

[Background Assets](#) / Downloading essential assets in the background

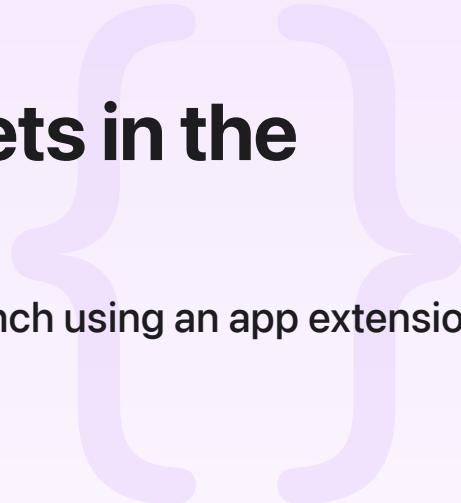
Sample Code

Downloading essential assets in the background

Fetch the assets your app requires before its first launch using an app extension and the Background Assets framework.

[Download](#)

iOS 16.4+ | iPadOS 16.4+ | macOS 13.3+ | tvOS 18.4+ | visionOS 2.4+ | Xcode 15.0+



Overview

Note

This sample code project is associated with WWDC23 session 10108: [What's new in Background Assets](#).

Configure the sample code project

Before you run the sample code project in Xcode:

- Configure the WWDC Sessions and WWDC Sessions Background Assets Extension targets to use your Developer team for signing.
- See [Assign a project to a team](#).

See Also

Unmanaged asset downloads

Configuring an unmanaged Background Assets project

Manage and download individual assets yourself by configuring your app and extension targets.

BAManifestURL

The location URL of the app's manifest file that contains the names and sizes of assets.

BAInitialDownloadRestrictions

The restrictions that apply to the set of assets that download immediately after app installation.

BAEssentialMaxInstallSize

The combined, maximum size of the essential assets that the system downloads before it launches your app in bytes.

BAMaxInstallSize

The combined, maximum size, in bytes, of the non-essential assets that download immediately after app installation.

class `BADownloadManager`

An object that manages the queue of scheduled asset downloads.

protocol `BADownloaderExtension`

An interface for reacting to app life-cycle events and processing concluded asset downloads while your app isn't running.

protocol `BADownloaderExtensionConfiguration`

class `BAURLDownload`

An object that represents a remote asset to download.

class `BADownload`

An object that represents an in-progress or concluded asset download.