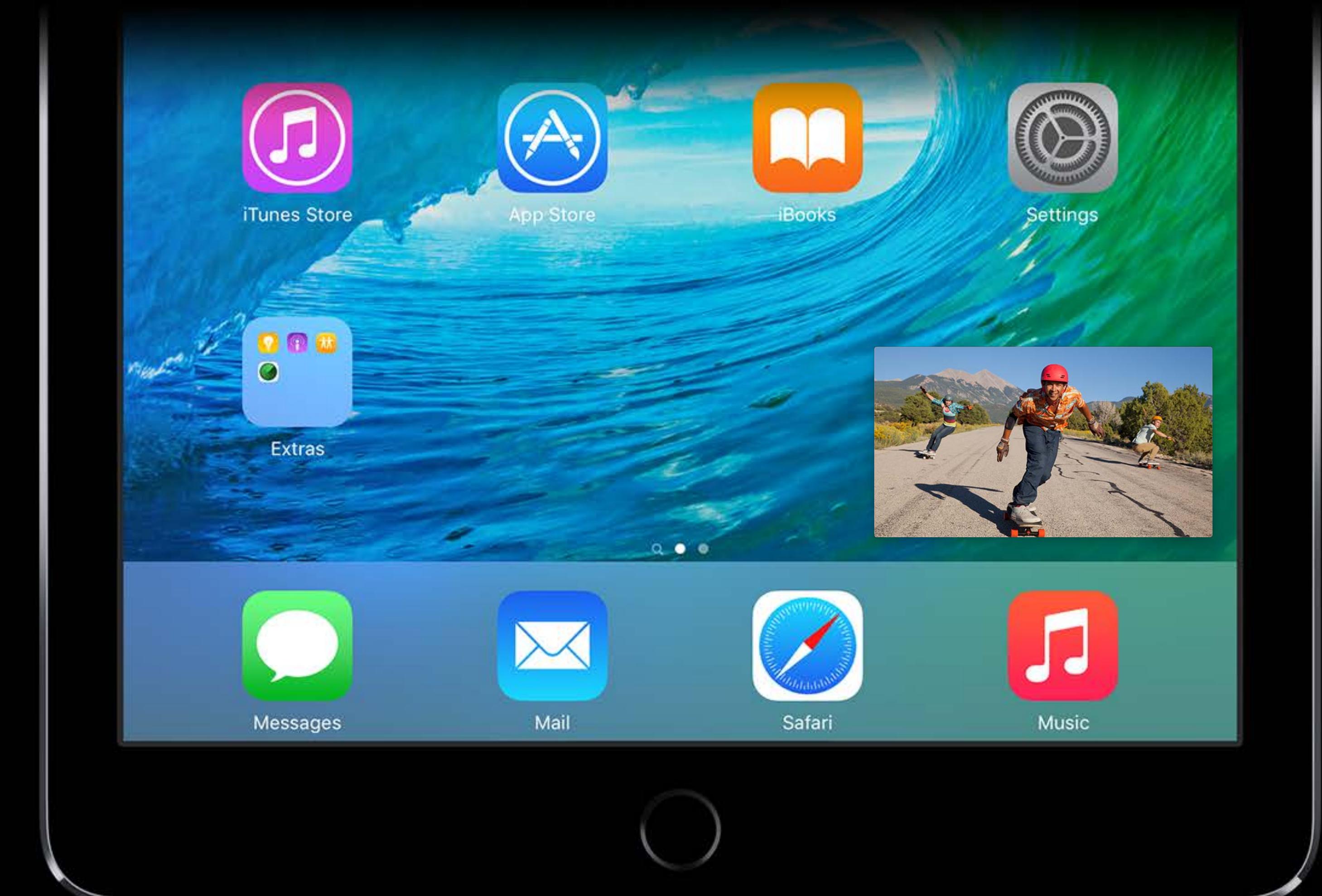
Dismiss video playback view controller after start

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AVPictureInPictureController

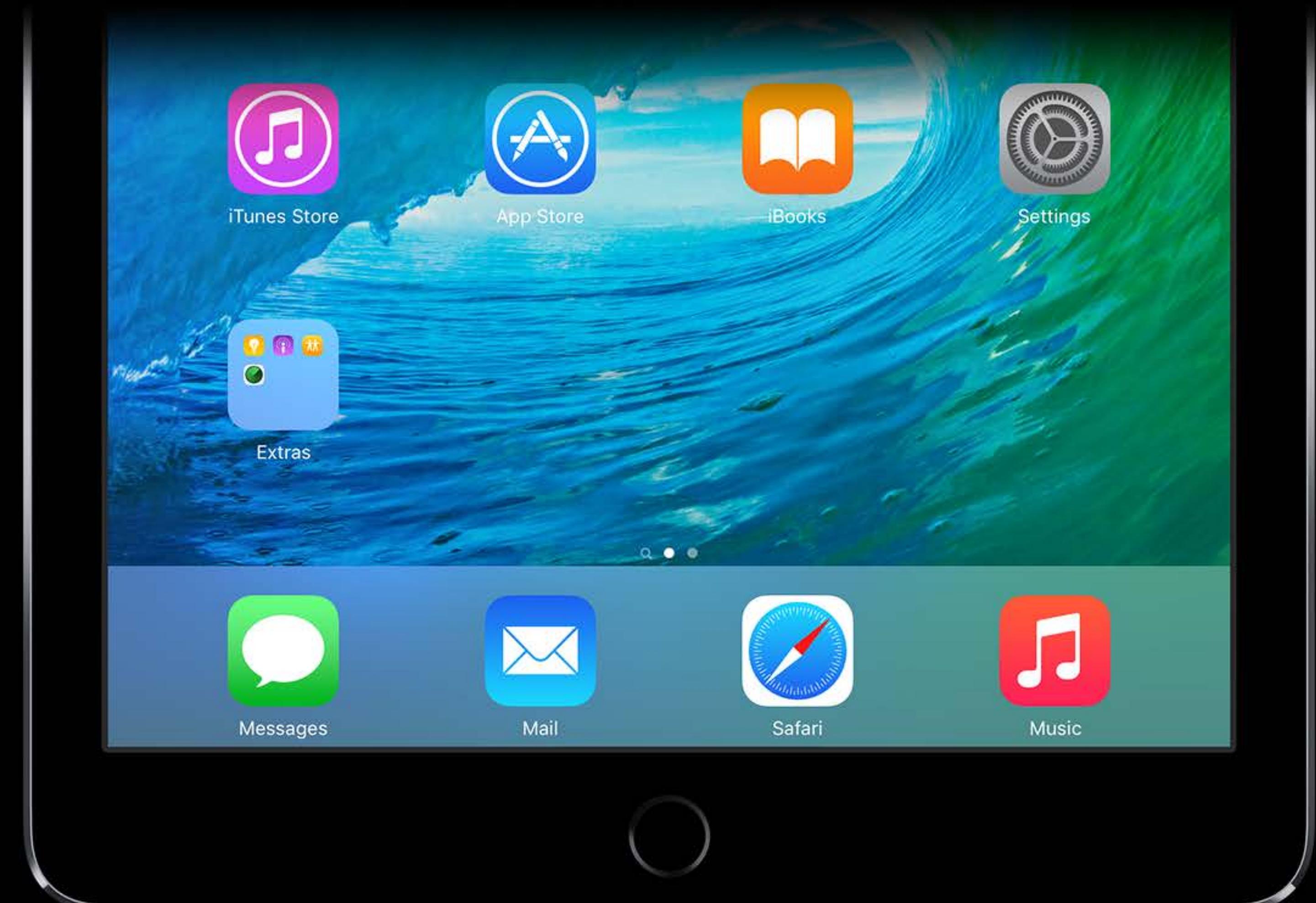
While Picture in Picture is active

pipController



AVPictureInPictureController

While Picture in Picture is active



AVPictureInPictureController

Restore video playback view controller before stop

```
func pictureInPictureController(pipController: AVPictureInPictureController,  
restoreUserInterfaceForPictureInPictureStopWithCompletionHandler  
completionHandler: (Bool) -> Void) {  
    // Present video playback view controller again.  
    navigationController?.presentViewController(self, animated: true) {  
        // Don't forget to call completion handler.  
        completionHandler(true)  
    }  
}
```

AVPictureInPictureController

Restore video playback view controller before stop

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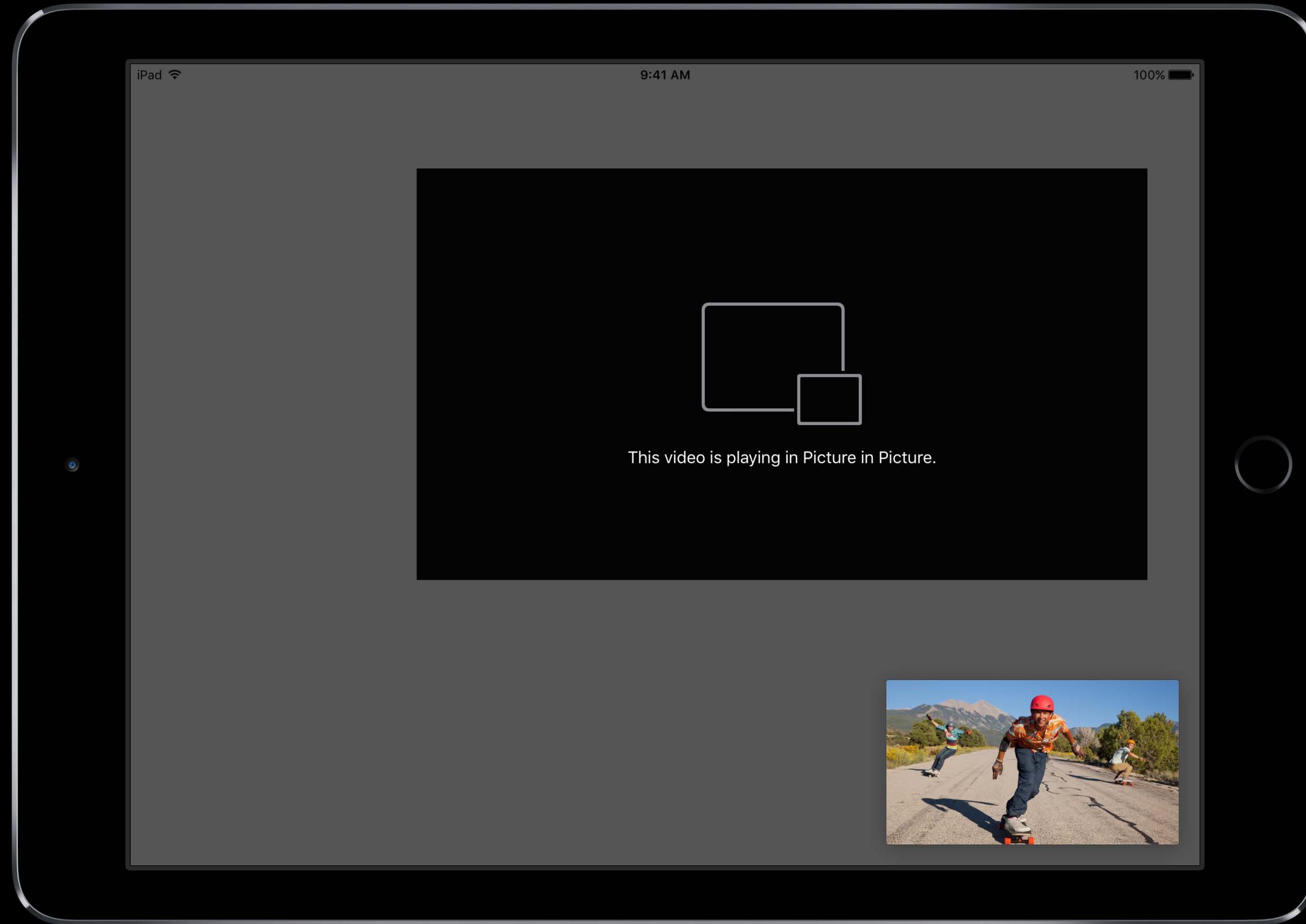
AVPictureInPictureController

Restore video playback view controller before stop

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completionHandler: (Bool) -> Void) {  
    // Present video playback view controller again.  
    navigationController?.presentViewController(self, animated: true) {  
        // Don't forget to call completion handler.  
        completionHandler(true)  
    }  
}
```

Need to reuse **AVPlayerLayer** passed to **AVPictureInPictureController**





AVPictureInPictureController

Hide playback controls and show placeholder artwork

```
func pictureInPictureControllerWillStartPictureInPicture(pipController:  
AVPictureInPictureController) {  
    // Hide playback controls.  
    hidePlaybackControls()  
  
    // Show placeholder artwork.  
    showPlaceholderArtwork()  
}
```

AVPictureInPictureController

Hide playback controls and show placeholder artwork

```
func pictureInPictureControllerWillStartPictureInPicture(pipController:  
AVPictureInPictureController) {  
    // Hide playback controls.  
    hidePlaybackControls()  
  
    // Show placeholder artwork.  
    showPlaceholderArtwork()  
}
```

AVPictureInPictureController

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AVPictureInPictureController

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func pictureInPictureControllerDidStopPictureInPicture(pipController:  
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AVPictureInPictureController

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    showPlaybackControls()  
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```

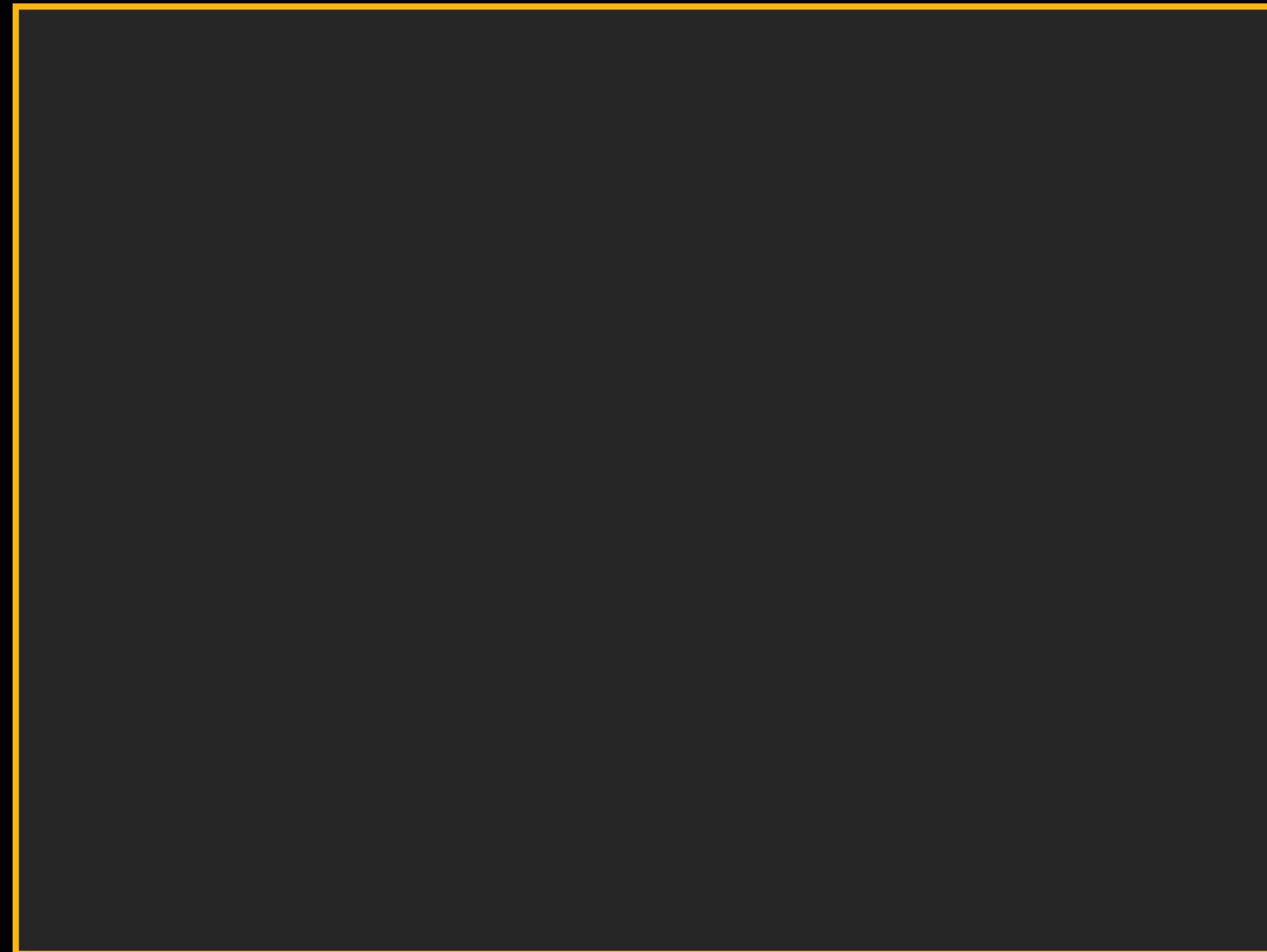
AVPictureInPictureController

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AVPictureInPictureController) {  
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    hidePlaceholderArtwork()  
  
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    showPlaybackControls()  
}
```

AVPictureInPictureController

Persistent Video Overlay



UIWindow

AVPictureInPictureController

Persistent Video Overlay



UIWindow

AVPictureInPictureController

Sample code



AVFoundationPiPPlayer



AVKit



AVFoundation



WebKit



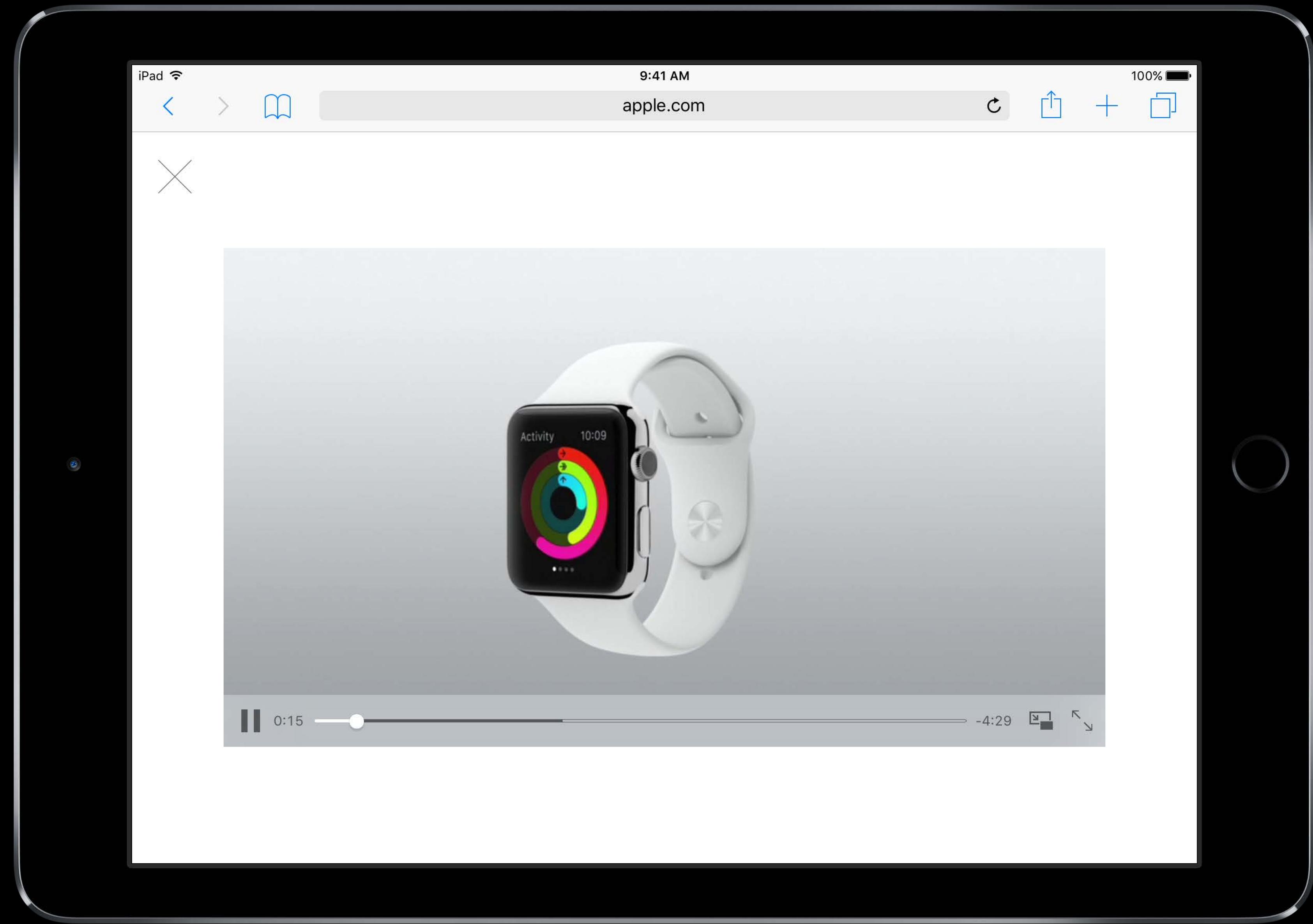
AVKit



AVFoundation



WebKit



WKWebView

HTML5 video Picture in Picture support

Application has background audio mode

`AVAudioSession` configured with

- `AVAudioSessionCategoryPlayback`
- `AVAudioSessionCategoryPlayAndRecord`

Web content does not render custom controls

WKWebView

HTML5 video Picture in Picture support

Application has background audio mode

AVAudioSession configured with

- AVAudioSessionCategoryPlayback
- AVAudioSessionCategoryPlayAndRecord

Web content does not render custom controls

WKWebView

Disable HTML5 video Picture in Picture support

```
class WKWebViewConfiguration : NSObject {  
    // Whether or not to allow Picture in Picture playback. Default is YES.  
    var allowsPictureInPictureMediaPlayback: Bool  
}
```



AVKit



AVFoundation



WebKit



AVKit



AVFoundation



WebKit

Picture in Picture

Is a lot like background audio

Same rules as background audio and AirPlay apply

App Store review team will reject app if in violation

Shared Resources

Jonathan Bennett Media Systems Product Lead

Shared Resources



Audio



Video

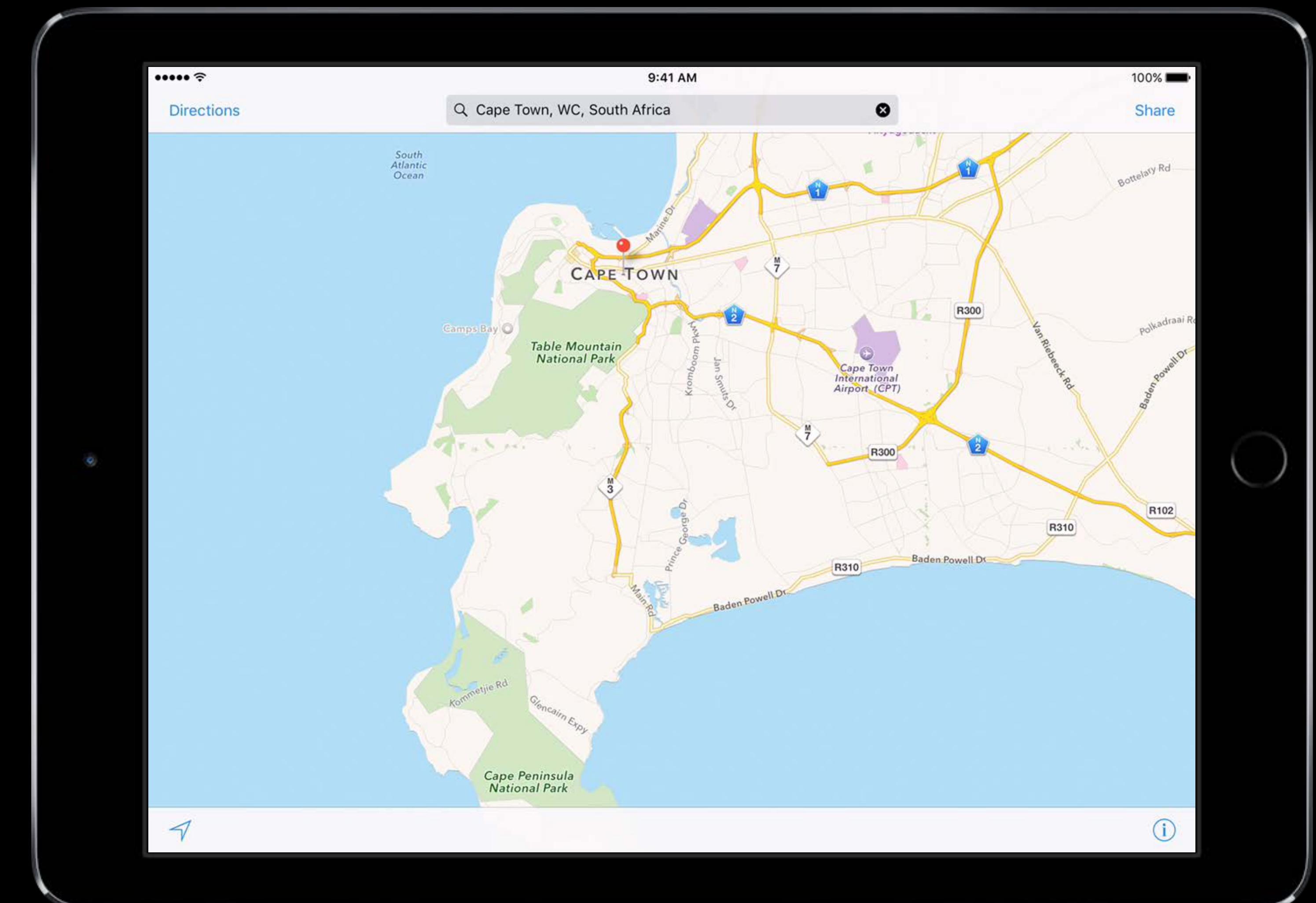


Camera

Multitasking for iPad

Primary and secondary apps

Fullscreen



Multitasking for iPad

Primary and secondary apps

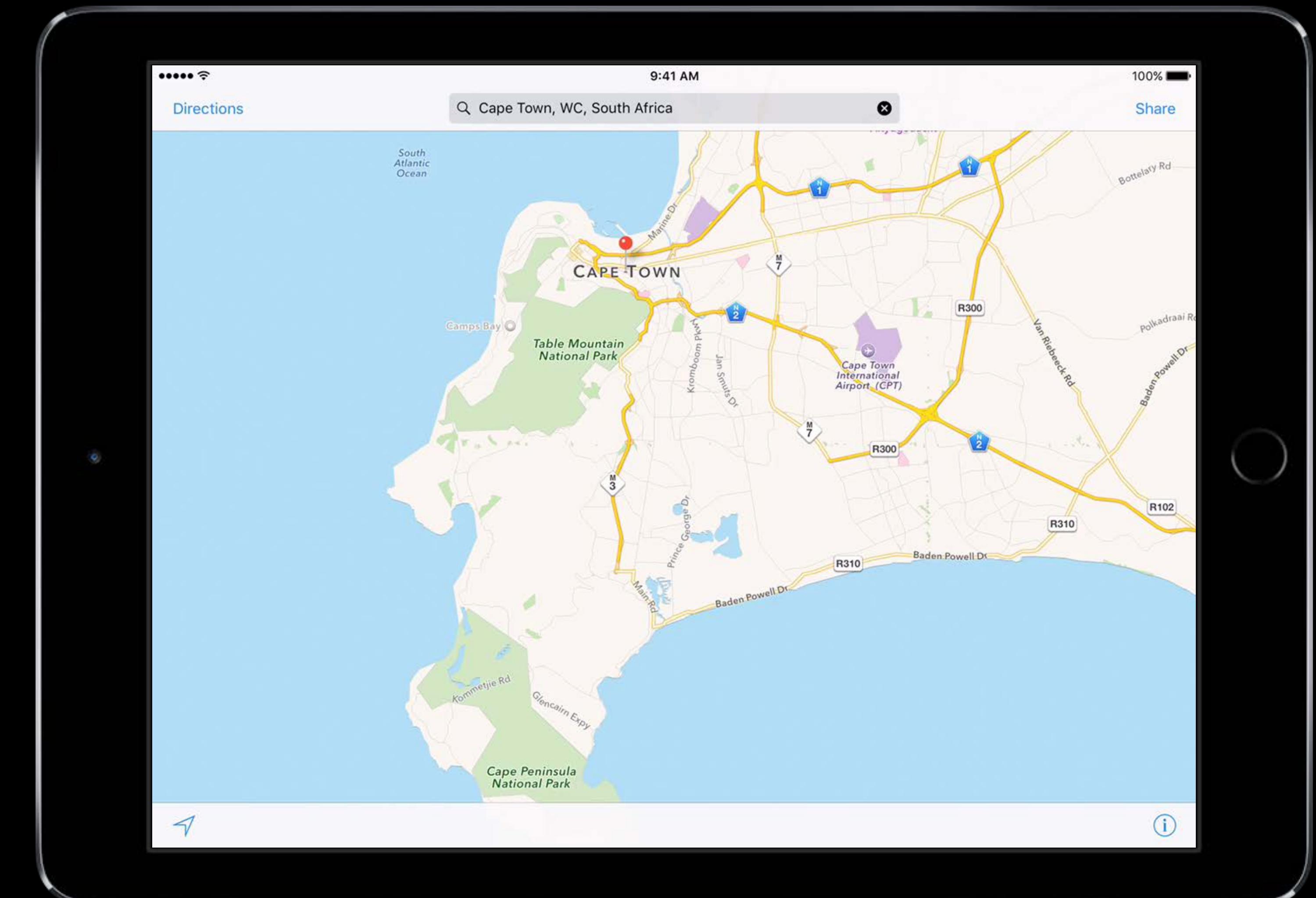
NEW

Fullscreen

Slide Over

Split View

Picture in Picture



Multitasking for iPad

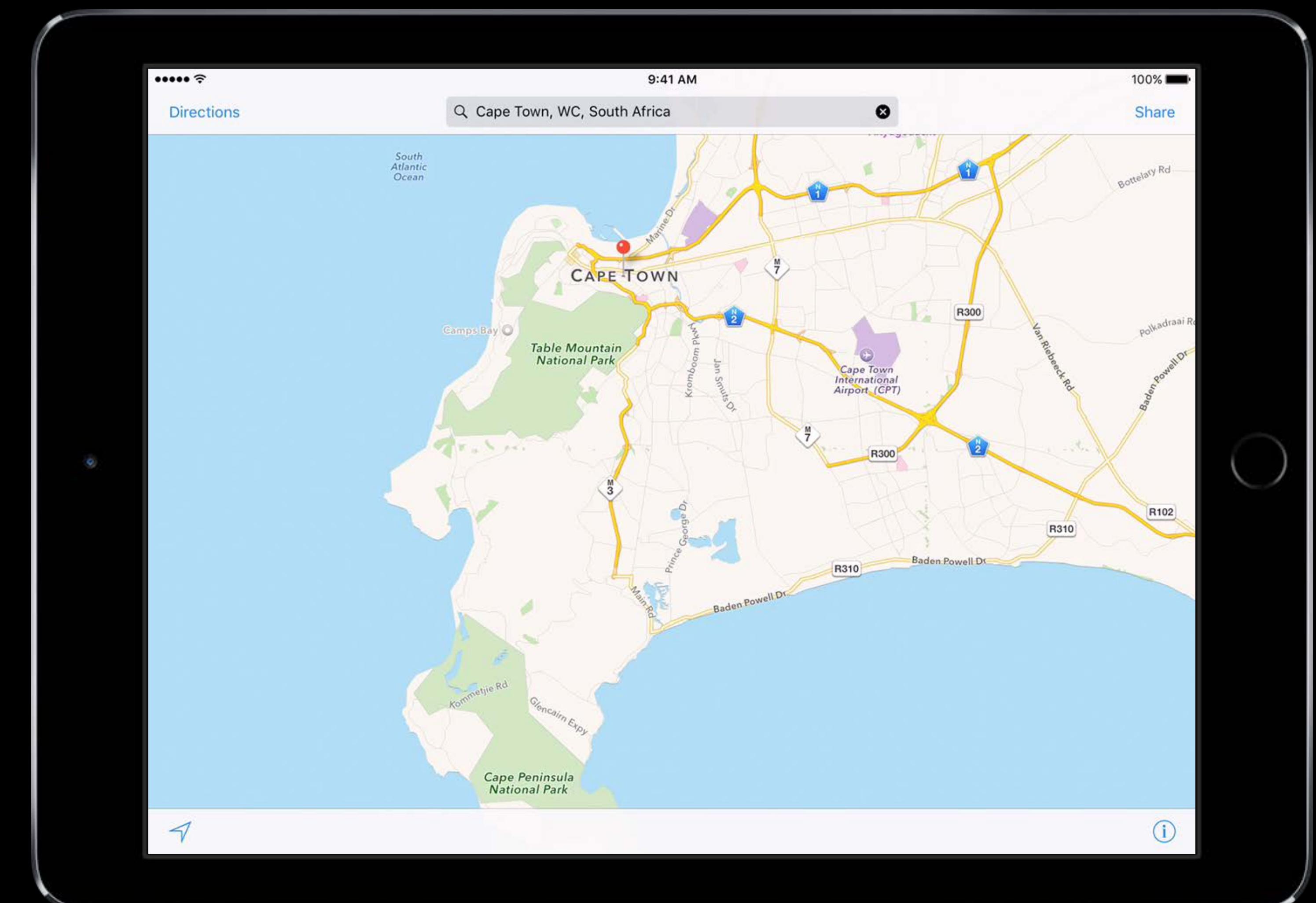
Primary and secondary apps

Fullscreen

Slide Over

Split View

Picture in Picture



Multitasking for iPad

Primary and secondary apps

Fullscreen

Slide Over

Split View

Picture in Picture



Multitasking for iPad

Primary and secondary apps

Fullscreen

Slide Over

Split View

Picture in Picture



Multitasking for iPad

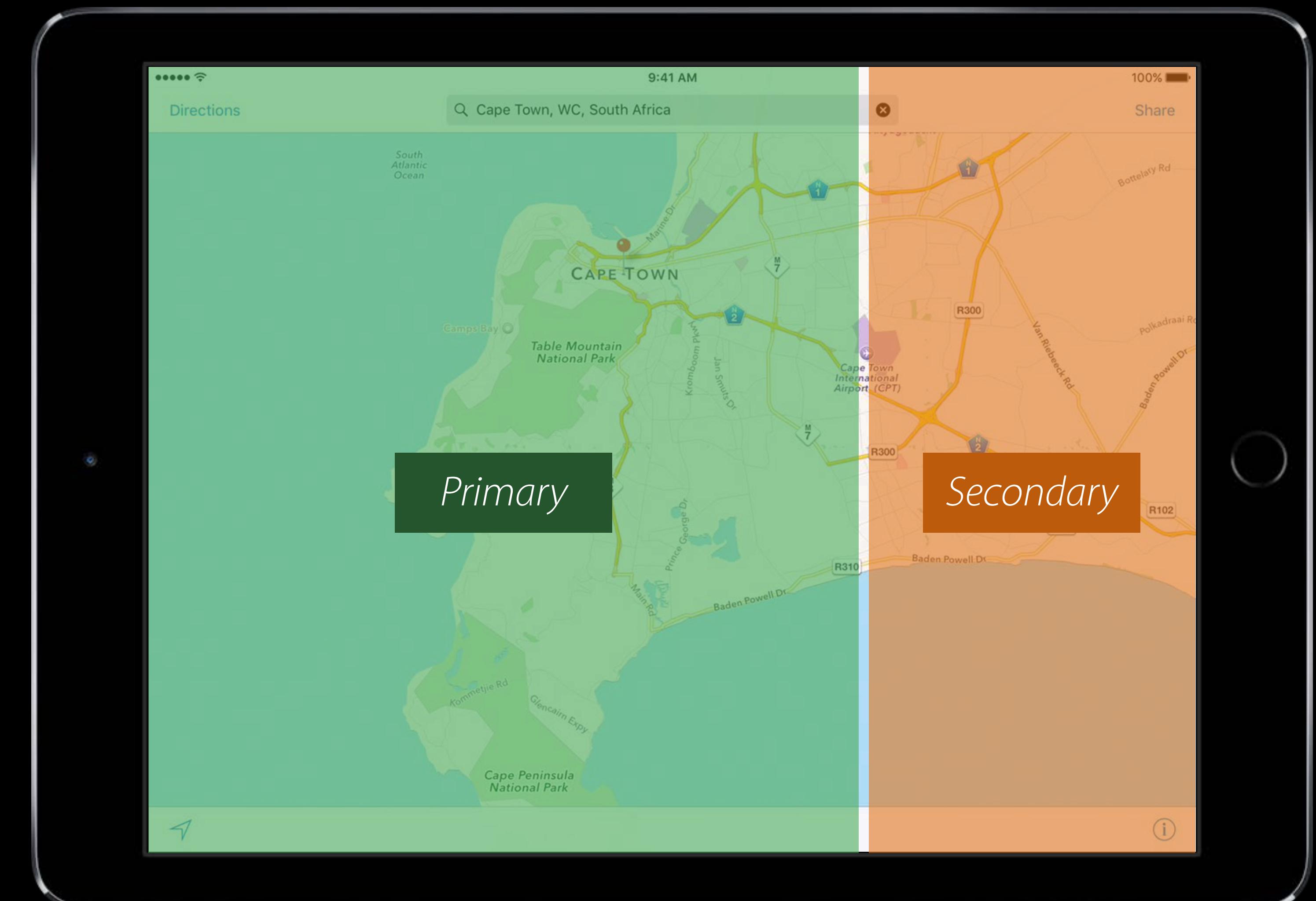
Primary and secondary apps

Fullscreen

Slide Over

Split View

Picture in Picture



Multitasking for iPad

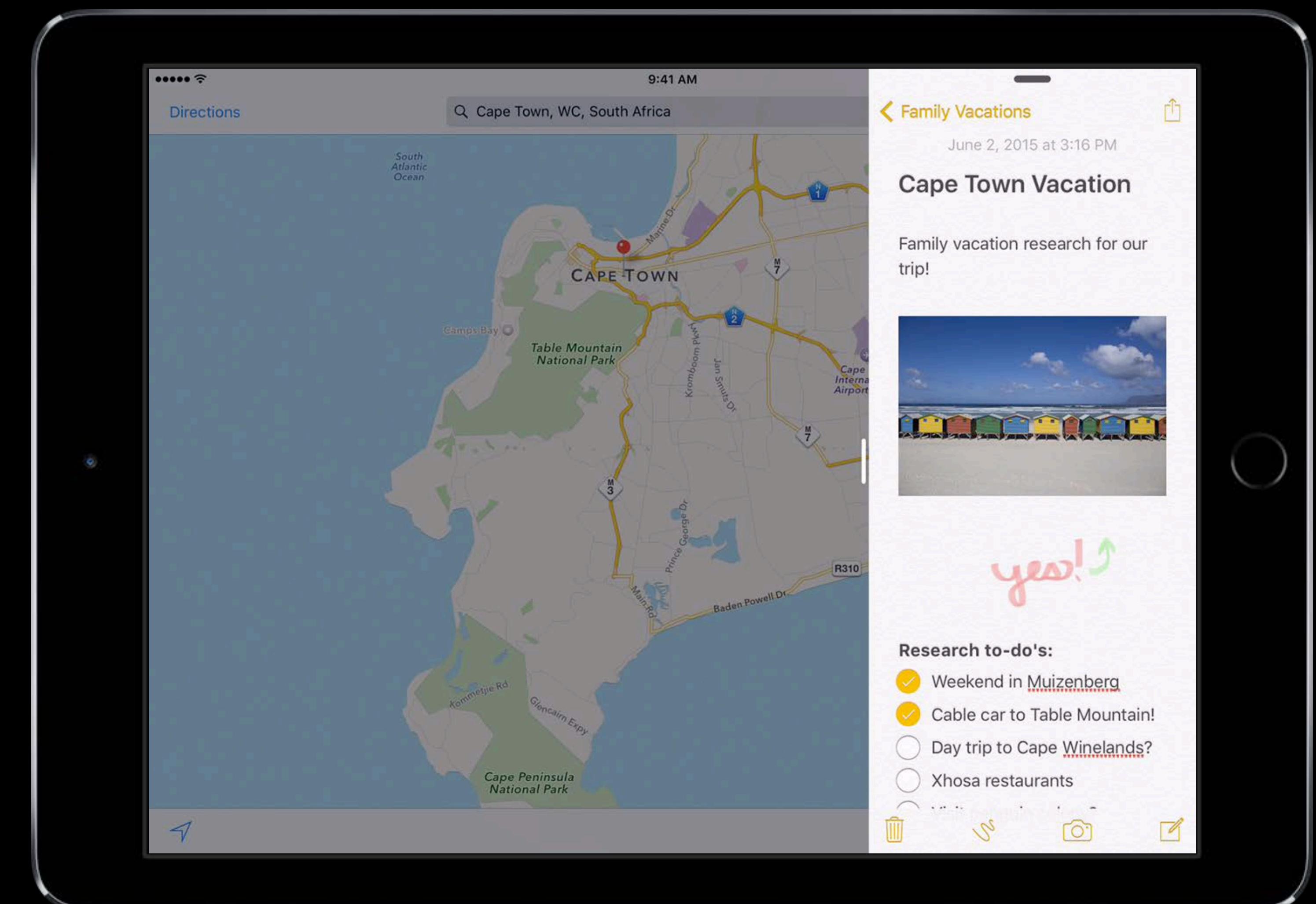
Primary and secondary apps

Fullscreen

Slide Over

Split View

Picture in Picture



Multitasking for iPad

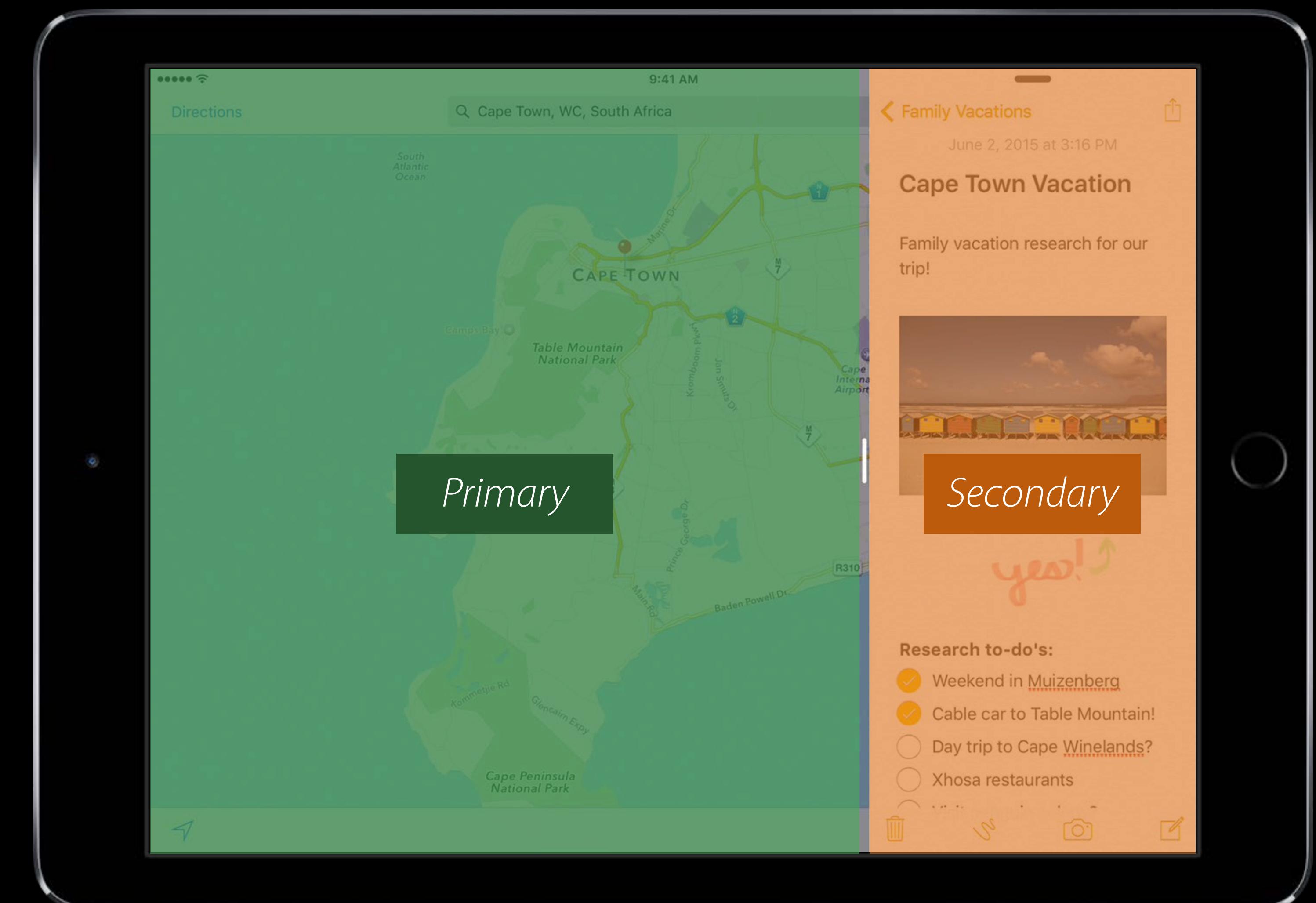
Primary and secondary apps

Fullscreen

Slide Over

Split View

Picture in Picture



Multitasking for iPad

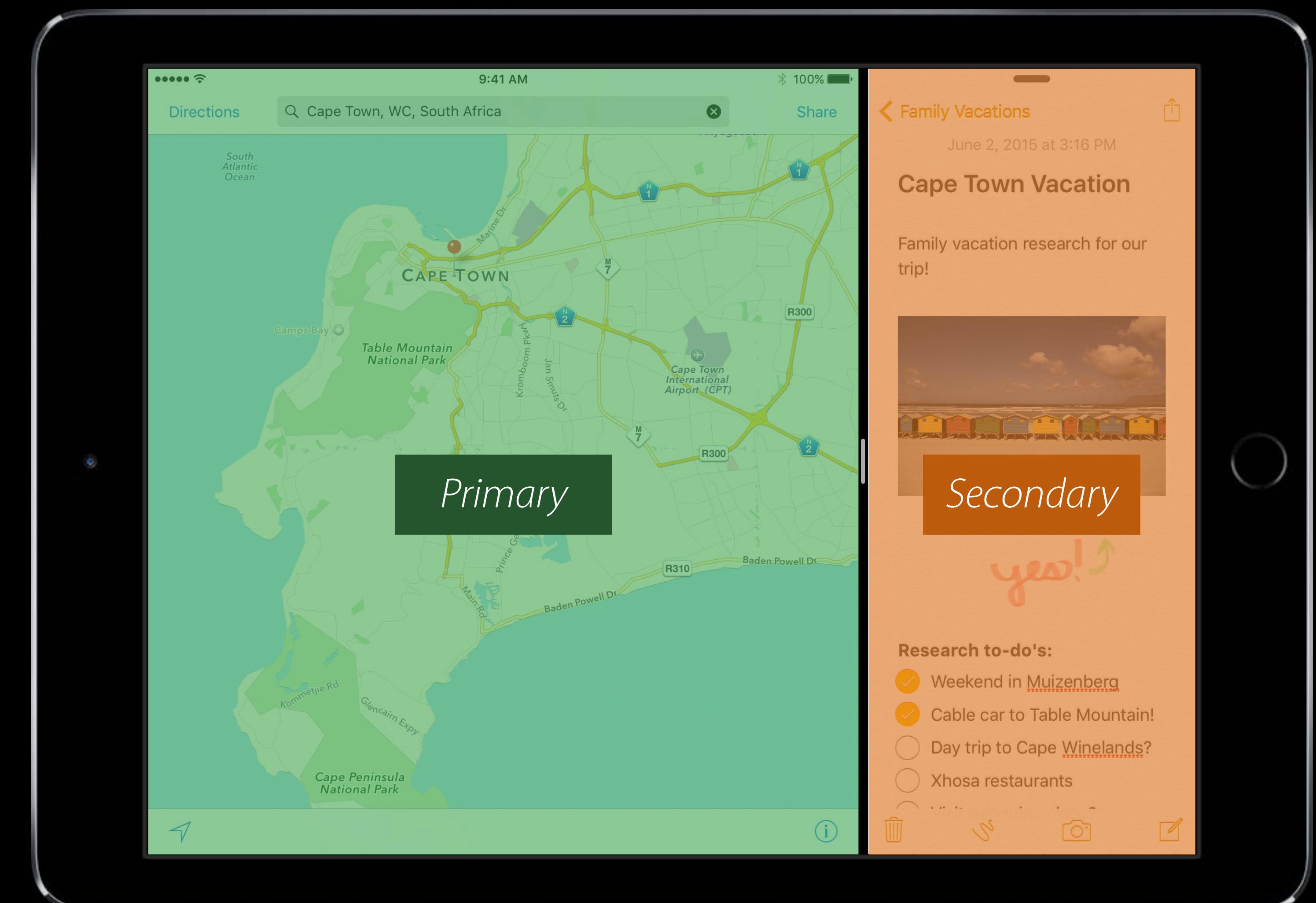
Primary and secondary apps

Fullscreen

Slide Over

Split View

Picture in Picture



Multitasking for iPad

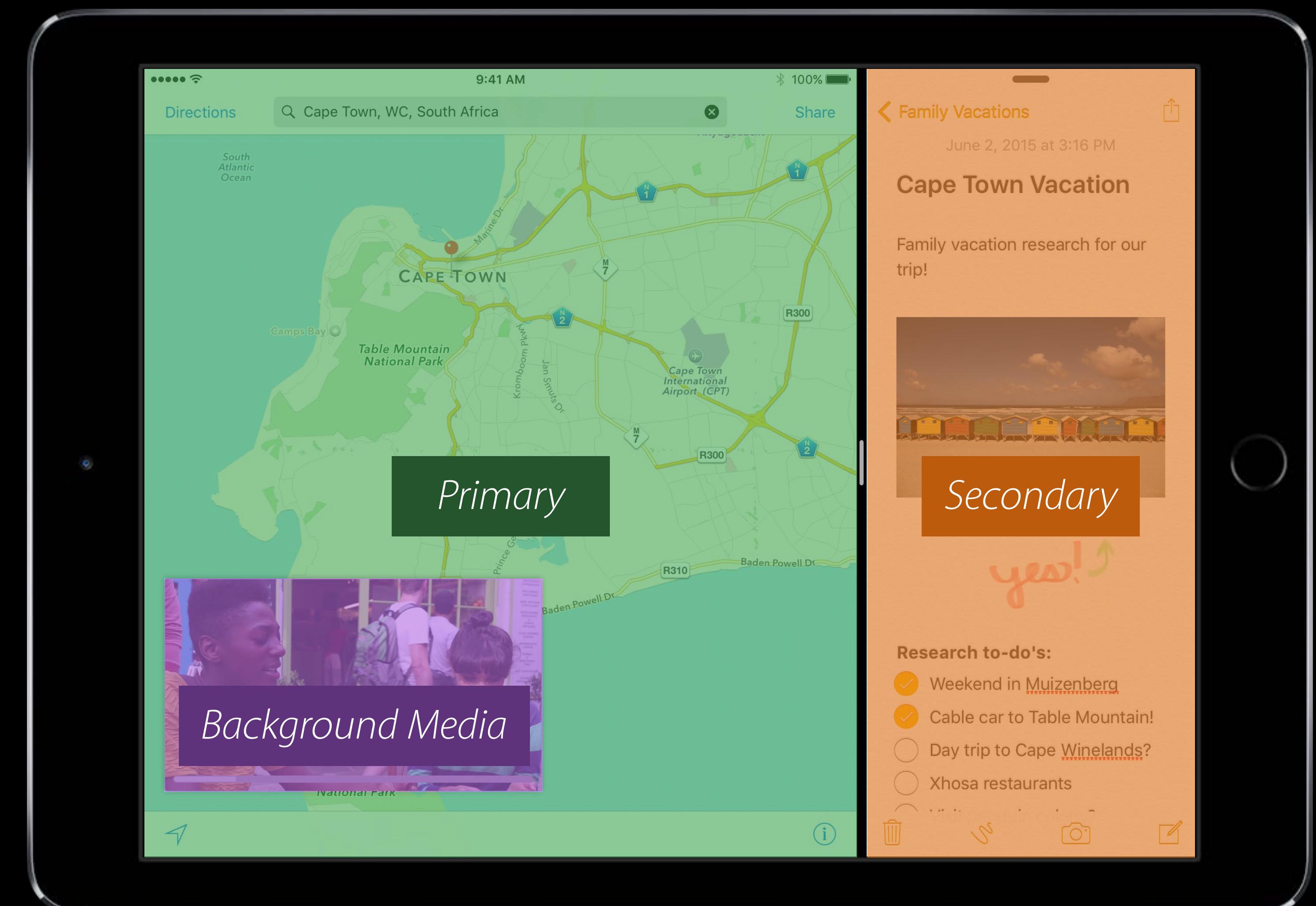
Primary and secondary apps

Fullscreen

Slide Over

Split View

Picture in Picture



Shared Resources



Audio



Video



Camera

Shared Resources



Audio



Video



Camera

Audio

Best practices

Properly configure **AVAudioSession**

Audio

Best practices

Properly configure **AVAudioSession**

- *One configuration to rule them all...*

Audio

Best practices

Properly configure **AVAudioSession**

- *One configuration to rule them all...*

Only activate session when audio is first needed

Audio

Best practices

Properly configure **AVAudioSession**

- *One configuration to rule them all...*

Only activate session when audio is first needed

Games or sound effects?

- Use **Ambient** category

Audio

Best practices

Properly configure `AVAudioSession`

- *One configuration to rule them all...*

Only activate session when audio is first needed

Games or sound effects?

- Use `Ambient` category

Secondary audio tracks?

- Use `secondaryAudioShouldBeSilencedHint` (iOS 8)

Audio

Best practices

Properly configure **AVAudioSession**

- *One configuration to rule them all...*

Only activate session when audio is first needed

Games or sound effects?

- Use **Ambient** category

Secondary audio tracks?

- Use **secondaryAudioShouldBeSilencedHint** (iOS 8)

What's New in Core Audio

WWDC 2014

Audio Session Programming Guide

<http://developer.apple.com/iOS>

Shared Resources



Audio



Video



Camera

Shared Resources



Audio



Video



Camera

Video

Video has audio?

- Properly configure **AVAudioSession**

Video

Video has audio?

- Properly configure **AVAudioSession**

Background media

- Discard unnecessary data

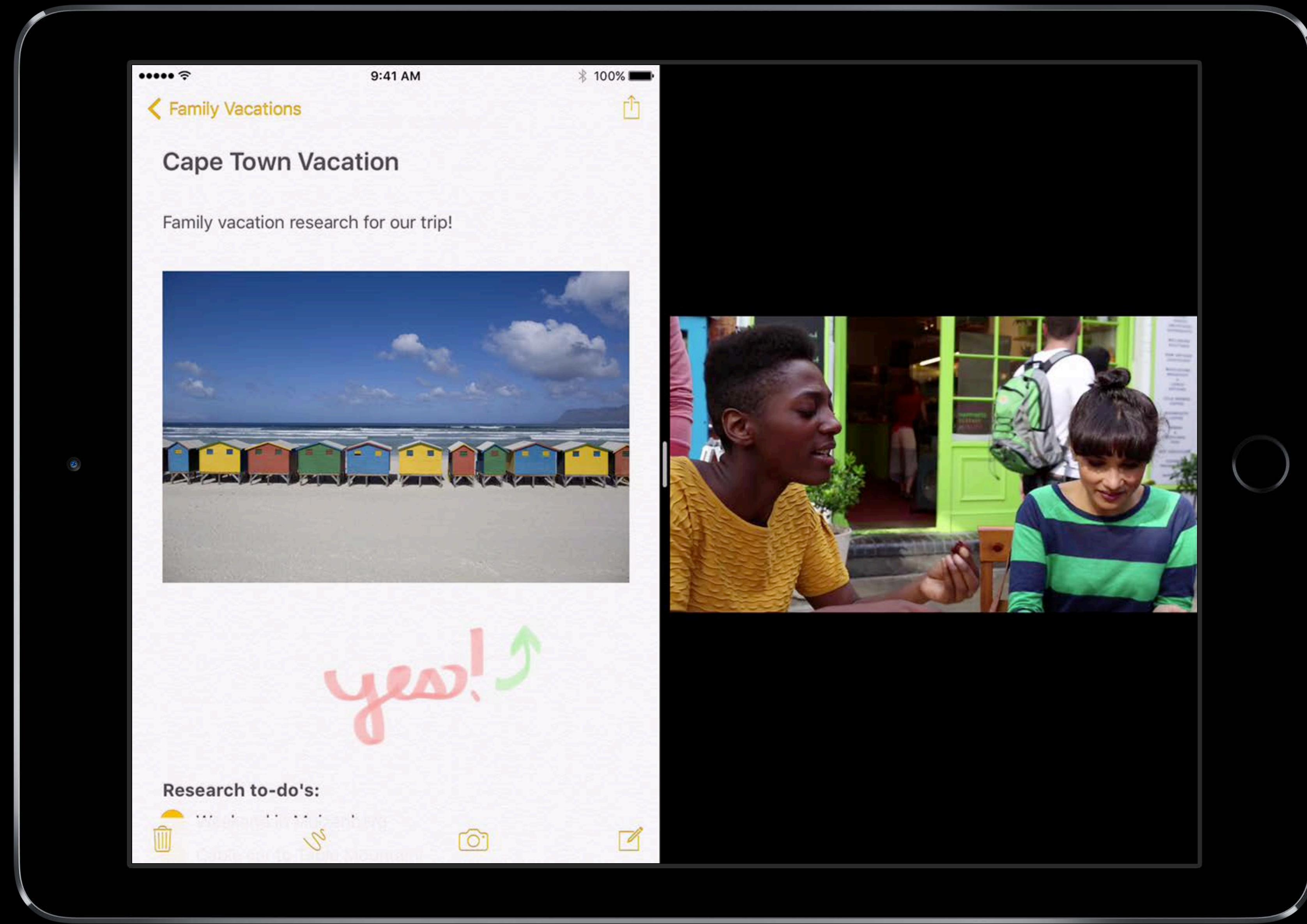
Video

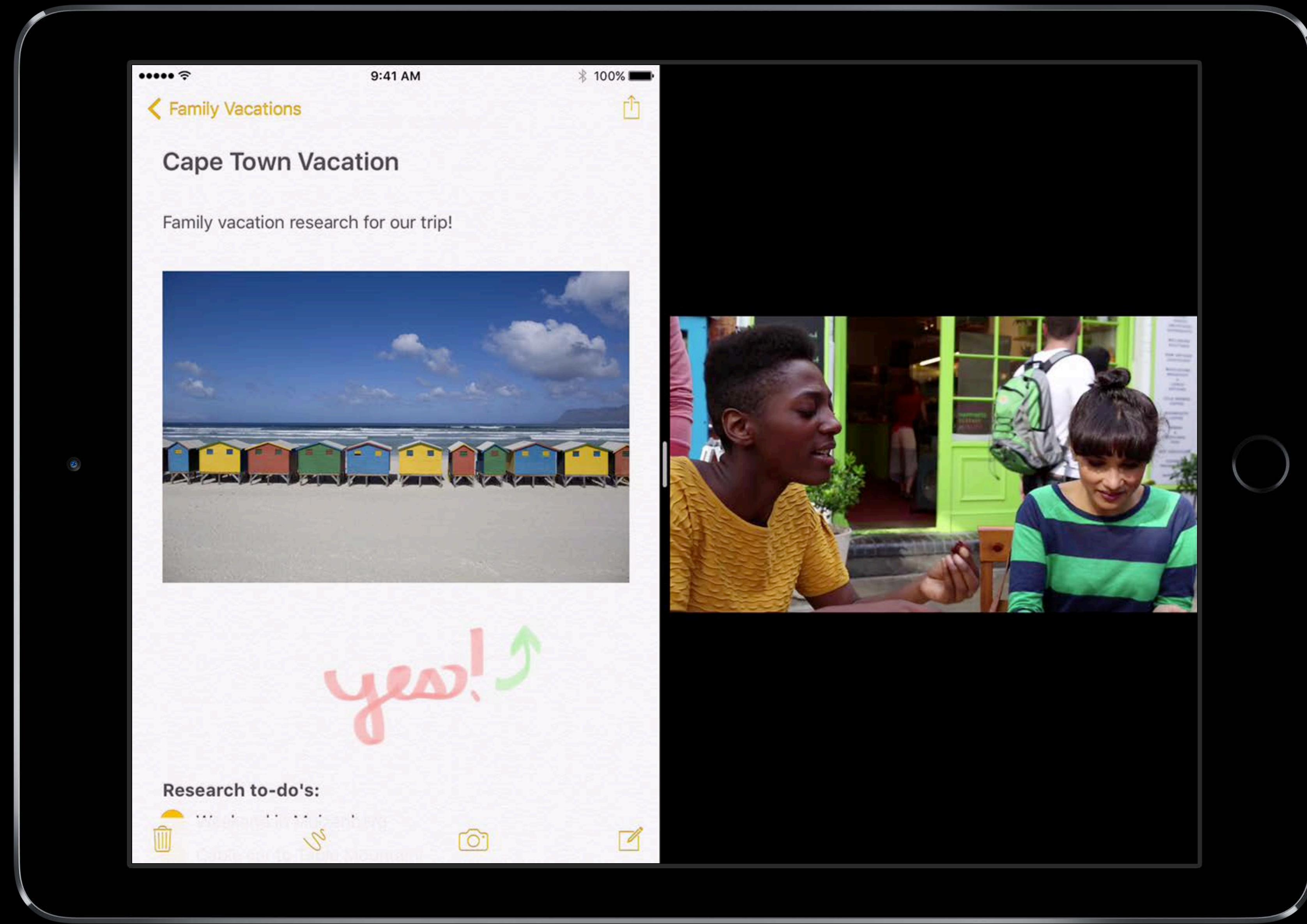
HTTP Live Streaming

Multiple stream variants

- Include a 1-3 Mbps variant

Annotate variants with RESOLUTION in master playlist





Shared Resources



Audio



Video



Camera

Shared Resources



Audio



Video



Camera

Camera

Only one app can use the camera

Camera

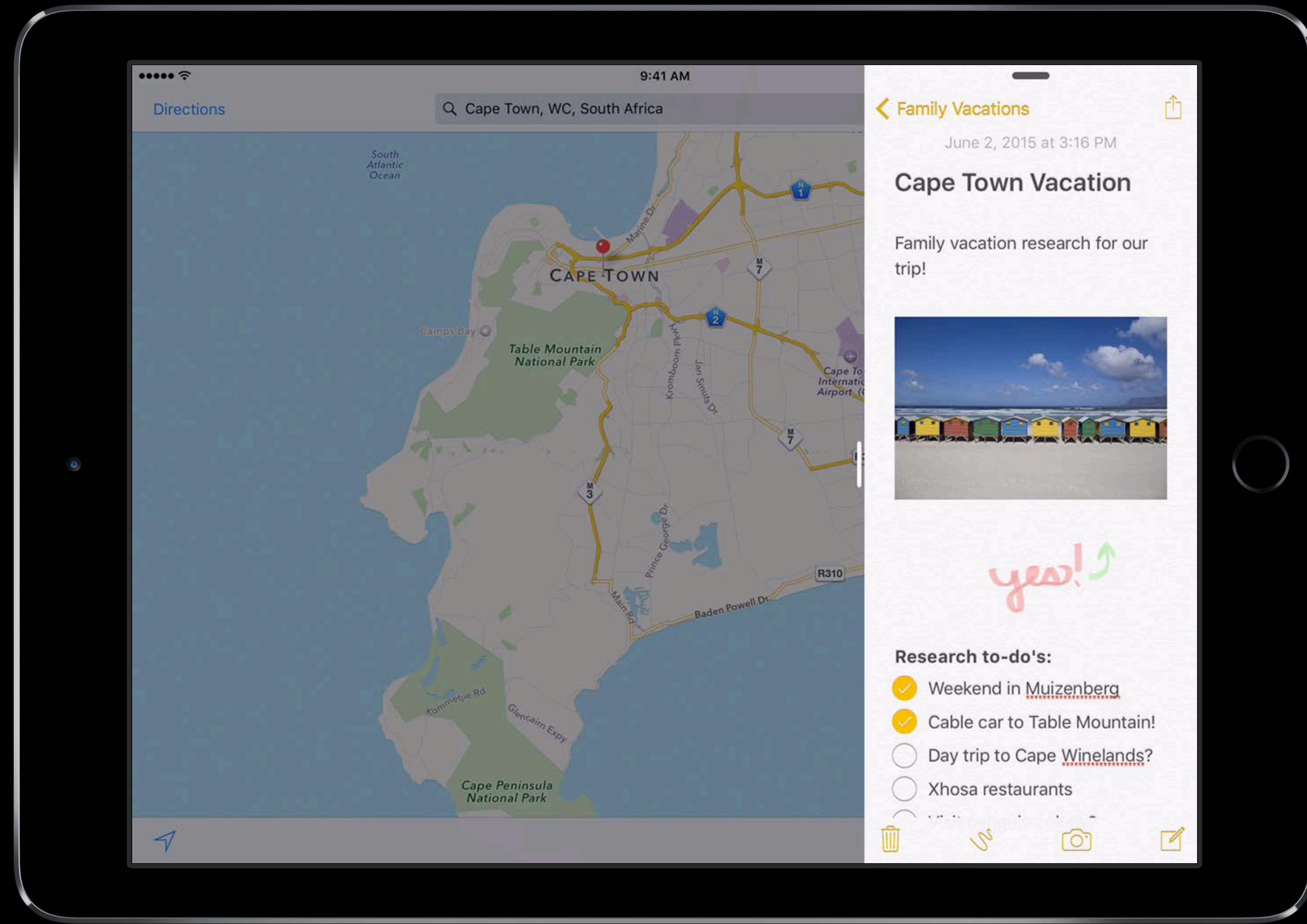
Only one app can use the camera

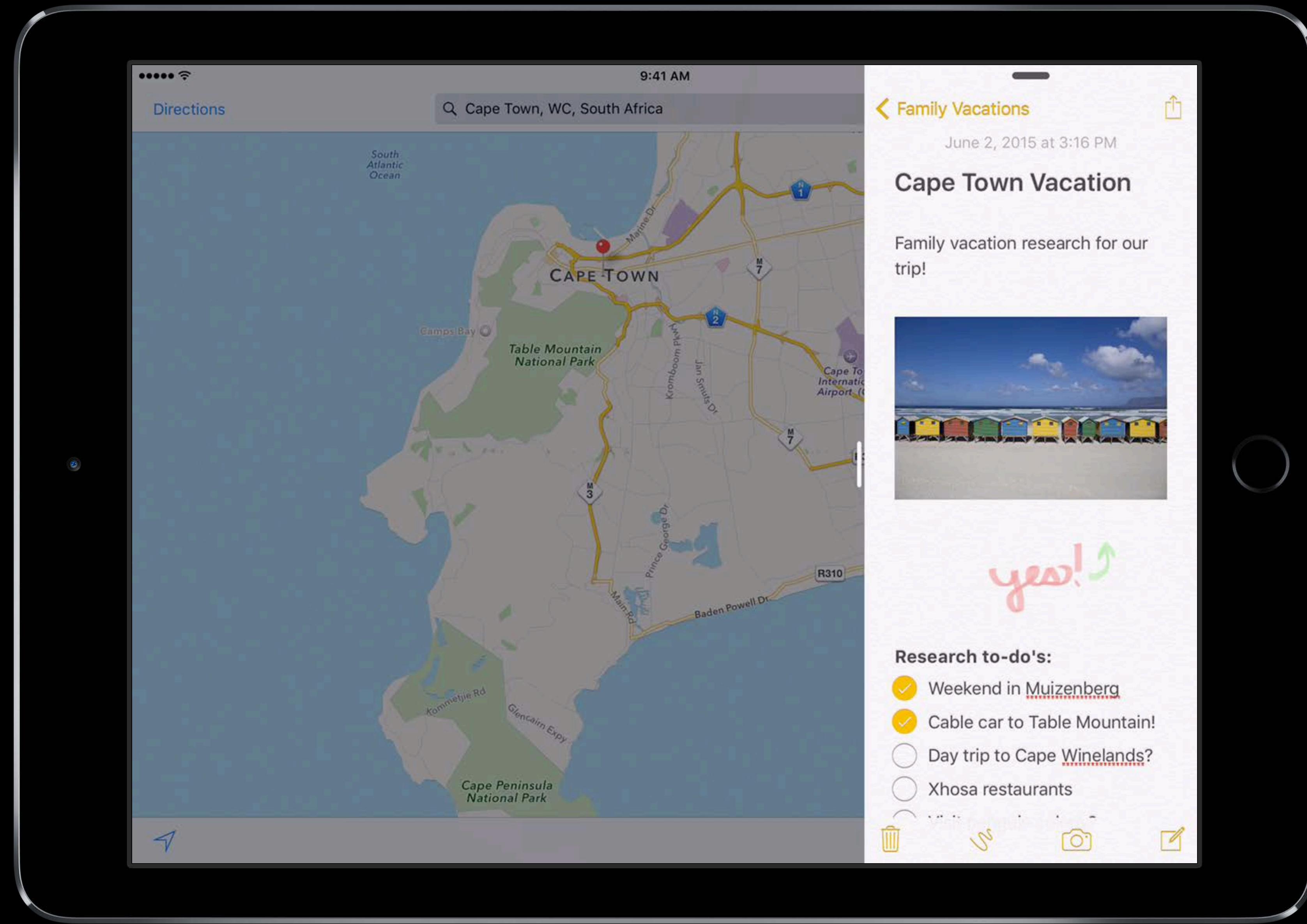
- Availability can change at any time

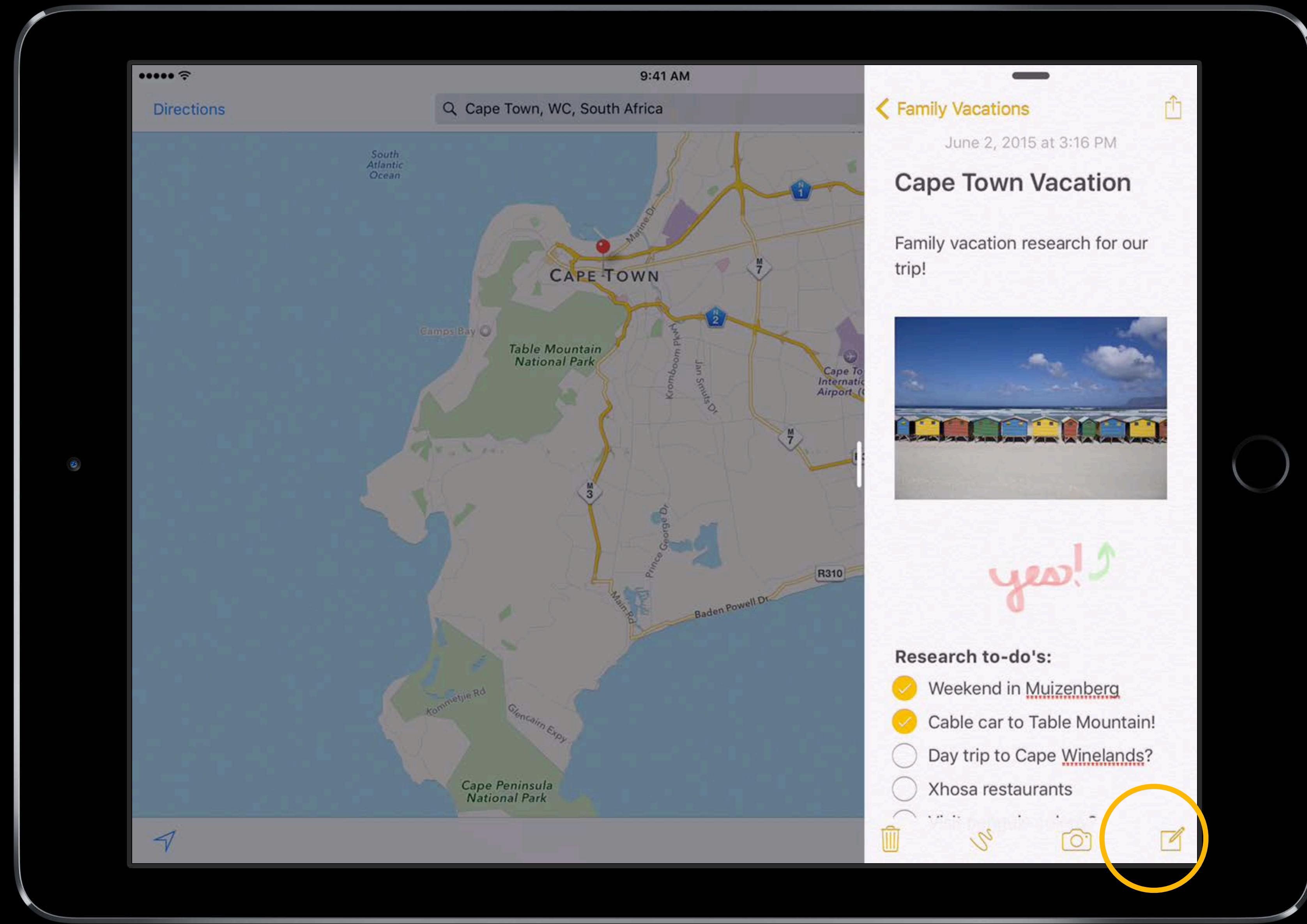




Consider `UIRequiresFullscreen = YES`







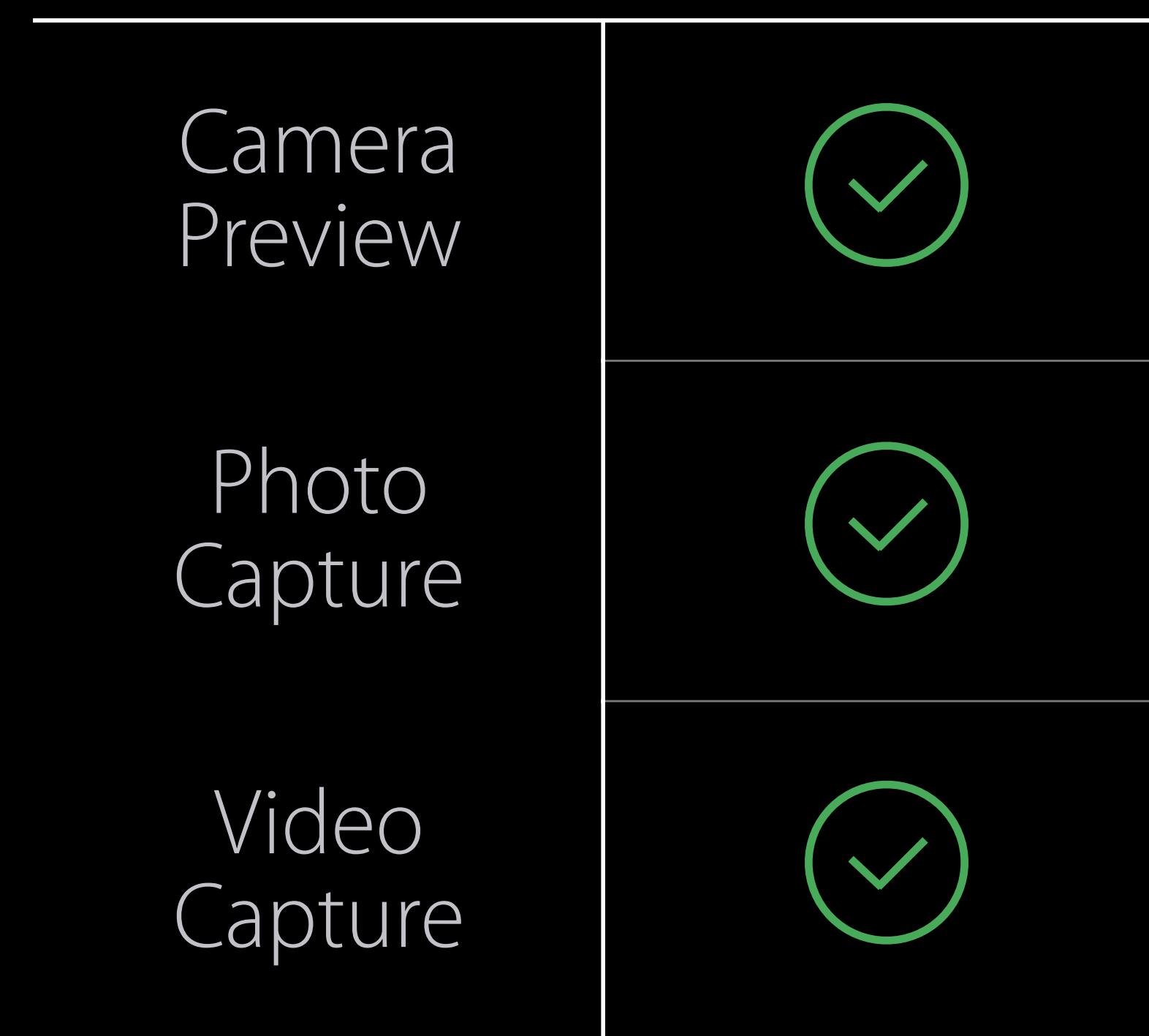
Camera API

UIImagePickerController

AVCaptureSession

UIImagePickerController

Single App



UIImagePickerController

Single App Multiple Apps

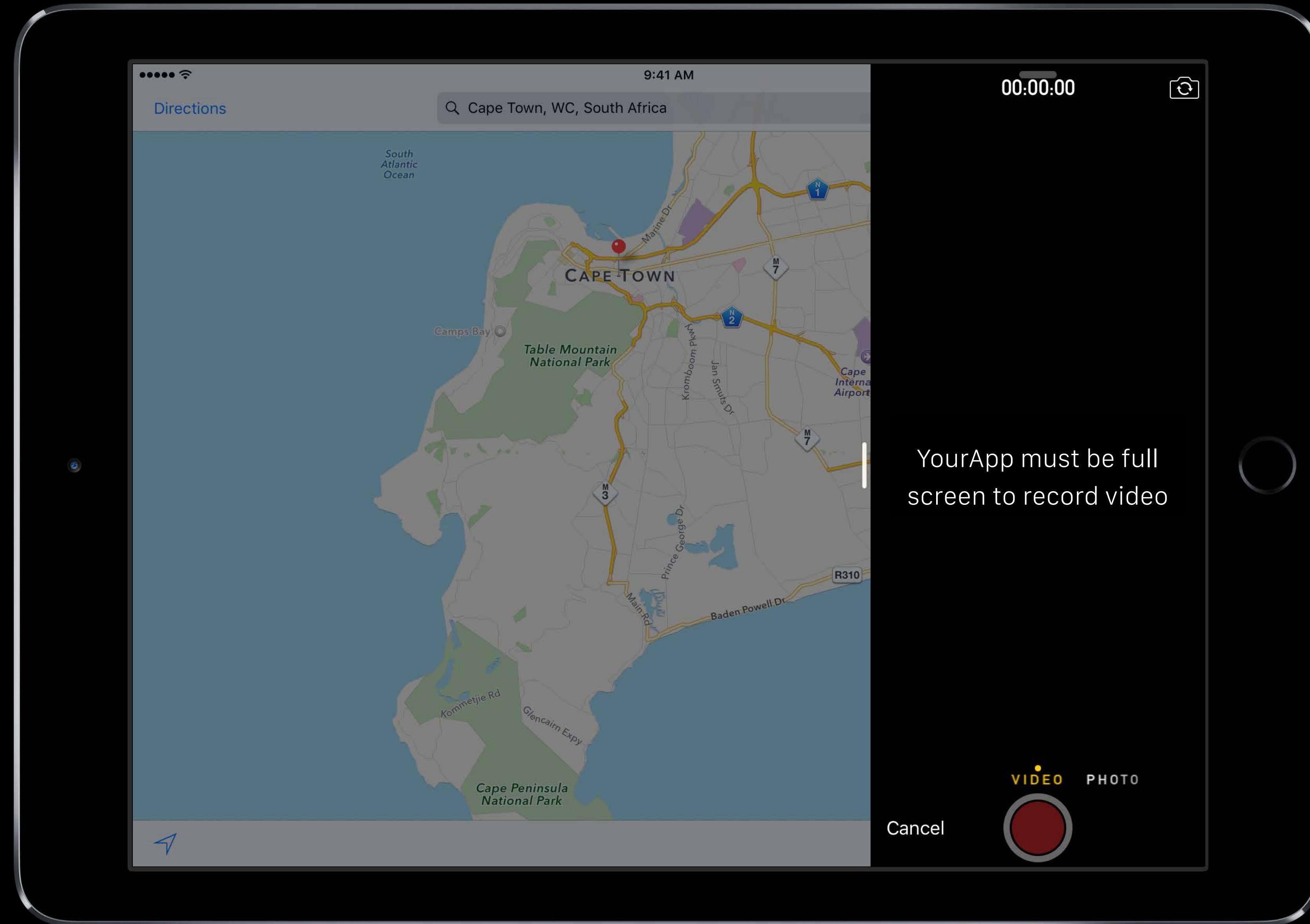
Camera Preview		
Photo Capture		
Video Capture		

UIImagePickerController

Single App Multiple Apps

	Single App	Multiple Apps
Camera Preview		
Photo Capture		
Video Capture		

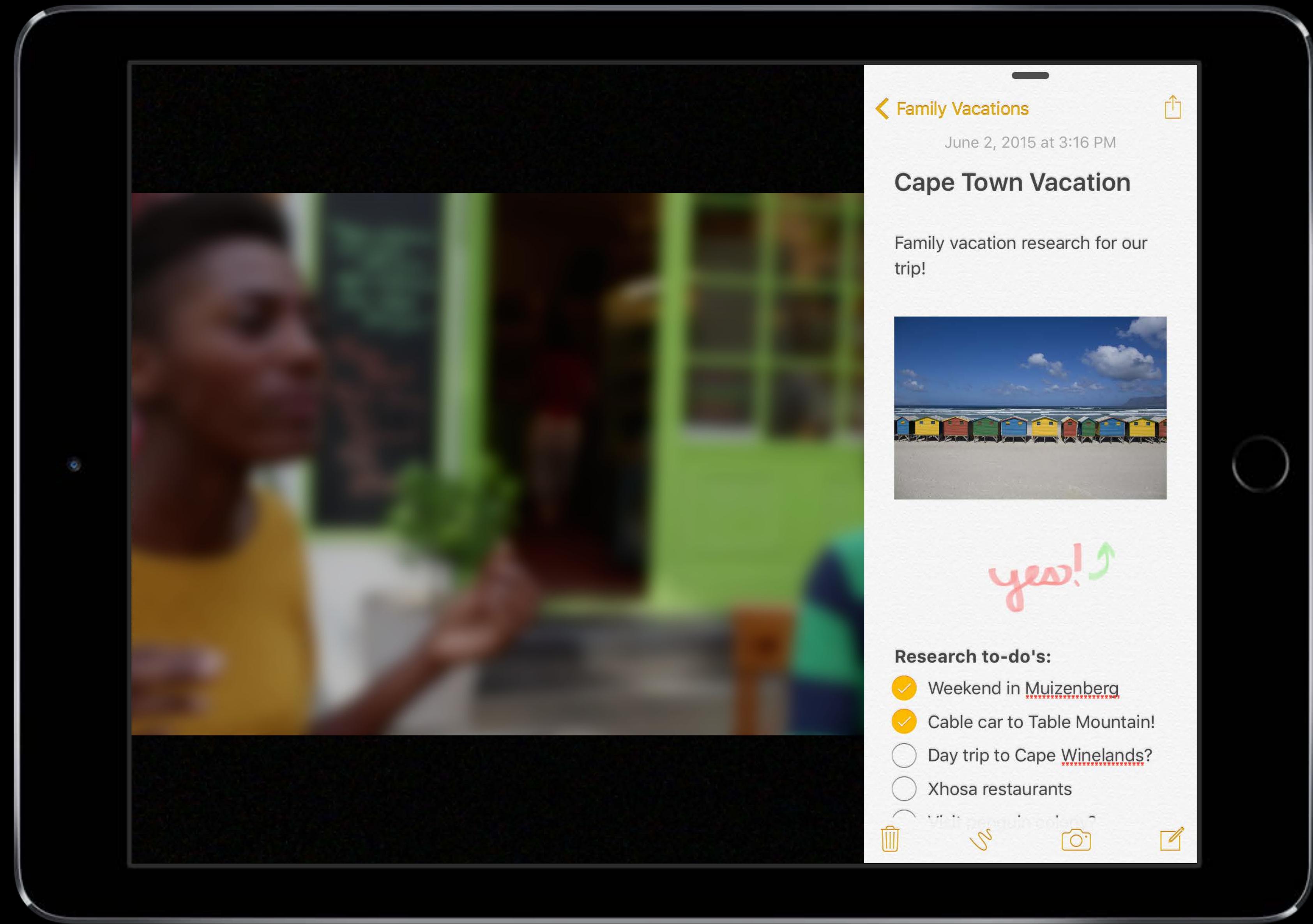




UIImagePickerController

Active captures may be interrupted





UIImagePickerController

Active captures may be interrupted

UIImagePickerController

Active captures may be interrupted

`startVideoCapture()` may return `false`

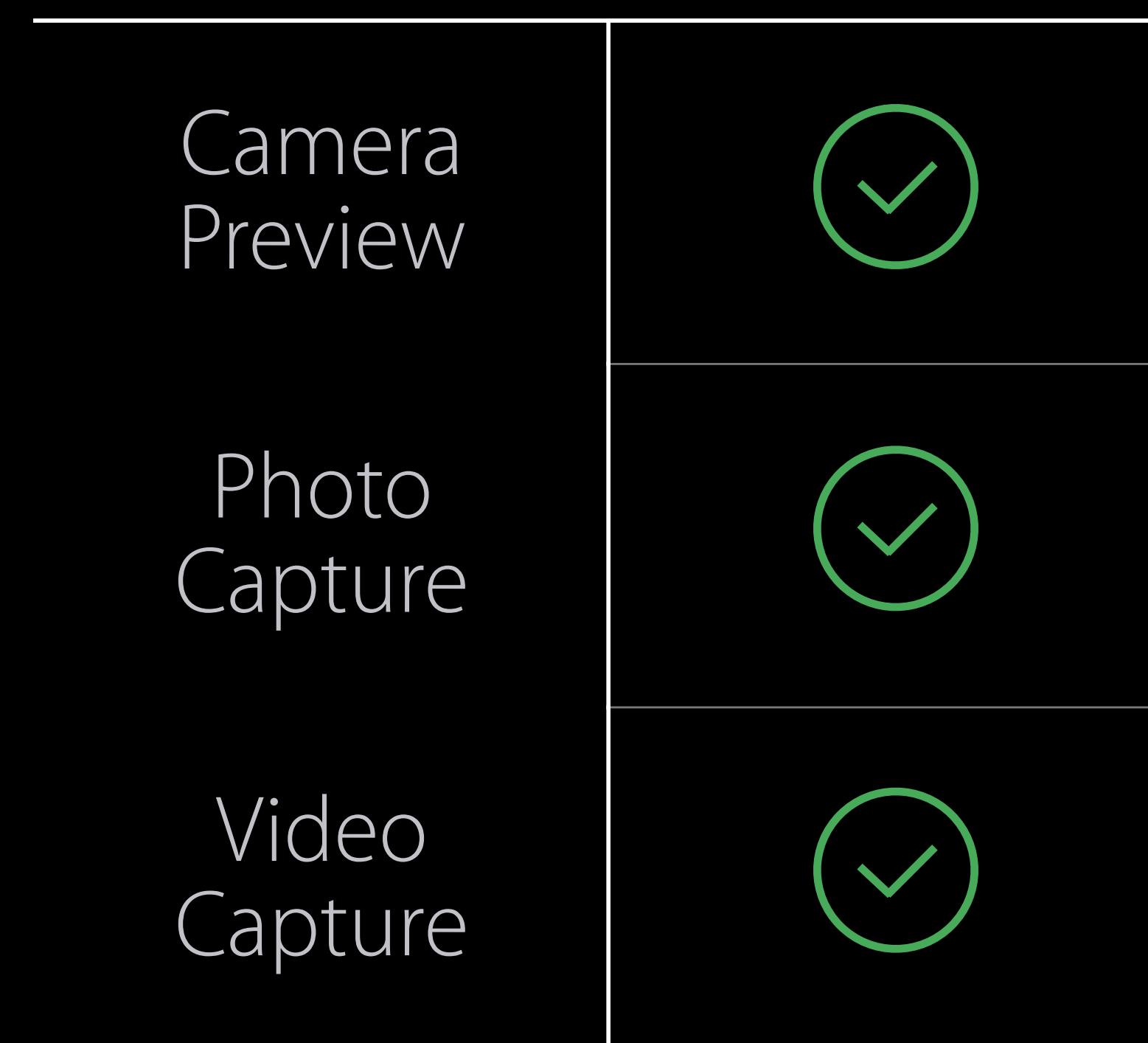
Camera API

UIImagePickerController

AVCaptureSession

AVCaptureSession

Single App



AVCaptureSession

Single App Multiple Apps

	Single App	Multiple Apps
Camera Preview		
Photo Capture		
Video Capture		

AVCaptureSession Interruptions

Observe session interruptions

- AVCaptureSessionWasInterruptedNotification

NEW

AVCaptureSession Interruptions

Observe session interruptions

- `AVCaptureSessionWasInterruptedNotification`

Check the reason

- `AVCaptureSessionInterruptionReasonKey`
 - `.VideoDeviceNotAvailableWithMultipleForegroundApps`

NEW

AVCaptureSession Interruptions

Observe session interruptions

- `AVCaptureSessionWasInterruptedNotification`

Check the reason

- `AVCaptureSessionInterruptionReasonKey`
 - `.VideoDeviceNotAvailableWithMultipleForegroundApps`

Adjust UI

AVCaptureSession

Interruptions

Completed Interruptions

- AVCaptureSession automatically resumes

AVCaptureSession Interruptions

Completed Interruptions

- AVCaptureSession automatically resumes

Observe

- AVCaptureSession**InterruptionEndedNotification**

AVCaptureSession

Interruptions

Completed Interruptions

- AVCaptureSession automatically resumes

Observe

- AVCaptureSession**InterruptionEndedNotification**

Restore camera UI

AVCaptureSession

Sample code



AVCam

Summary

Adopt Picture in Picture

- AVKit, AVFoundation, WebKit
- Follow best practices for consistent experience

Master Shared Resources

- Configure audio session
- Provide video streaming variants
- Handle camera interruptions

More Information

Documentation

Adopting Multitasking Enhancements on iPad

What's New in iOS

Start Developing iOS Apps

iOS App Programming Guide

<http://developer.apple.com/iOS>

Technical Support

Apple Developer Forums

Developer Technical Support

General Inquiries

Curt Rothert, App Frameworks Evangelist

rothert@apple.com

Related Sessions

Getting Started with Multitasking on iPad in iOS 9

Presidio

Tuesday 4:30PM

Optimizing Your App for Multitasking on iPad in iOS 9

Presidio

Wednesday 3:30PM

Performance on iOS and watchOS

Presidio

Friday 11:00AM

Related Labs

AVKit and AVFoundation	Media Lab	Wednesday, Thursday, and Friday
Camera Capture	Media Lab	Wednesday and Thursday
HTTP Live Streaming	Media Lab	Thursday
Audio	Media Lab	Thursday
Cocoa Touch and Multitasking	Frameworks Lab	Wednesday
Cocoa Touch	Frameworks Lab	Friday

 **WWDC 15**