

# What's new in XCode6

*Chu Si Nguyen - IVC Sec7.1 - July 2014*

# Agenda

- What's new in XCode 6
  - Interface Builder (today)
  - Debugging
  - Localizing
  - Testing
  - Continuous Integration
  - Instrument

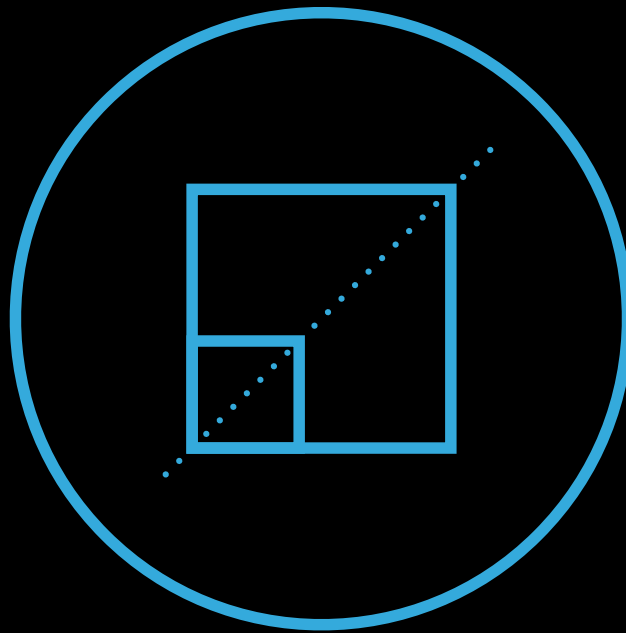
# Agenda Cont

- What's new in IOS8
  - Extension
  - Hand off
  - Cloud kit

# Interface Builder



Liveness



Adaptivity



Power & Parity

# Demo Application

# Liveness



Problem: can't see Custom view look like until running





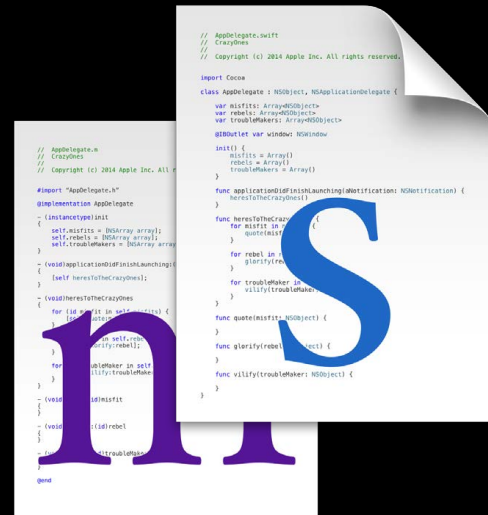
# Liveness

Get your custom content drawing in IB



[1]

Create framework



[2]

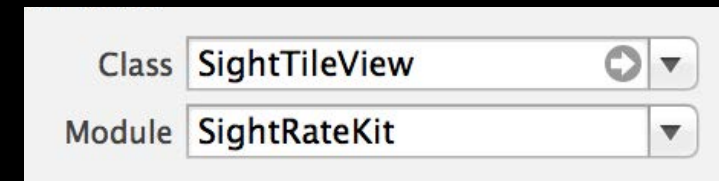
Create class

IB\_DESIGNABLE  
(Objective-C)

@IBDesignable  
(Swift)

[3]

Mark as  
designable



[4]

Set custom class  
on view in IB

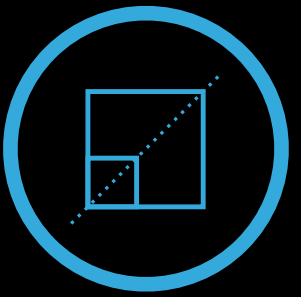


# Liveness Capacity

- See custom drawing
- Specify custom geometry (e.g. alignment rect insets, intrinsic content size, baseline)
- Debug live view instances
- Specify design time only code
  - Override `prepareForInterfaceBuilder()` for design time initialization
  - Use `#if TARGET_INTERFACE_BUILDER` to opt code in or out

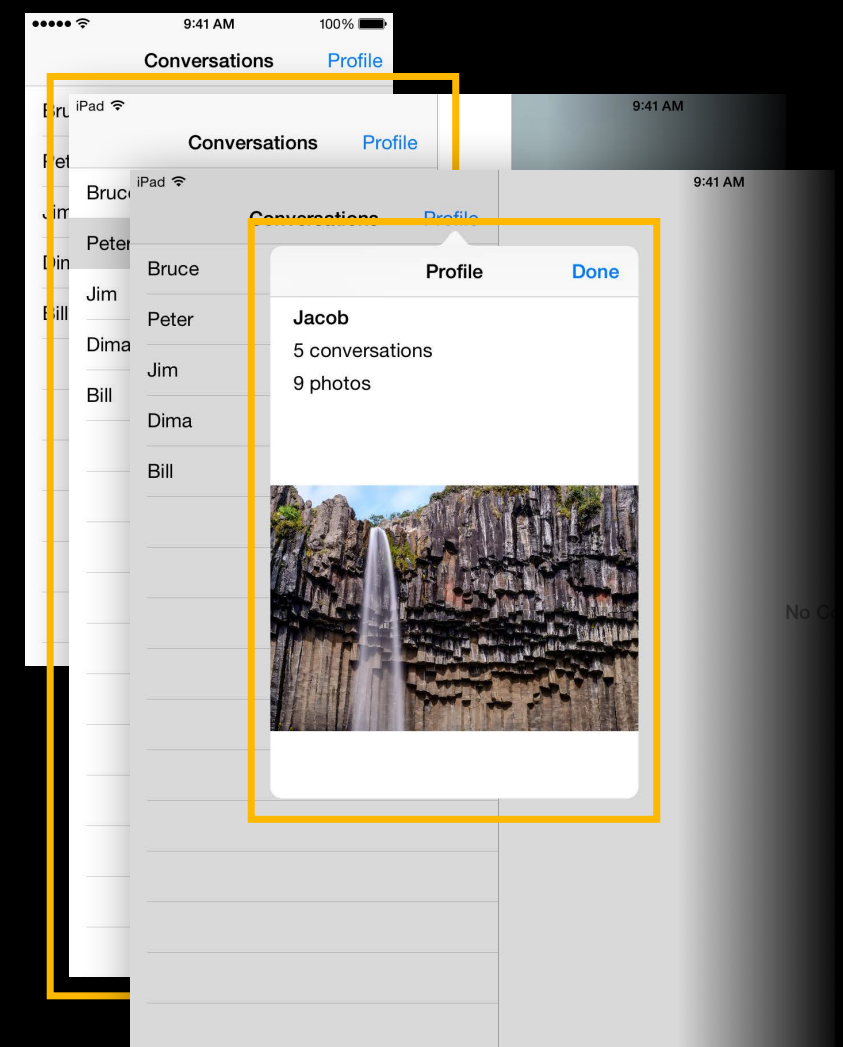
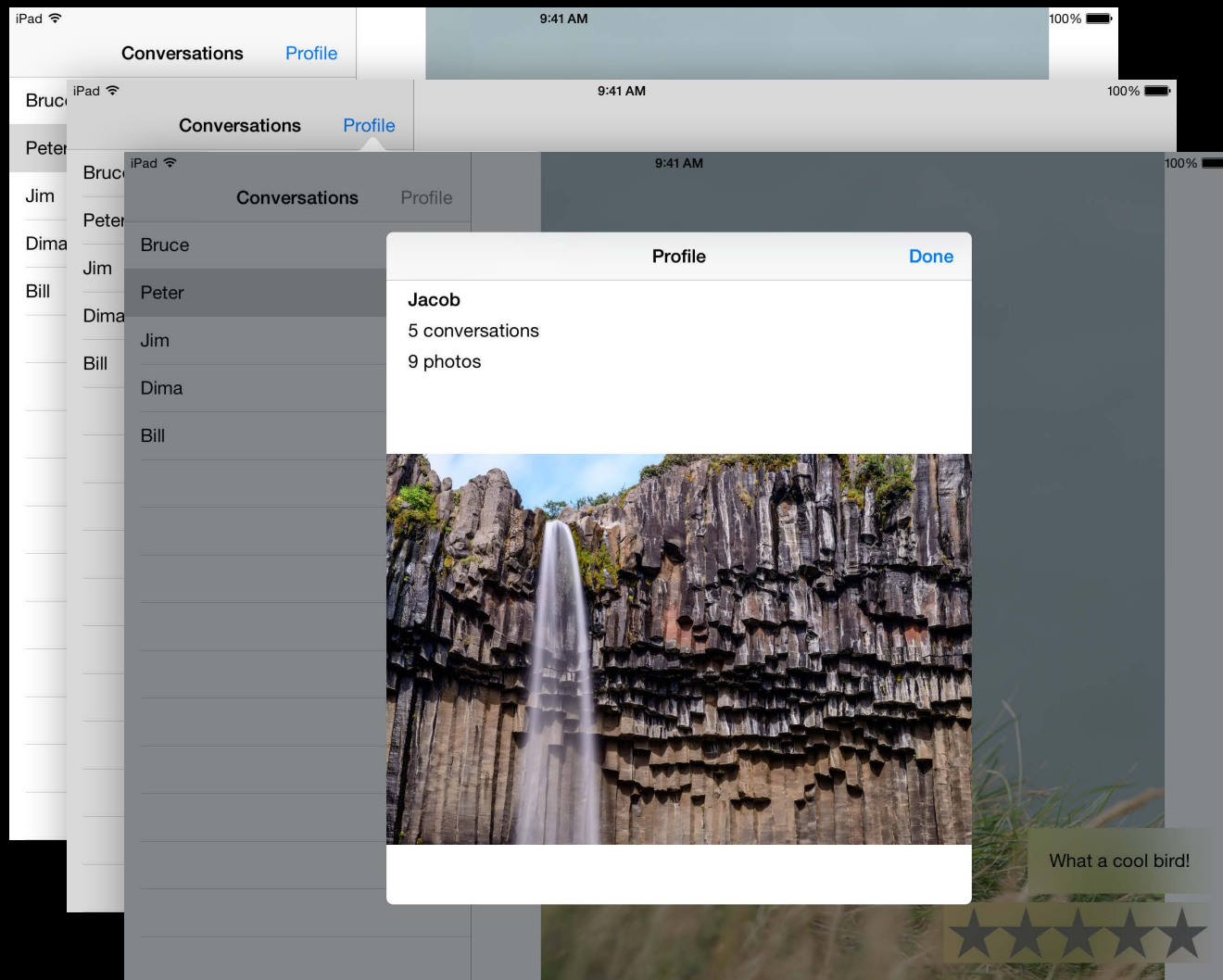


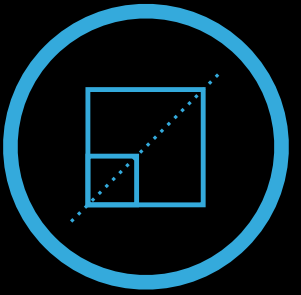
Demo Liveness



# Adaptivity

## Problem: too many view sizes



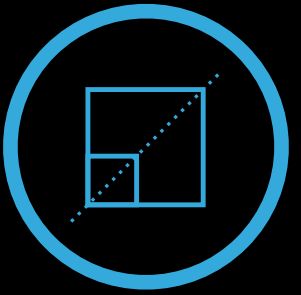


# Adaptivity Expectation

Support both iPhone & iPad & IPhad???

Support both Landscape & Portrait

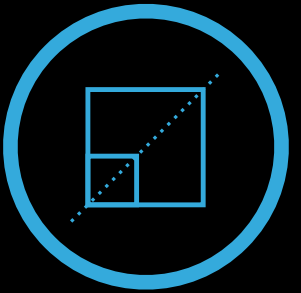
With 1 Storyboard and same Source Code



# Adaptivity Solution

## Size Classes

Allows you to specify how your UI changes  
when the available size of your view  
controller changes



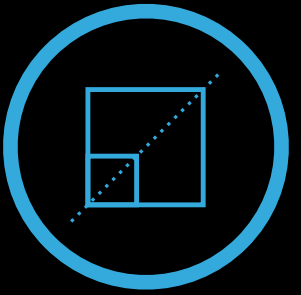
# Adaptivity

## Size Classes

Horizontal

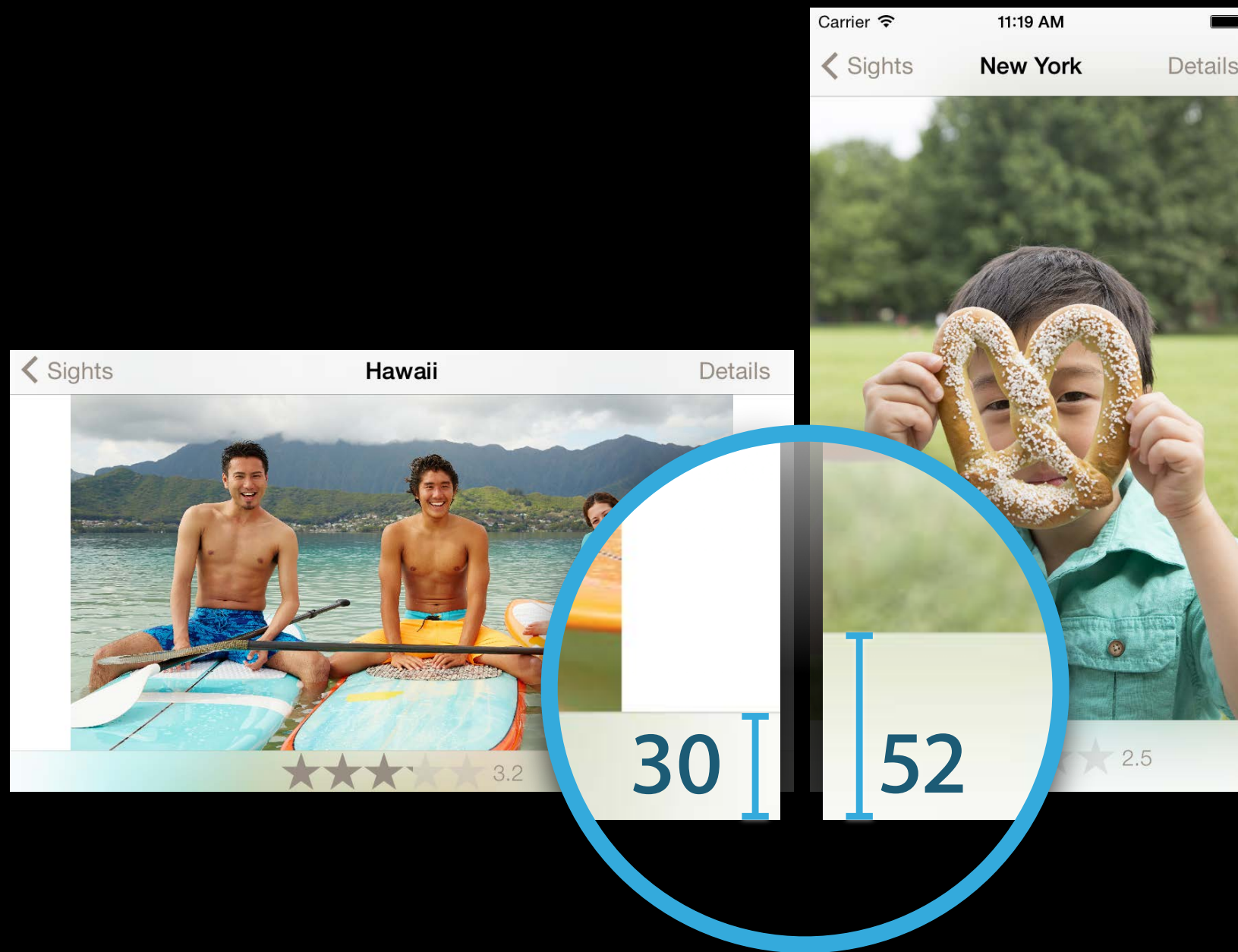
Vertical

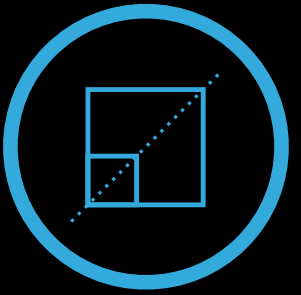
	Regular	Compact
Regular		
Compact		



# Adaptivity

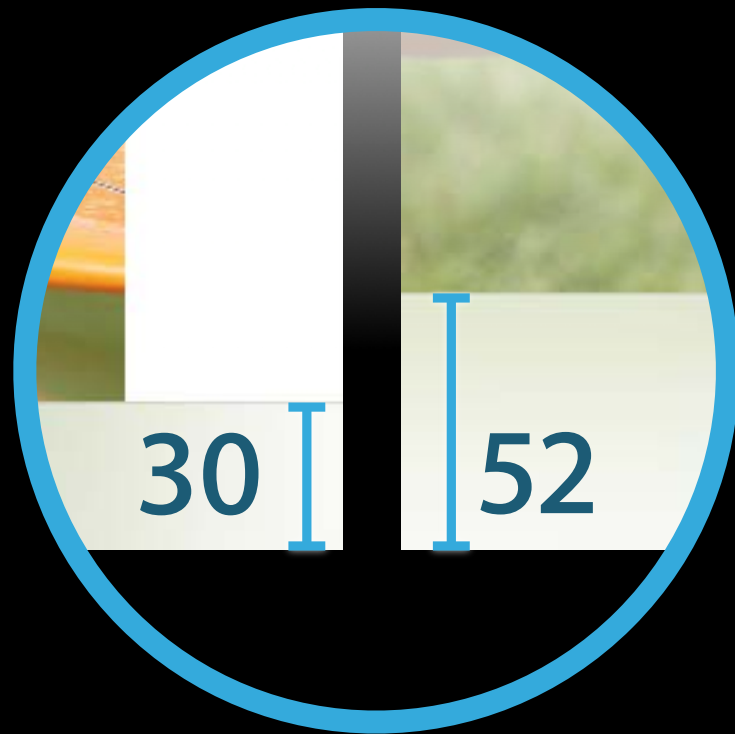
Example: Adapting the bar height



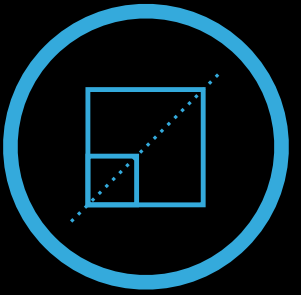


# Adaptivity

## Size Classes



	Compact	Regular	
Compact	30	30	Vertical
Regular	52	52	
	Horizontal		



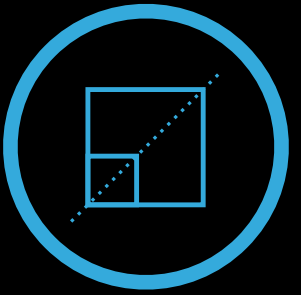
# Adaptivity

## Size Classes



	Compact	Any	Regular	
Compact	30		30	Vertical
Any				
Regular	52		52	
	Horizontal			



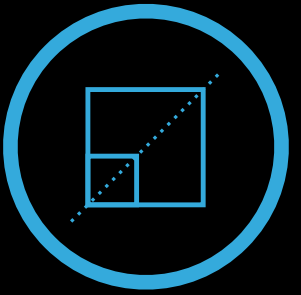


# Adaptivity

## Size Classes



	Compact	Any	Regular	
Compact		30		Vertical
Any				
Regular	52		52	
	Horizontal			

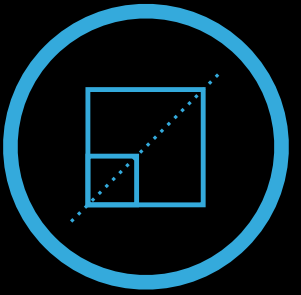


# Adaptivity

## Size Classes



	Compact	Any	Regular	
Compact		30		Vertical
Any				
Regular		52		
	Horizontal			



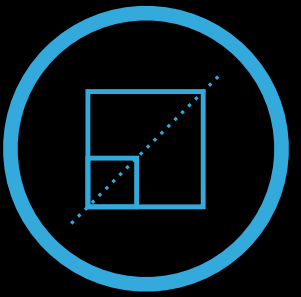
# Adaptivity

## Size Classes



	Compact	Any	Regular	
Compact		30		Vertical
Any		52		
Regular				
	Horizontal			

Demo Adaptive



# Adaptivity

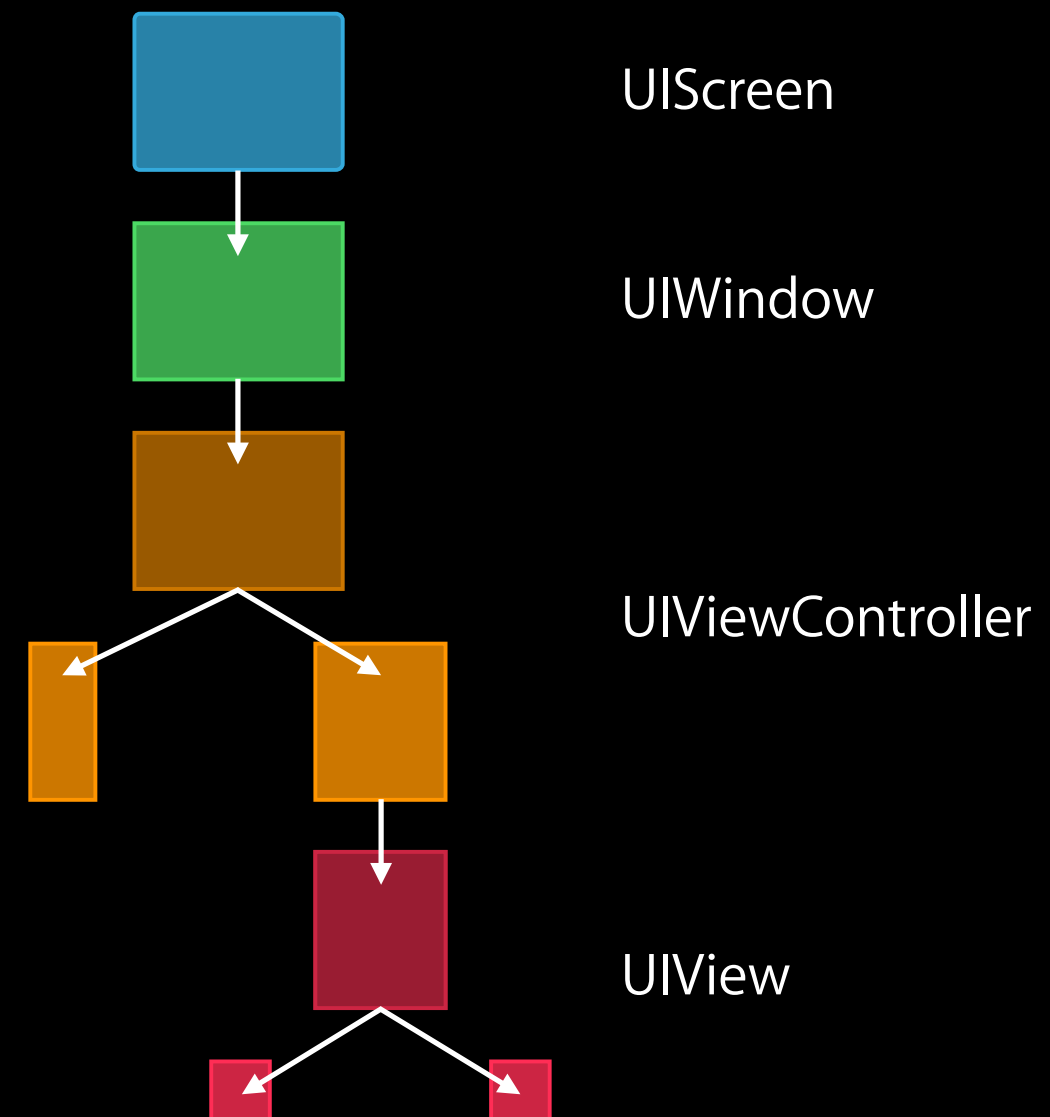
## Trait Environment

### UITraitCollection

horizontalSizeClass	Any / Compact / Regular
verticalSizeClass	Any / Compact / Regular
userInterfaceIdiom	iPhone / iPad
displayScale	1.0 / 2.0

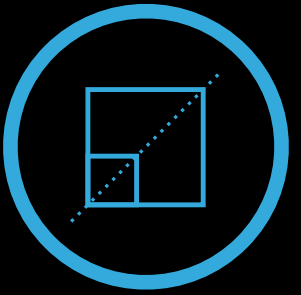
### traitCollectionDidChange

- Override in UIView or UIViewController subclasses to react to trait change



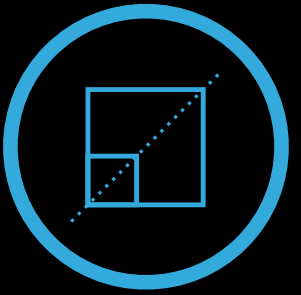
# Adaptivity

## Asset Catalogs



- Size classes
- Support JPEG
- Template image
- Alignment
- Slicing

A screenshot of the Xcode Asset Catalog editor interface. The interface is divided into several sections: 'Image Set', 'Image', 'Alignment', and 'Slicing'. The 'Image Set' section includes fields for Name (Star), Devices (Universal), Width (Any), Height (Any & Compact), Types (Bitmaps and Vectors), and Render As (Template Image). The 'Image' section shows Name (ratingActiveCompact@2x.png), Size (48 x 48 pixels), Color Space (Generic RGB Profile), Idiom (Universal), Subtype (--), Scale (2x), Width (Any), and Height (Compact Height). The 'Alignment' section has four numeric input fields for Top, Left, Bottom, and Right, all set to 0. The 'Slicing' section includes a Slices dropdown (Horizontal and Vertical), four numeric input fields for Left (23), Right (24), Top (23), and Bottom (24), a Center dropdown (Tiles), and two numeric input fields for Width (1) and Height (1). Several sections are highlighted with orange boxes: 'Image Set' (Width, Height, Render As), 'Image' (Height), 'Alignment' (all four fields), and 'Slicing' (all fields).



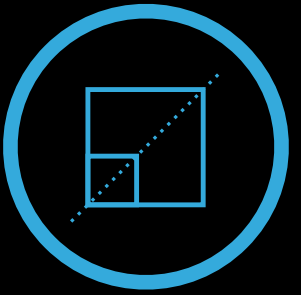
# Adaptivity

## New Segue Types

- Show: Asks responder chain to show view controller (e.g. push)
- Show Detail: Asks responder chain to show detail (e.g. replace)
- Present Modally: Present view controller with new `UIPresentationController`
- Popover Presentation: Variant of Present Modally that uses `UIPopoverPresentationController`
- Use these segues instead of explicit push, replace, modal, etc.

# Demo Asset Catalogs & New type of Segue





# Adaptivity

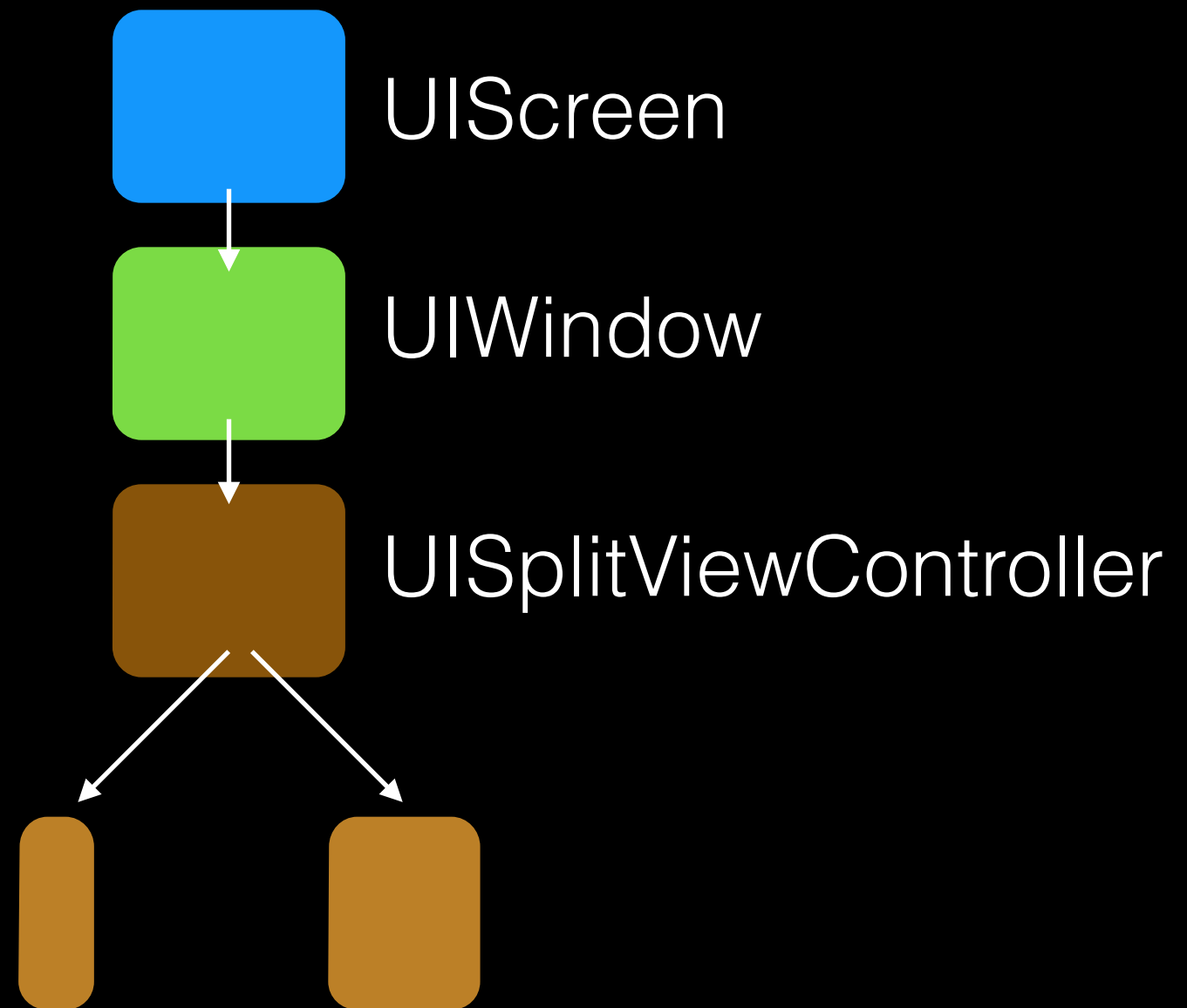
## Overriding Trait

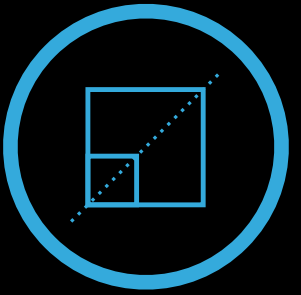
IPad

horizontalSizeClass	Regular
verticalSizeClass	Regular

horizontalSizeClass	Regular
verticalSizeClass	Regular

horizontalSizeClass	Regular
verticalSizeClass	Regular





# Adaptivity

## Overriding Trait

iPhone

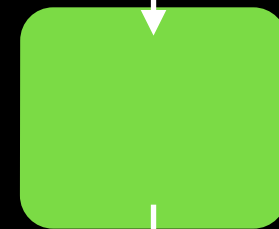
horizontalSizeClass	Compact
verticalSizeClass	Compact

horizontalSizeClass	Compact
verticalSizeClass	Compact

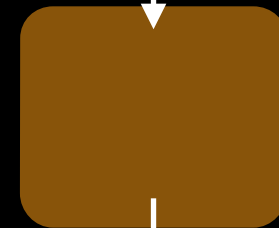
horizontalSizeClass	Compact
verticalSizeClass	Compact



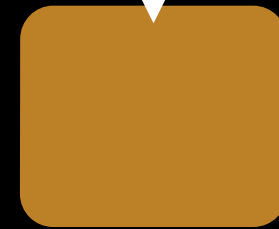
UIScreen

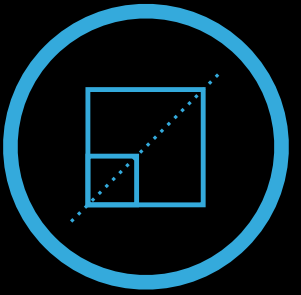


UIWindow



UISplitViewController





# Adaptivity

## Overriding Trait

iPhone

horizontalSizeClass	Compact
verticalSizeClass	Compact

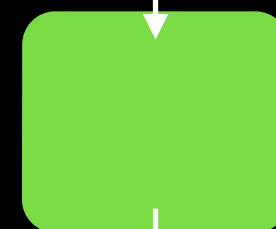
horizontalSizeClass	Compact
verticalSizeClass	Compact

horizontalSizeClass	Compact
verticalSizeClass	Compact

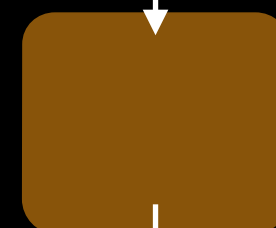
horizontalSizeClass	Compact
verticalSizeClass	Compact



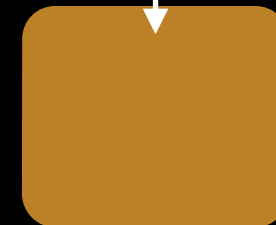
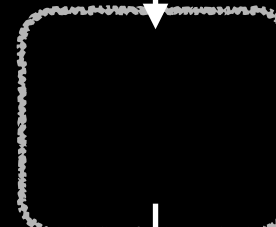
UIScreen

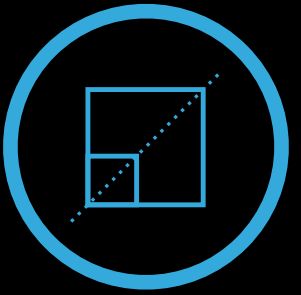


UIWindow



UISplitViewController





# Adaptivity

## Overriding Trait

iPhone

horizontalSizeClass	Compact
verticalSizeClass	Compact

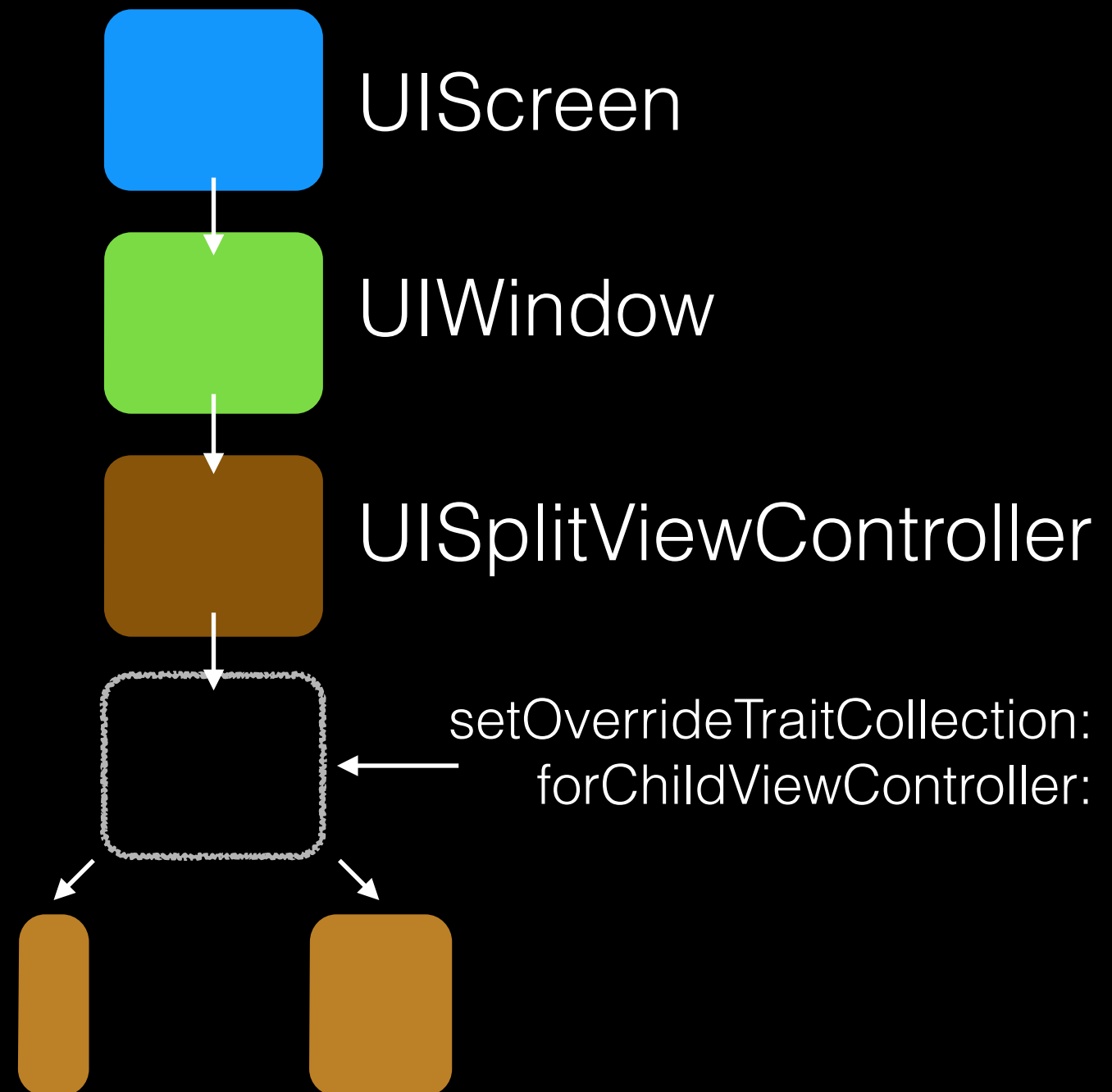
horizontalSizeClass	Compact
verticalSizeClass	Compact

horizontalSizeClass	Compact
verticalSizeClass	Compact

horizontalSizeClass	Regular
verticalSizeClass	Compact



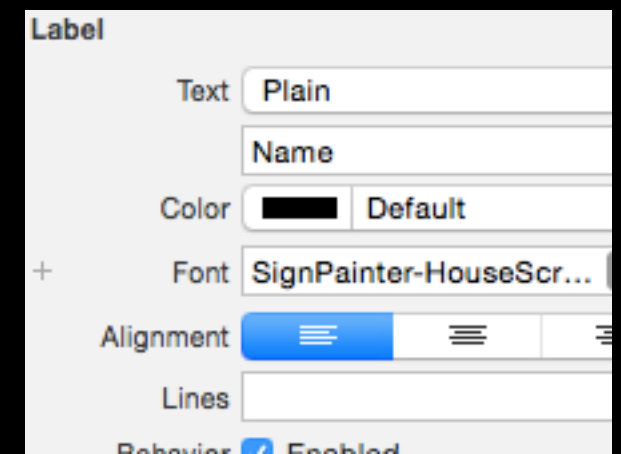
Demo Override Trait

# Power & Parity

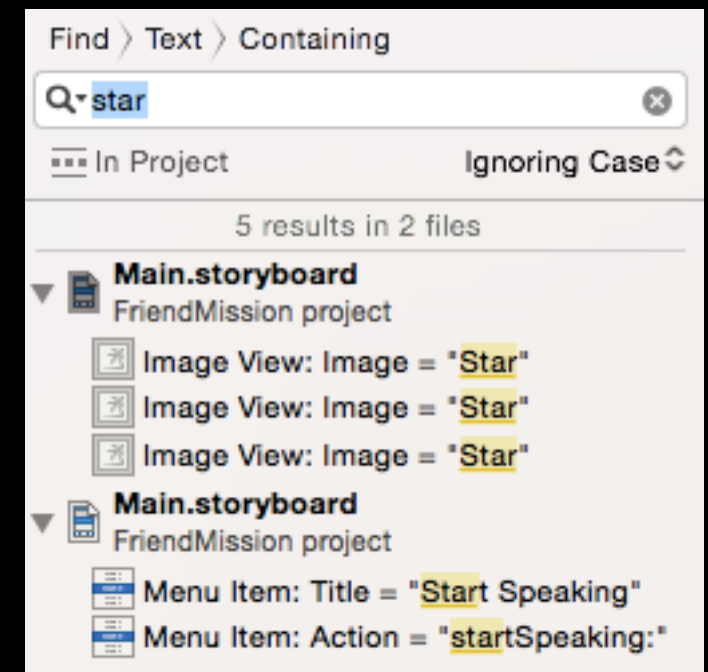
## New Things



Font in project is now appear in IB font chooser

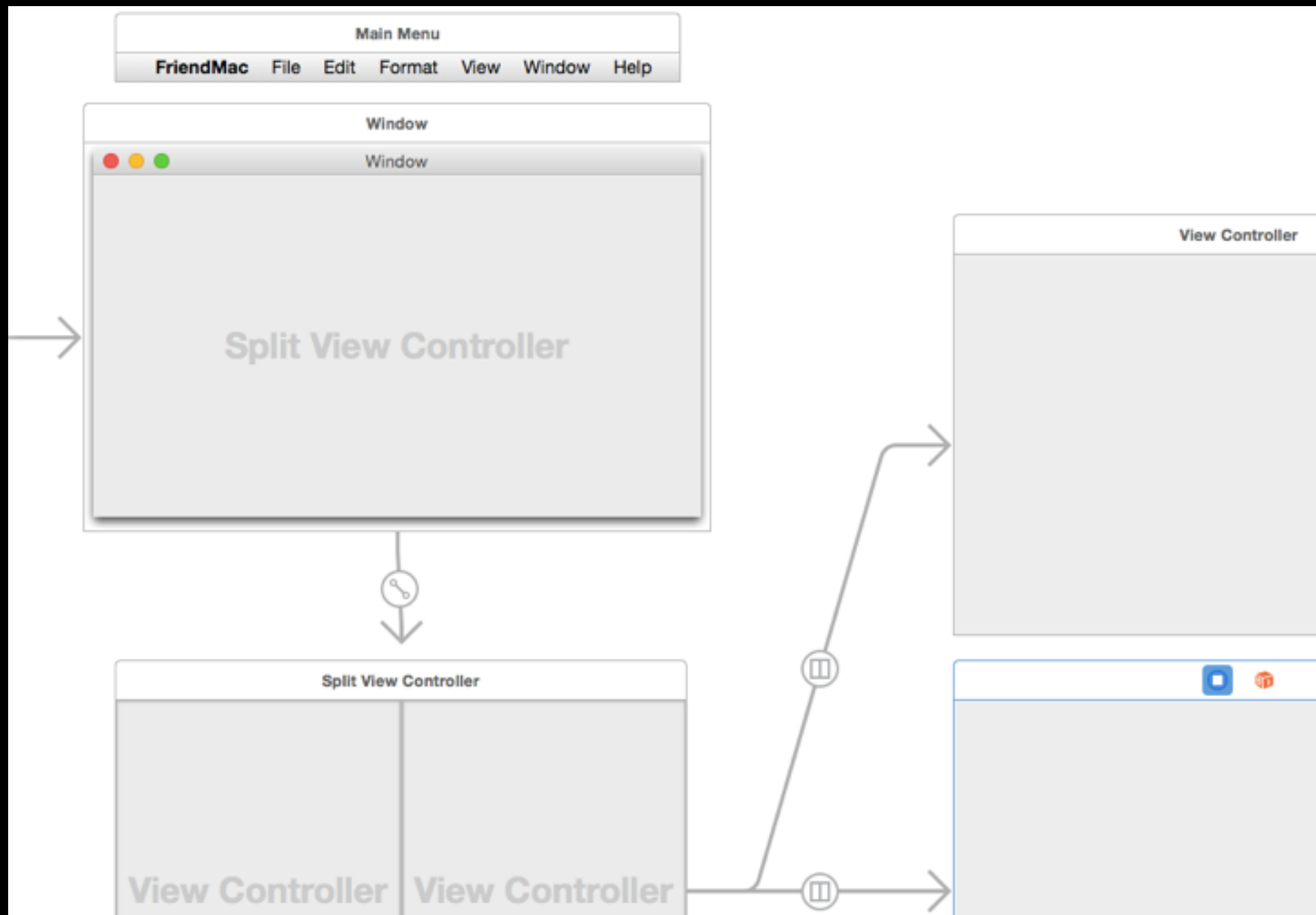


Find & Replace also work on Storyboard & Xib files



# Power & Parity

## OSX Storyboard



Demo



# Summary

## Liveness

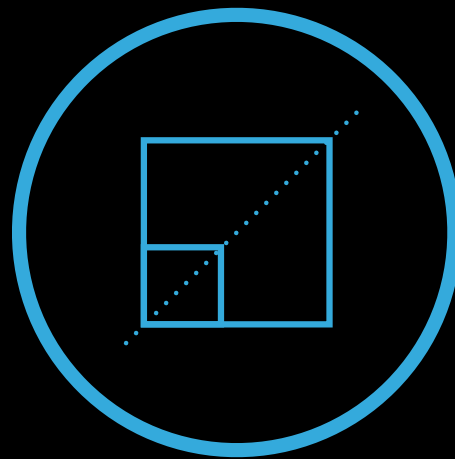


Live Views

Inspectable Property

Specify custom geometry

## Adaptability



IOS Size Classes

Asset Catalog Enhancements

## Power & Parity



Find & Replace

IOS Custom Font

OS X Storyboards

The End