

Editor Product Debug Source Control Window Help

SWReveal Smack | Build Smack: **Succeeded** | Today at 3:12 PM 29

Section 11, Lecture 76

Main.storyboard Main.storyboard (Base) Reveal View Controller Scene Custom segue to "View Controller" < >

Resources available

View Controller

Autolayout Guide

Autolayout Guide

Under

Entry Point

use "sw_re..."

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Transcript

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Storyboard Segue

Identifier **sw_front**

Class SWRevealViewControll...

Module None

Inherit From Target

Kind Custom

Animates

```
graph LR; RV[Reveal View Controller] -- sw_front --> VC[View Controller]
```



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Smack > iPhone 7 Plus Smack | Build Smack: **Succeeded** | Today at 3:12 PM 28

Smack Smack Controller ChannelVC.swift No Selection

Quick Help

ChatVC.swift ChannelVC.swift

Main storyboard Assets.xcassets LaunchScreen.storyboard Info.plist

Products Pods Frameworks

Podfile Pod

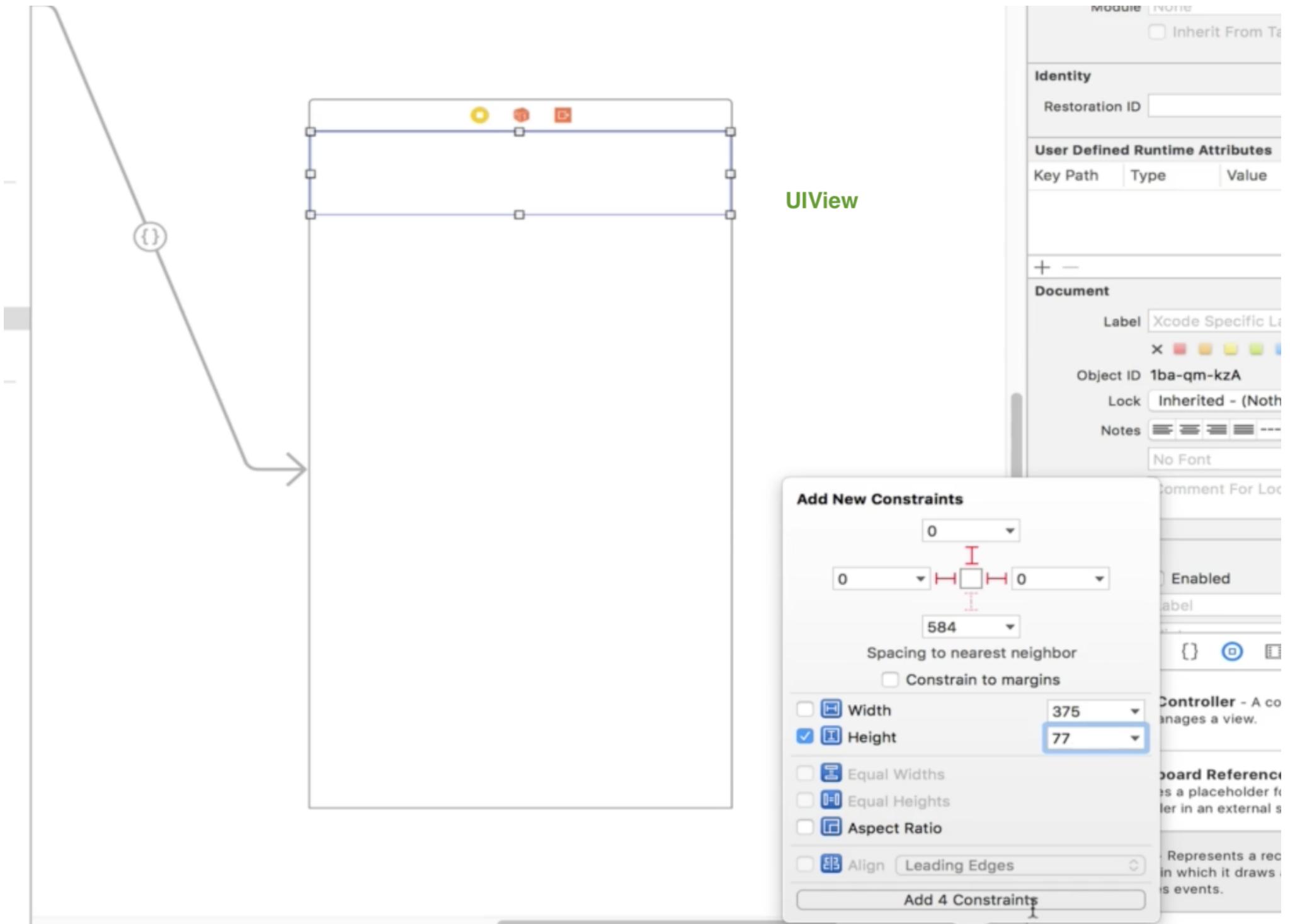
override func viewDidLoad() {
 super.viewDidLoad()

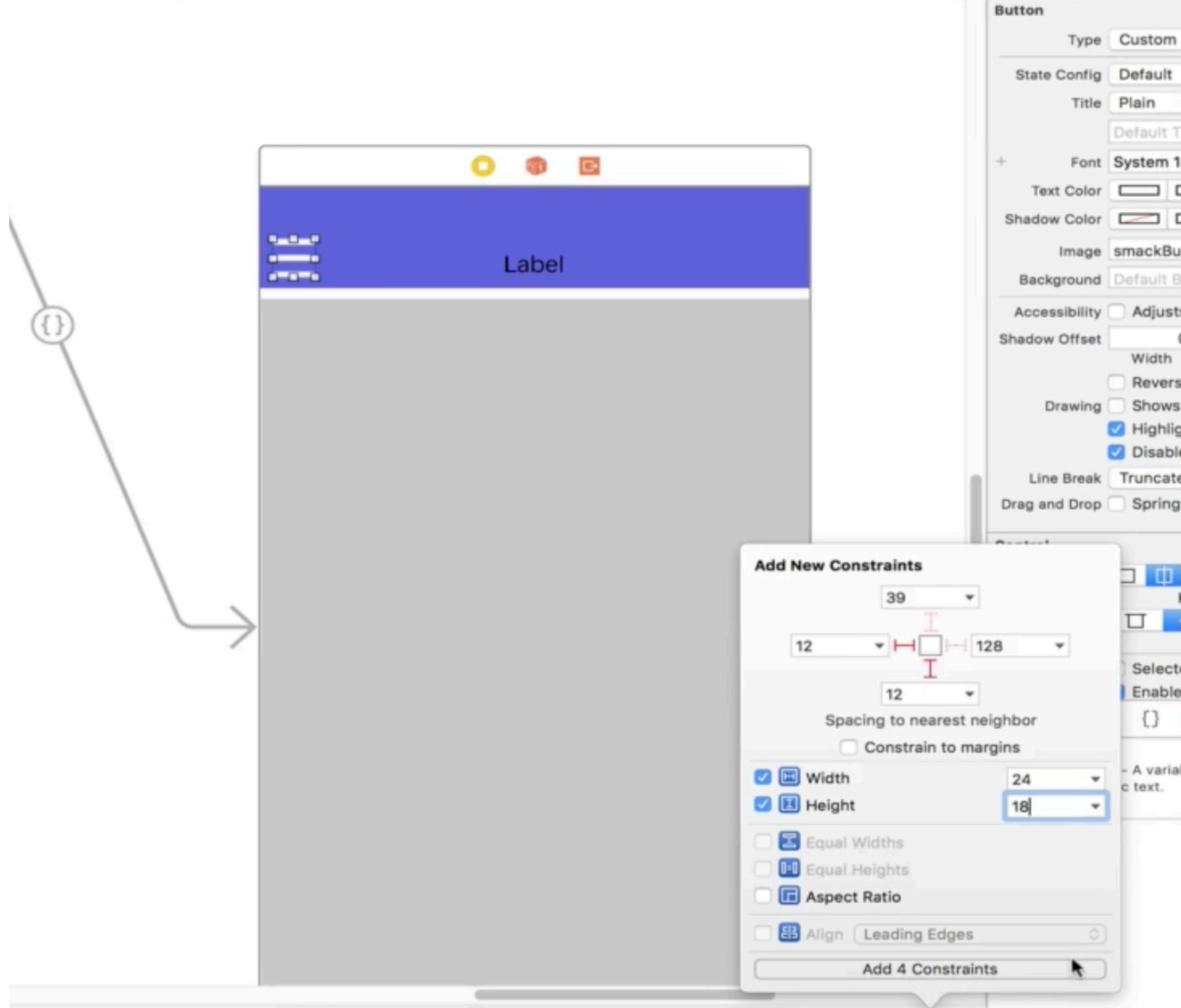
 // Do any additional setup after loading the view.
}

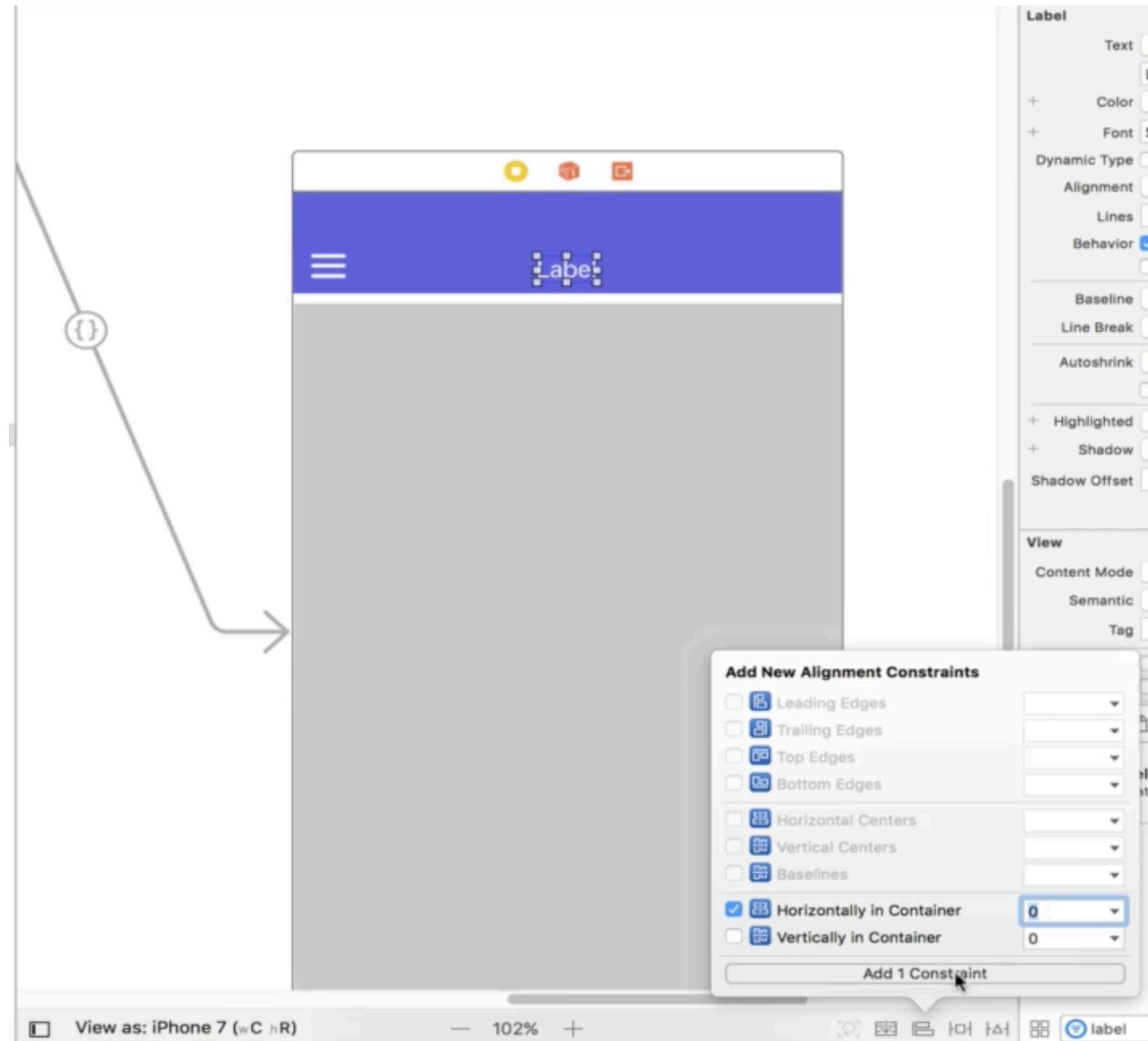
override func didReceiveMemoryWarning() {
 super.didReceiveMemoryWarning()
 // Dispose of any resources that can be recreated.
}

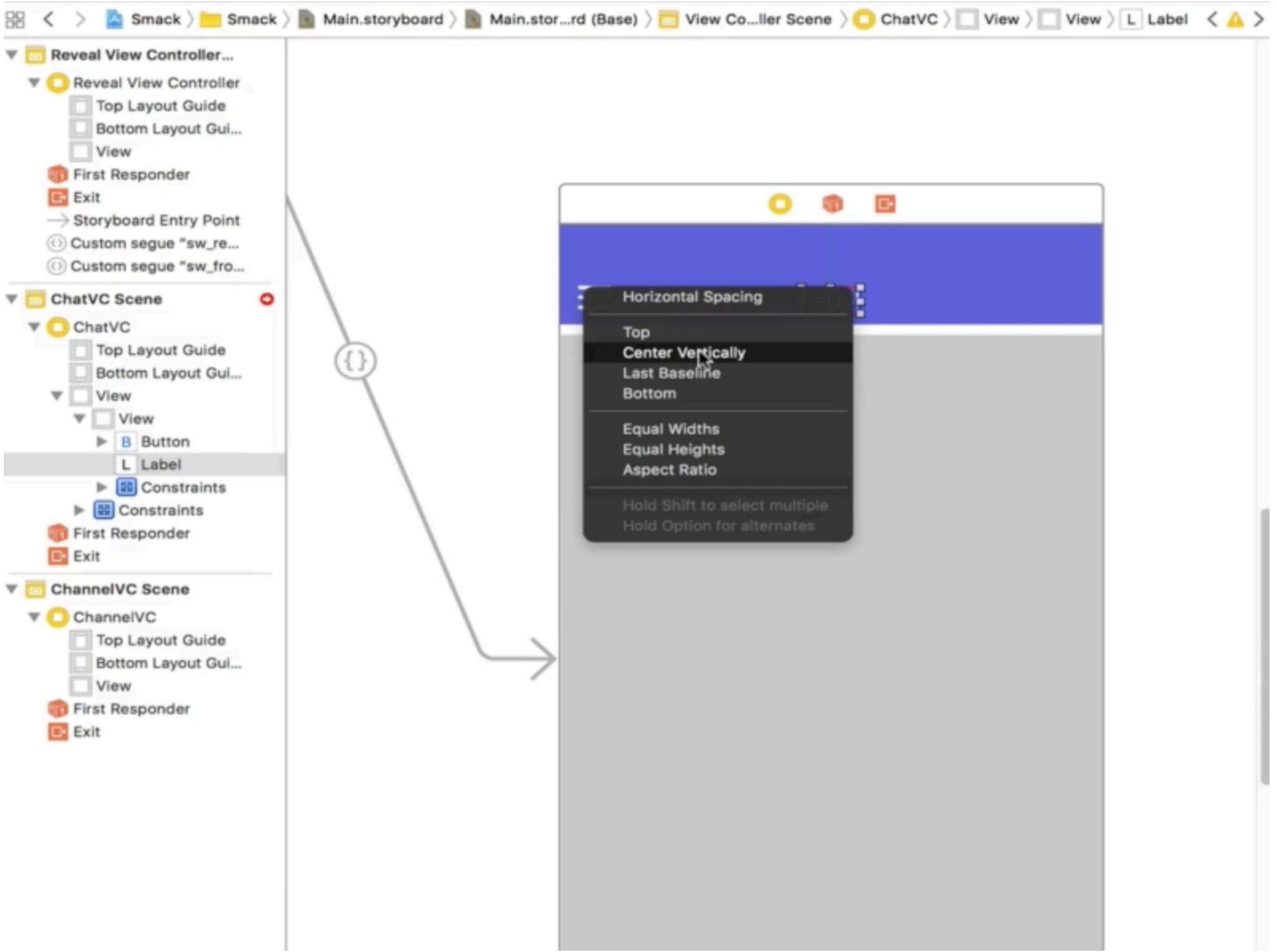
/*
// MARK: - Navigation

// In a storyboard-based application, you will often want to do a
little preparation before navigation
override func prepare(for segue: UIStoryboardSegue, sender: Any?) {
 // Get the new view controller using
 segue.destinationViewController.
 // Pass the selected object to the new view controller.
}









```
1 //  
2 // ChatVC.swift  
3 // Smack  
4 //  
5 // Created by Jonny B on 7/14/17.  
6 // Copyright © 2017 Jonny B. All rights reserved.  
7 //  
8  
9 import UIKit  
10  
11 class ChatVC: UIViewController {  
12  
13     // Outlets  
14     @IBOutlet weak var menuBtn: UIButton!  
15  
16  
17     override func viewDidLoad() {  
18         super.viewDidLoad()  
19         menuBtn.addTarget(self.revealViewController(), action:  
20             #selector(SWRevealViewController.revealToggle(_:)), for: .touchUpInside)  
21         self.view.addGestureRecognizer(self.revealViewController().panGestureRecognizer())  
22         self.view.addGestureRecognizer(self.revealViewController().tapGestureRecognizer())  
23     }  
24 }  
25 }
```

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Smack > iPhone 6s Running Smack on iPhone 6s 28

Smack > Smack > Controller > ChannelVC.swift > viewDidLoad()

```
1 // ChannelVC.swift
2 // Smack
3 // Created by Jonny B on 7/14/17.
4 // Copyright © 2017 Jonny B. All rights reserved.
5
6 import UIKit
7
8
9 class ChannelVC: UIViewController {
10
11     override func viewDidLoad() {
12         super.viewDidLoad()
13         self.revealViewController().rearViewRevealWidth = self.view.frame.size.width - 60
14     }
15 }
16
17
18
19 }
20
```