

DENVER SWIFT  
HEADS

# 3D TOUCH

NEW ON THE IPHONE 6S AND 6S PLUS

# BEN CHATELAIN

- > KAISER PERMANENTE
- > EVERY BODY WALK!
  - > @PHATBLAT

# 3D TOUCH

STILL NOT AVAILABLE FOR THE IPHONE SIMULATOR



# 3D TOUCH FOR APPS

- > QUICK ACTIONS
- > PEEK AND POP
- > PRESSURE SENSITIVITY

# QUICK ACTIONS

UP TO 4 TOTAL

- > STATIC
- > DYNAMIC
- > CUSTOM ICON
- > MENU LAYOUT VARIES SLIGHTLY
- > ORDER ALWAYS GOING AWAY FROM ICON

# STATIC QUICK ACTIONS

## INFO.PLIST

```
<key>UIApplicationShortcutItems</key>
<array>
  <dict>
    <key>UIApplicationShortcutItemType</key>
    <string>$(PRODUCT_BUNDLE_IDENTIFIER).Static</string>
    <key>UIApplicationShortcutItemIconType</key>
    <string>UIApplicationShortcutIconTypeShare</string>
    <key>UIApplicationShortcutItemSubtitle</key>
    <string></string>
    <key>UIApplicationShortcutItemTitle</key>
    <string>Static Quick Action</string>
    <key>UIApplicationShortcutItemUserInfo</key>
    <dict>
      <key>secondShortcutKey1</key>
      <string>secondShortcutValue1</string>
    </dict>
  </dict>
</array>
```

# DYNAMIC QUICK ACTIONS

UIApplicationShortcutItem **PROTOCOL**



# QUICK ACTION ICONS

- UIApplicationShortcutItemType
  - SYSTEM ICON
- UIApplicationShortcutItemIconFile
  - CUSTOM ICON

# PEEK AND POP

- PREVIEW CONTENT
  - UP TO 5 ACTIONS
  - ACTIONS ARE NESTABLE
- LEFT/RIGHT ACTIONS (A LA MAIL) NOT AVAILABLE FOR APPS



# PEEK

PEEK == PREVIEW

# PEEK SETUP

- **IMPLEMENT** UIViewControllerPreviewingDelegate
  - **CHECK FOR** forceTouchCapability
    - **CALL**  
registerForPreviewingWithDelegate(\_:source  
view:)

# registerForPreviewingWithDelegate

## TEST FOR 3D TOUCH SUPPORT

```
if traitCollection.forceTouchCapability == .Available {  
    registerForPreviewingWithDelegate(self, sourceView: view)
```

# UIViewControllerPreviewingDelegate

```
func previewingContext(previewingContext: UIViewControllerPreviewing,  
                       viewControllerForLocation location: CGPoint)  
    -> UIViewController?  
  
func previewingContext(previewingContext: UIViewControllerPreviewing,  
                       commitViewController viewControllerToCommit: UIViewController)
```

`previewingContext:viewControllerForLocation`  
:

**ASKS THE DELEGATE TO PROVIDE A VIEW CONTROLLER FOR THE  
PREVIEW.**

**RETURNING NIL CANCELS THE PREVIEW.**

- > PREVIEWINGCONTEXT: UIVIEWCONTROLLERPREVIEWING**
  - > LOCATION: A CGPOINT CENTER OF THE 3D TOUCH**

previewingContext:commitViewController:

**CALLED WHEN THE 'POP' GESTURE IS TRIGGERED**

- **PREVIEWINGCONTEXT: UINavigationControllerPreviewing**
  - **VIEWCONTROLLERTOCOMMIT: UIViewController**



# PEEK/PREVIEW ACTIONS

- UIPreviewAction CLASS
- UIPreviewActionItem PROTOCOL
  - TITLE
- STYLE (NORMAL, DESTRUCTIVE, SELECTED✓)
- HANDLER: CLOSURE INVOKED WHEN SELECTED

# PEEKED VIEW CONTROLLER

THE CALLED VIEW CONTROLLER OVERRIDES

`previewActionItems()`

```
func previewActionItems() -> [UIPreviewActionItem]
```

# NESTED ACTIONS

- UIPreviewActionGroup CLASS
- UIPreviewActionItem PROTOCOL
  - TITLE (CONVENTION...)
  - STYLE
- ACTIONS: ARRAY OF UIPreviewAction

# PRESSURE SENSITIVITY

- RAW FORCE APPLIED TO SCREEN
  - `UITouch.force`
- `UITouch.maximumPossibleForce`

# NEW IN XCODE 7.1 BETA 3

## INTERFACE BUILDER

- INTERFACE BUILDER SUPPORTS ENABLING PEEK & POP FOR SEGUES. PEEK & POP SEGUES WILL BE OMITTED WHEN RUNNING ON OS VERSIONS PRIOR TO IOS 9.1. (22886994)

# PEEK/POP SEGUES

- > ONLY AVAILABLE FOR 'ACTION' OR 'SELECTION' SEGUES
  - > BUTTONS
  - > TABLE VIEW
  - > COLLECTION VIEW

# NO PEEK/POP SEGUES FOR YOU!

- MANUAL SEGUES
- ACTION SEGUES FROM GESTURE RECOGNIZERS

# DEMO

## COLLECTION PEEK



# SEGUE ISSUES

- HOW TO PASS DATA FOR SELECTION FROM TABLE/COLLECTION VC
  - prepareForSegue
  - **SELECTED** indexPath?

# PREPAREFORSEGUE

GET SELECTED CELL IN prepareForSegue:sender:

-

collectionView?.indexPathsForSelectedItems(  
    ) RETURNS NIL

# DETERMINE SELECTION WHEN PREVIEW IS TRIGGERED

`previewingContext:viewControllerForLocation`  
: IS CALLED BEFORE `PREPAREFORSEGUE`

–

`collectionView?.indexPathForItemAtPoint(location)`

– SAVE `indexPath`

– RETURNING `NIL` DOESN'T CANCEL PREVIEW

# POP (AKA COMMIT)

- prepareForSegue IS CALLED AGAIN
- DON'T CLEAR SELECTION STATE BEFORE 2ND CALL

# SOURCE

- <https://github.com/phatblat/3DTouchDemo>
- <https://github.com/phatblat/CollectionPeek>