

Advanced App Tricks

Configuring Your App to Support iPhone 5

Creating a Universal App

- > Updating Your Info.plist Settings

- > Implementing Your View Controllers and Views

For view controllers, follow these guidelines:

1. Consider defining separate view controller classes for iPhone and iPad devices.
2. If you use a single view controller class for both platforms, your code must support both iPhone and iPad screen sizes.

For views, follow these guidelines:

1. Consider using separate sets of views for iPhone and iPad devices.
2. If you choose to use the same custom view for both devices, make sure your `drawRect:` and `layoutSubviews` methods especially work properly on both devices.

- > Updating Your Resource Files

- > Using Runtime Checks to Create Conditional Code Paths

Supporting Multiple Versions of iOS

Launching in Landscape Mode

Installing App-Specific Data Files at First Launch

Protecting Data Using On-Disk Encryption

Tips for Developing a VoIP App

- > Configuring Sockets for VoIP Usage

- > Installing a Keep-Alive Handler

- > Configuring Your App's Audio Session

- > Using the Reachability Interfaces to Improve the User Experience

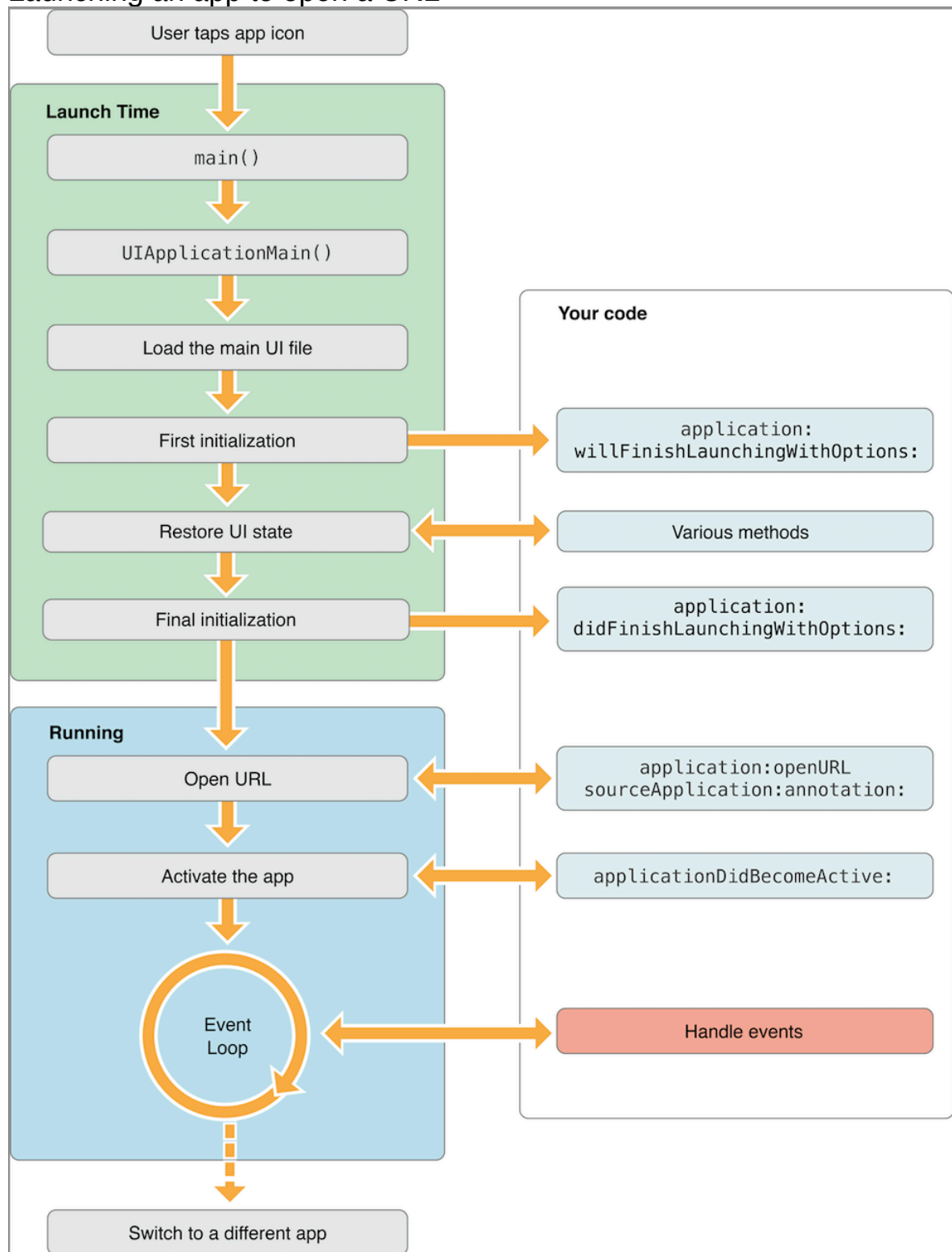
Communicating with Other Apps

Implementing Custom URL Schemes

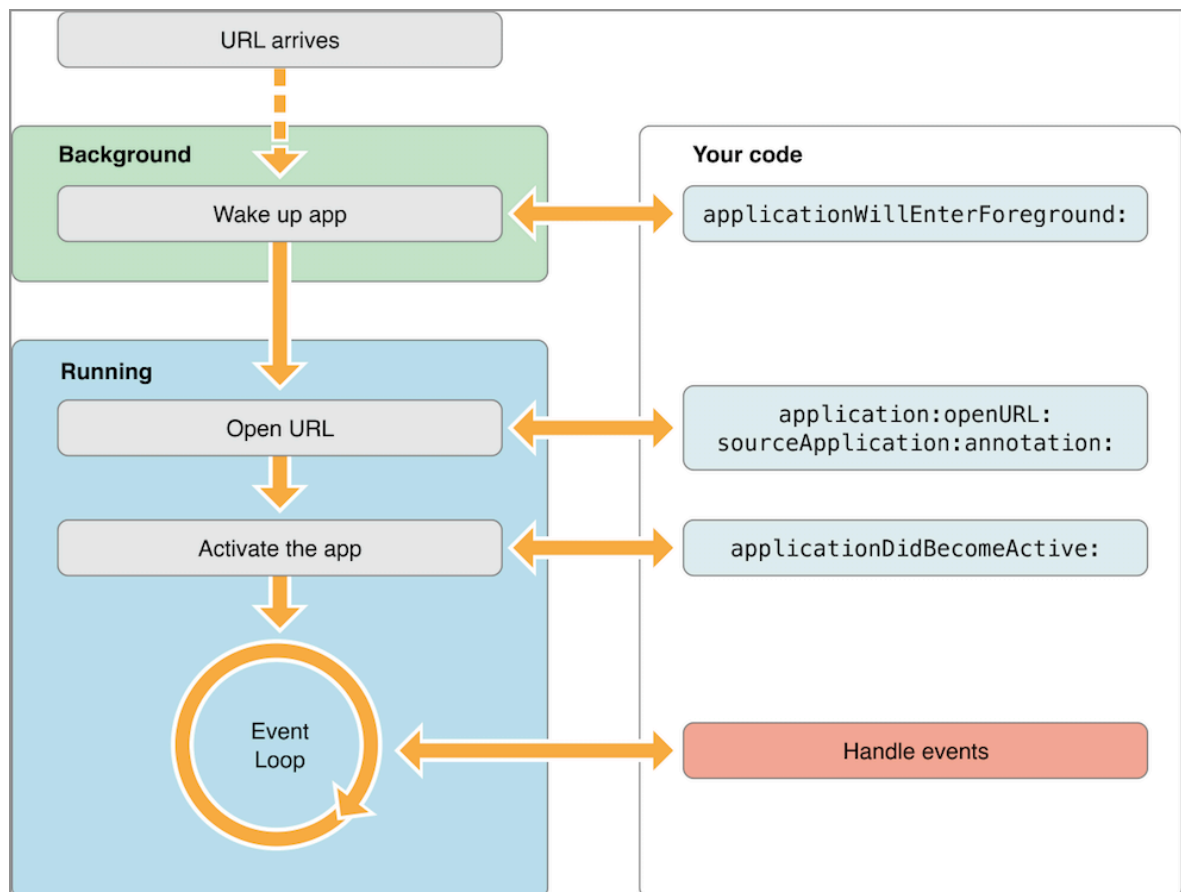
- > Registering Custom URL Schemes

- > Handling URL Requests

Launching an app to open a URL



Waking a background app to open a URL



Showing and Hiding the Keyboard

Turning Off Screen Locking