Apple Platforms Kickoff

Session 601

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VP, OS X Software

These are confidential sessions—please refrain from streaming, blogging, or taking pictures



1500 New APIs in iOS 5

3000 New APIs in Lion

Accelerate	CoreMedialO	JavaScriptCore	QuickTime
AddressBook	CoreMIDI	Kerberos	Ruby
AGL	CoreServices	Kernel	RubyCocoa
AppKit	CoreVideo	Latent Semantic Mapping	Security
AppleShareClientCore	CoreWLAN	Message	SecurityInterface
ApplicationServices	DirectoryService	NetFS	ServiceManagement
AudioToolbox	Disk Arbitration	OpenAL	SyncServices
AudioUnit	DrawSprocket	OpenCL	SystemConfiguration
Automator	Foundation	OpenDirectory	Tcl
AVFoundation	GSS	OpenGL	Tk
CalendarStore	ICADevices	PCSC	vecLib
Carbon	ImageCaptureCore	PreferencePanes	VideoDecodeAcceleration
CoreAudio	IMServicePlugin	Python	WebKit
CoreData	InputMethodKit	QTKit	XgridFoundation
CoreFoundation	IOBluetooth	Quartz	XPCService
CoreLocation	IOBluetoothUI	QuartzCore	
CoreMedia	IOKit	QuickLook	

Accelerate

AddressBook

AGL

AppKit

 ${\sf AppleShareClientCore}$

Application Services |

AudioToolbox

AudioUnit

Automator

AVFoundation

CalendarStore

Carbon

CoreAudio

CoreData

CoreFoundation

CoreLocation

CoreMedia

CoreMedialO

CoreMIDI

CoreServices

CoreVideo

CoreWLAN

DirectoryService

DiskArbitration

JavaScriptCore

Kerberos

Kernel

LatentSemanticMapping

Message

NetFS

OpenAL

Accelerate

ICADevices

ImageCaptureCore

IMServicePlugin

InputMethodKit

IOBluetooth

IOBluetoothUI

IOKit

PCSC

PreferencePanes

Python

OTKit

Quartz

OuartzCore

OuickLook

QuickTime

Ruby

RubyCocoa

Security

SecurityInterface

ServiceManagement

SyncServices

SystemConfiguration

Tcl

Tk

vecLib

VideoDecodeAcceleration

WebKit

XgridFoundation

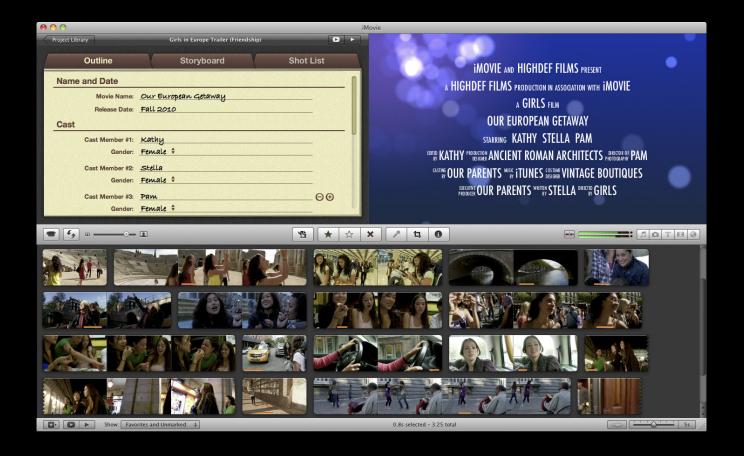
XPCService

```
h Alpha.h
빼 🚽 🕨 | 🖒 > 📝 vlmageAlphaBlend_Planar8( const vlmage_Buffer *srcTop, const vlmage_Buffer *srcTopAlpha, const vlma...
            For planar data, you need to calculate alpha yourself ahead of time and provide that
    *
         as an argument to this function.
            This can be done using:
                vImagePremultipliedAlphaBlend_Planar(8/F)( srcTopAlpha, srcTopAlpha,
         srcBottomAlpha, alpha, kvImageNoFlags );
            For ARGB interleaved data, this is done for you while the other calculations are
         taking place. Somewhat better alpha precision
            is available for ARGB8888 data compared to Planar_8 data, because the result alpha
         channel can be represented with fractional precision.
            For calculations involving 8-bit integer data, the calculation is done in a fixed
         point representation using signed 0.15 fixed point
            internal representation with saturated clipping, to prevent results > 1.0 and results
         < 0. The calculation is actually done with negative
            numbers internally to make sure that -1.0 is representable where needed. Values are
         rounded up by 1/2 ulp before truncation.
            This function will work in place.
    */
    vImage Error
                    vImageAlphaBlend_Planar8( const vImage_Buffer *srcTop, const vImage_Buffer *
        srcTopAlpha, const vImage Buffer *srcBottom, const vImage Buffer *srcBottomAlpha, const
        vImage Buffer *alpha, const vImage Buffer *dest, vImage Flags flags )
         _OSX_AVAILABLE_STARTING( __MAC_10_3, __IPHONE_50 );
e_Error    vImageAlphaBlend_PlanarF( const vImage_Buffer *srcTop, const vImage_Buffer *
    vImage Error
        srcTopAlpha, const vImage_Buffer *srcBottom, const vImage_Buffer *srcBottomAlpha, const
        vImage Buffer *alpha, const vImage Buffer *dest, vImage Flags flags )
          OSX AVAILABLE STARTING( MAC 10 3. IPHONE 50 ):
```



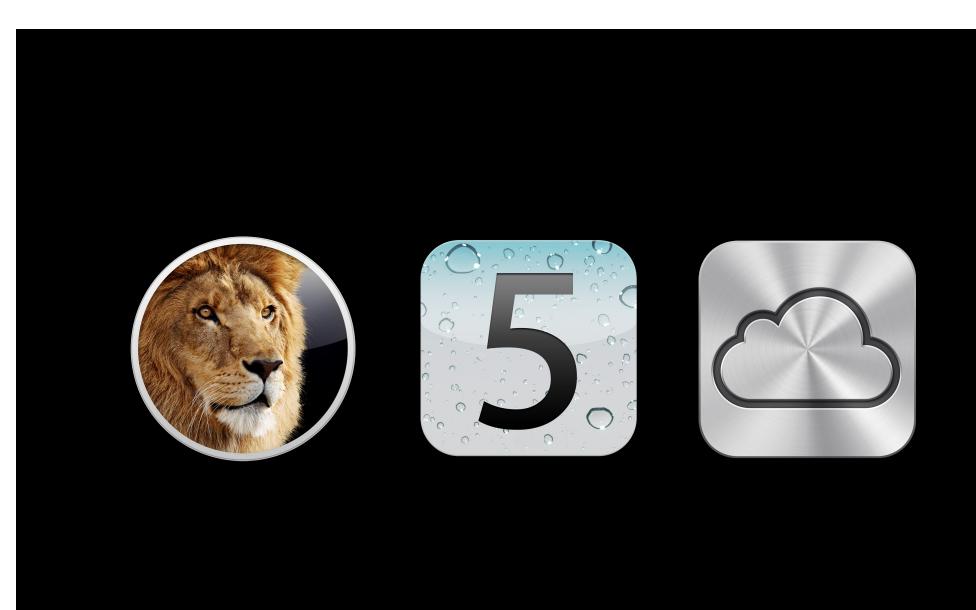


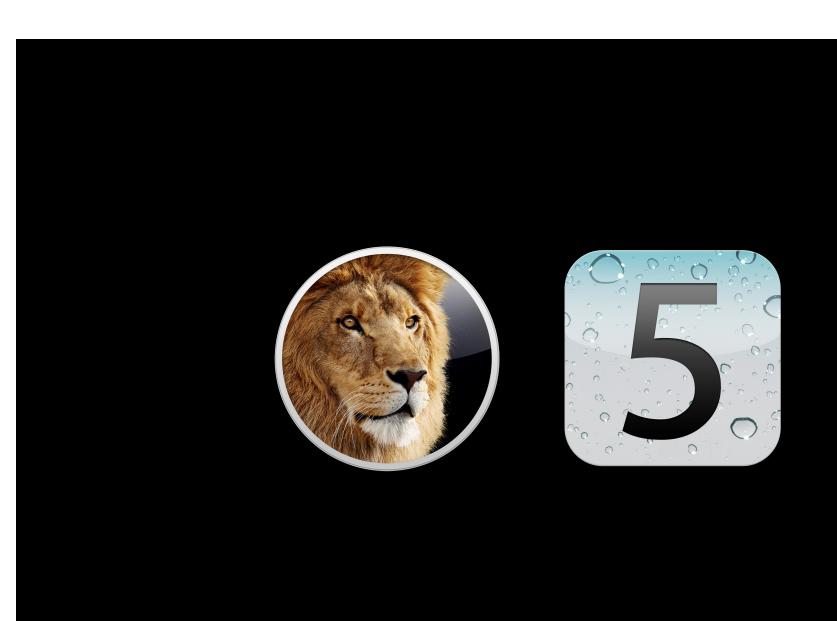


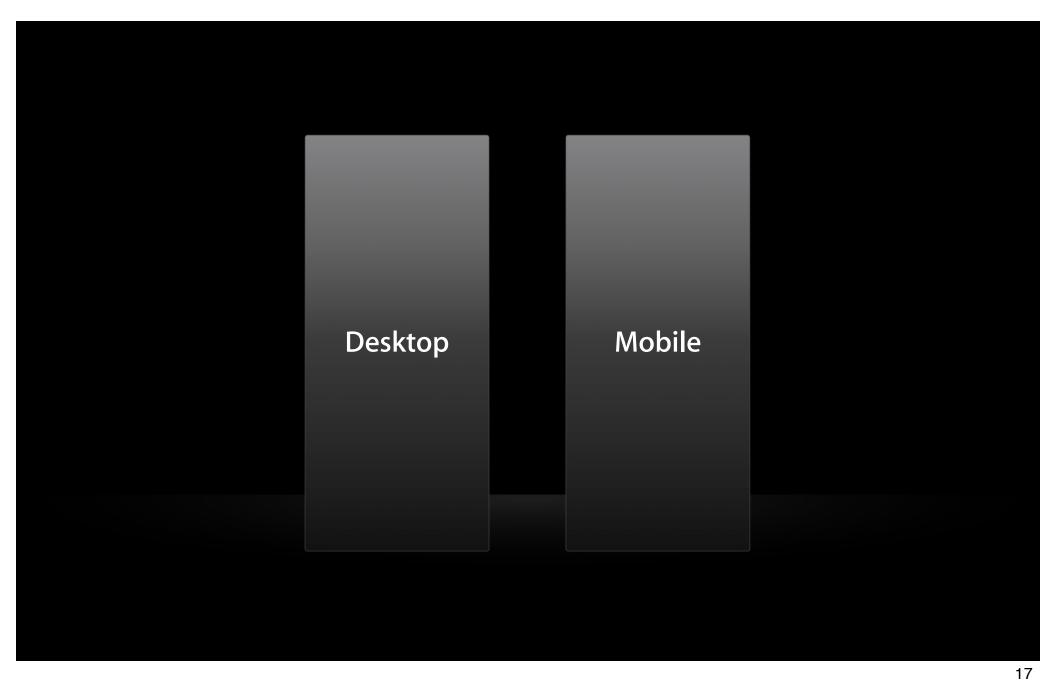


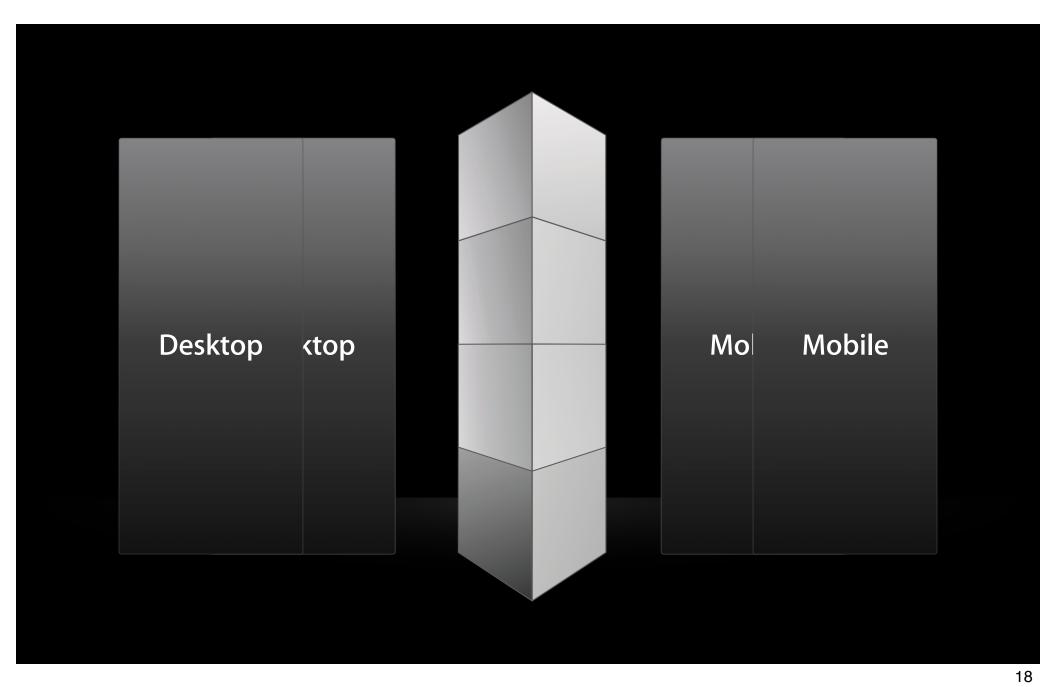


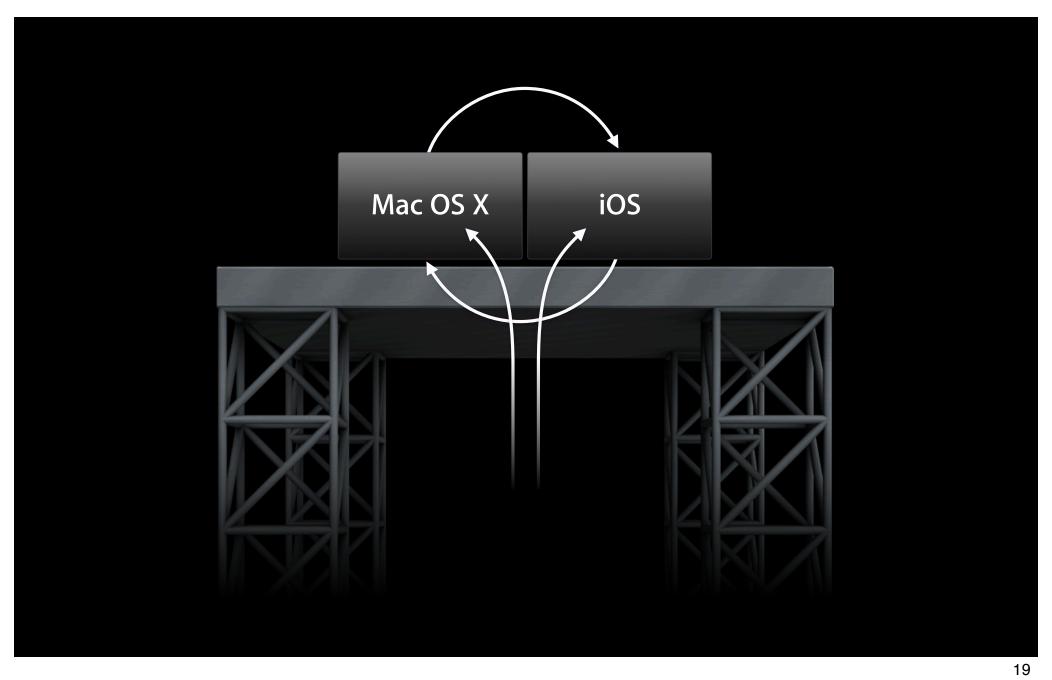


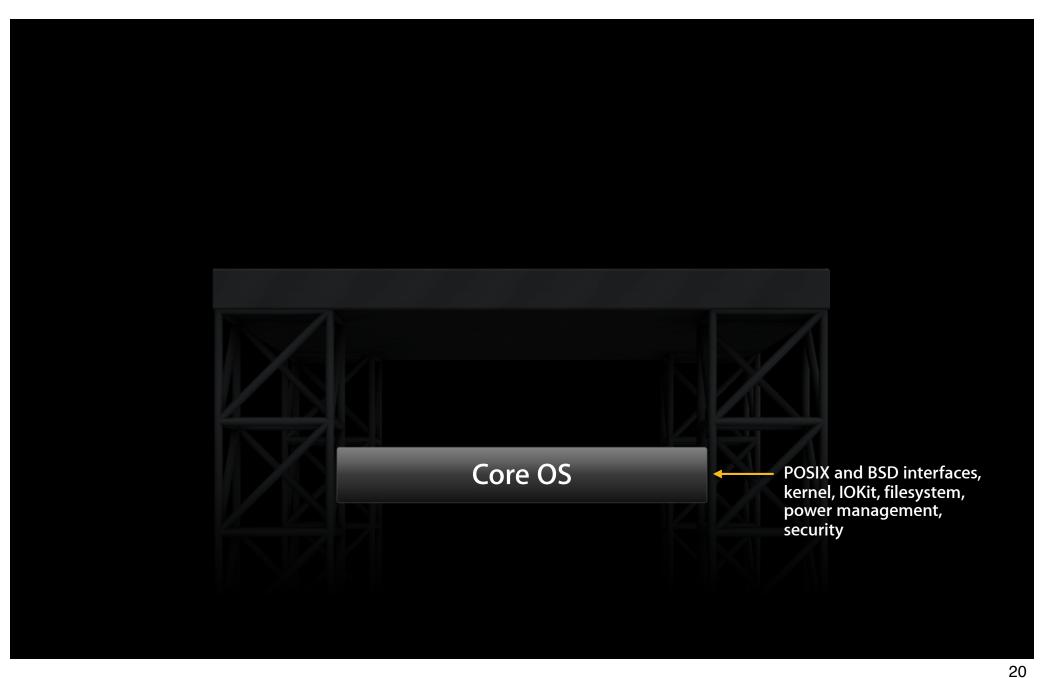


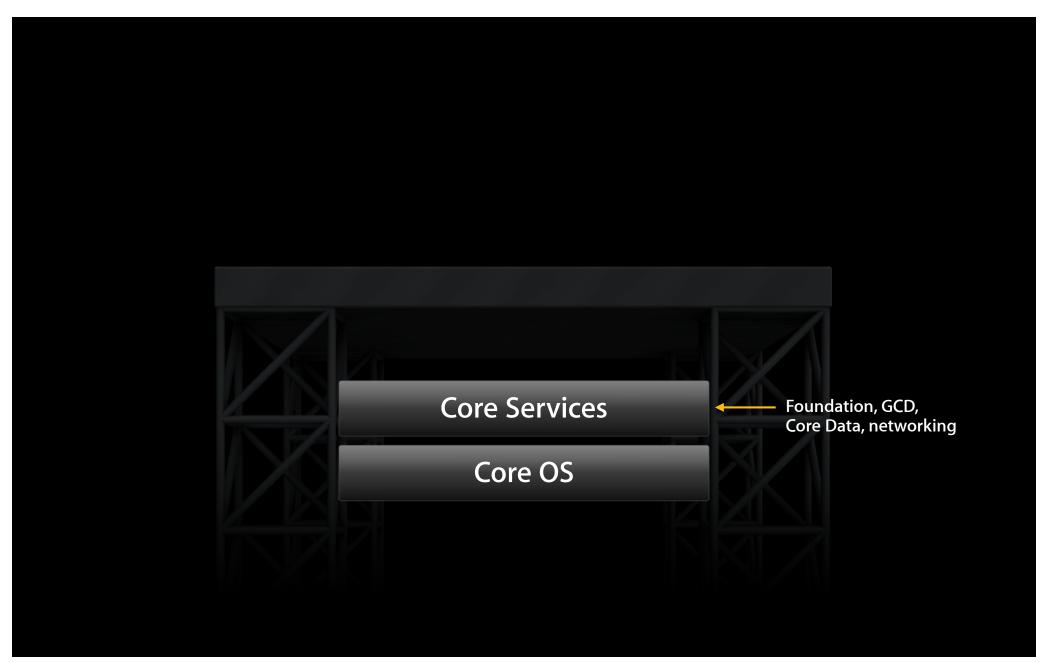


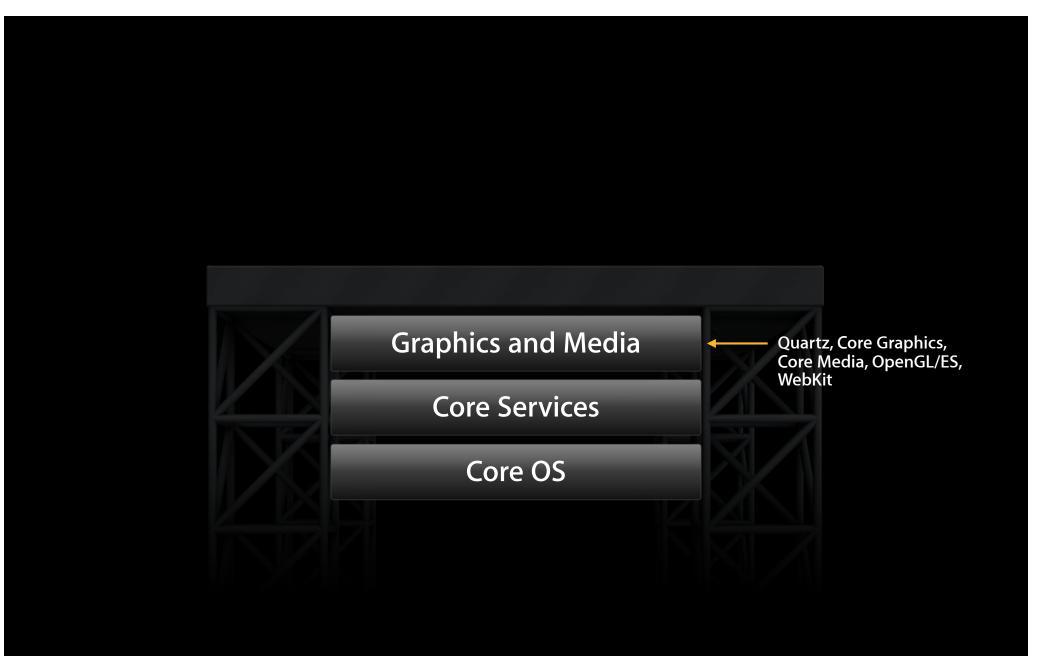


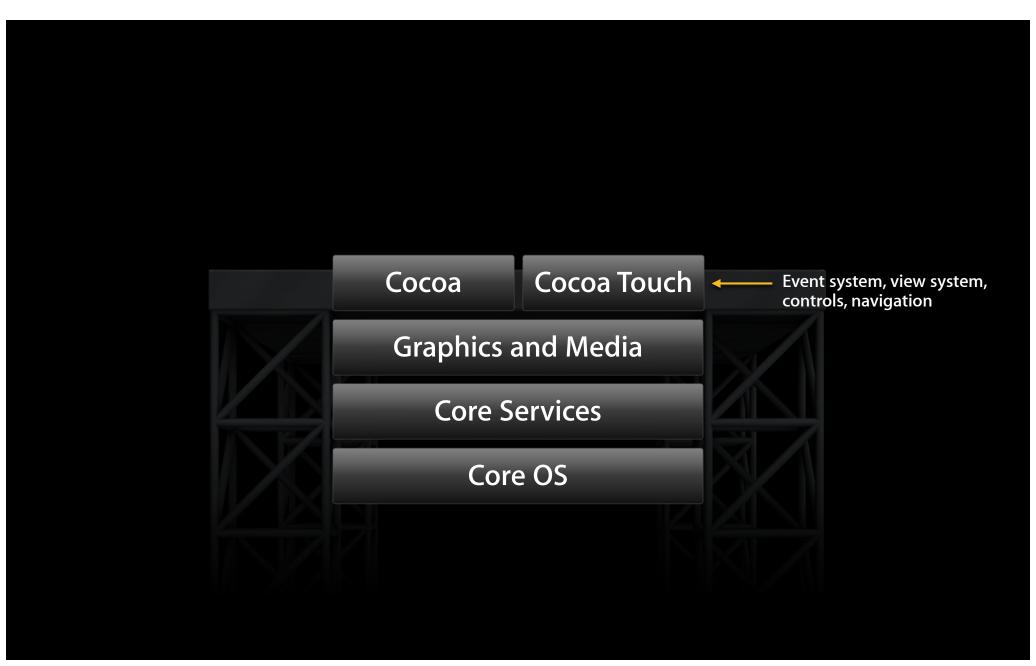


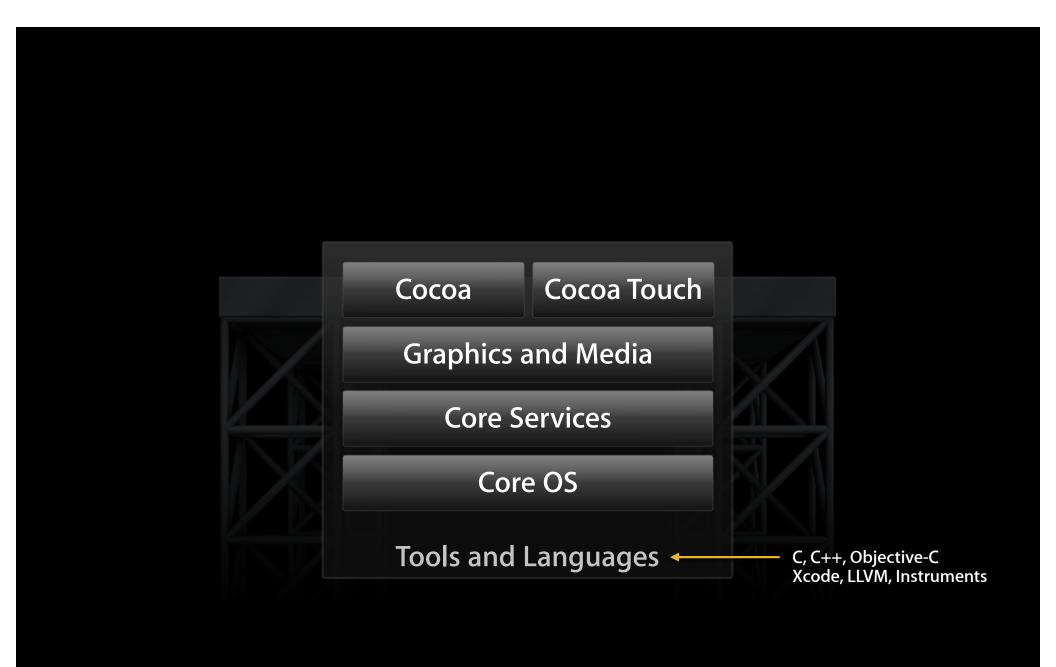
















View-based TableView

AVFoundation

Core Location

Sandboxing

Cocoa

Cocoa Touch

Graphics and Media

Core Services

Core OS

Tools and Languages

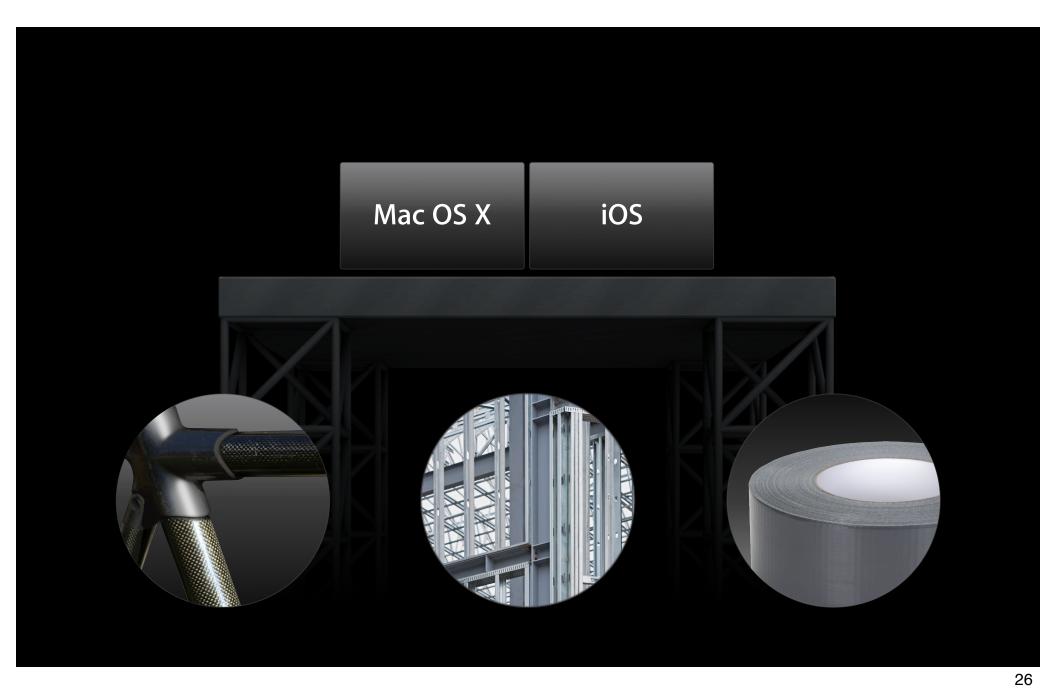
GCD Cloud Storage

UIDocument

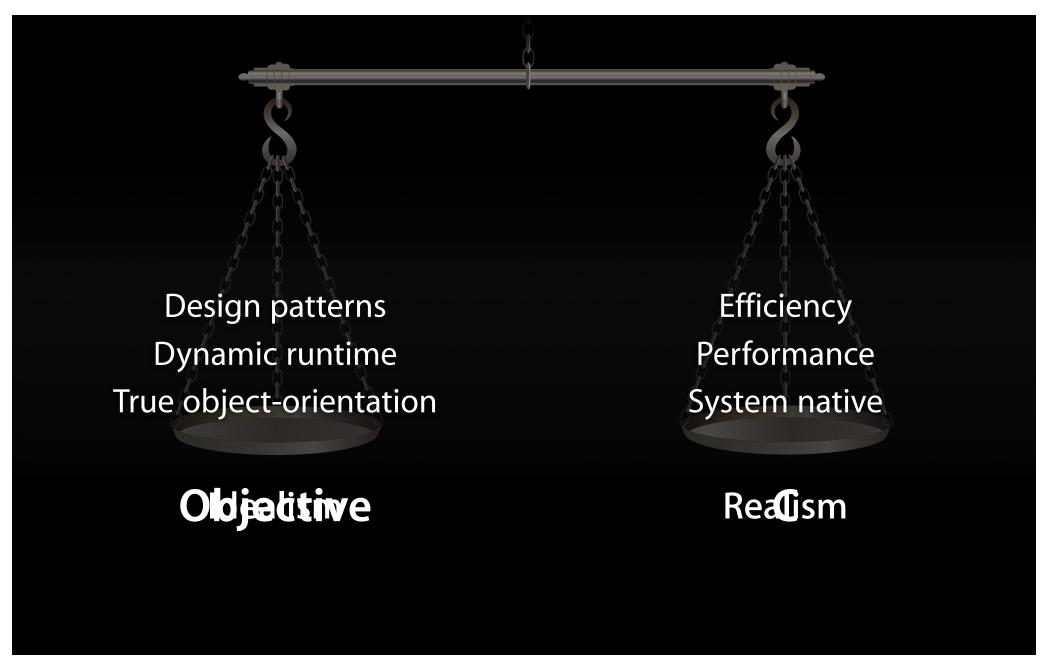
Core Image

Accelerate

Security

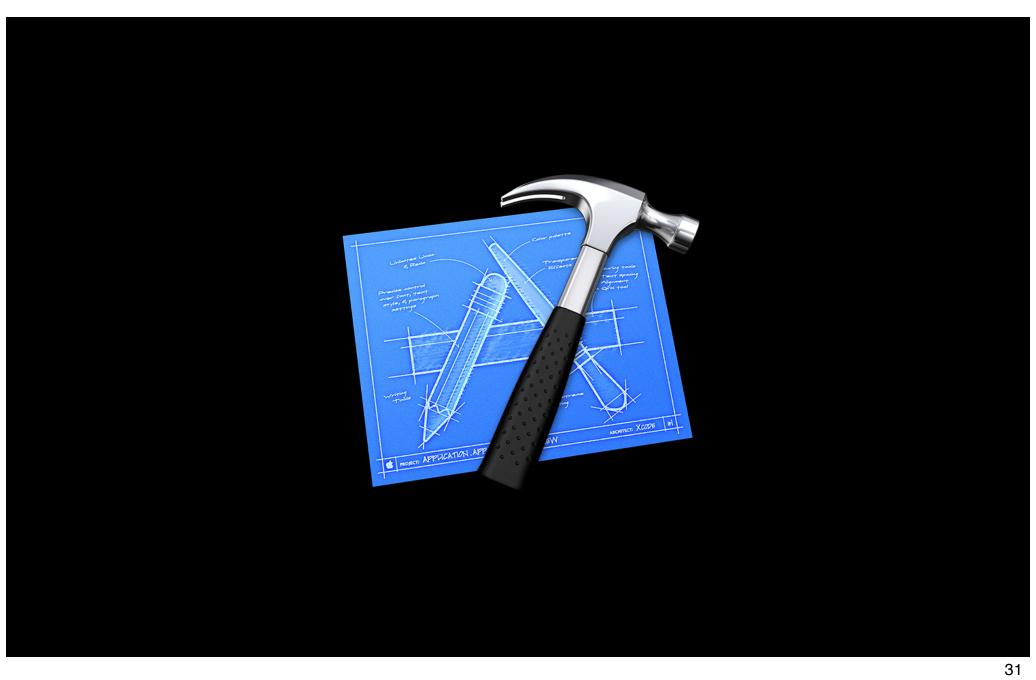


Pragmatism

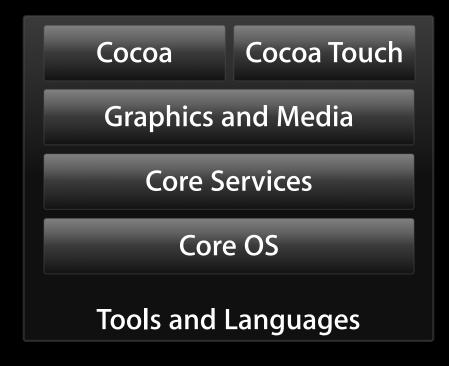


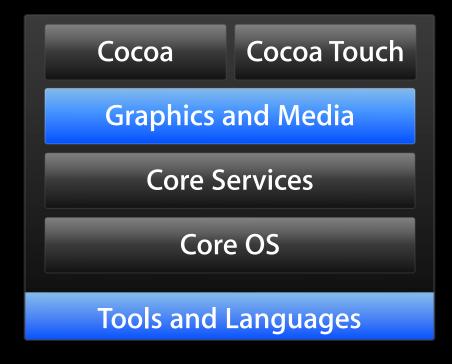


[myObject retain] [myObject release]

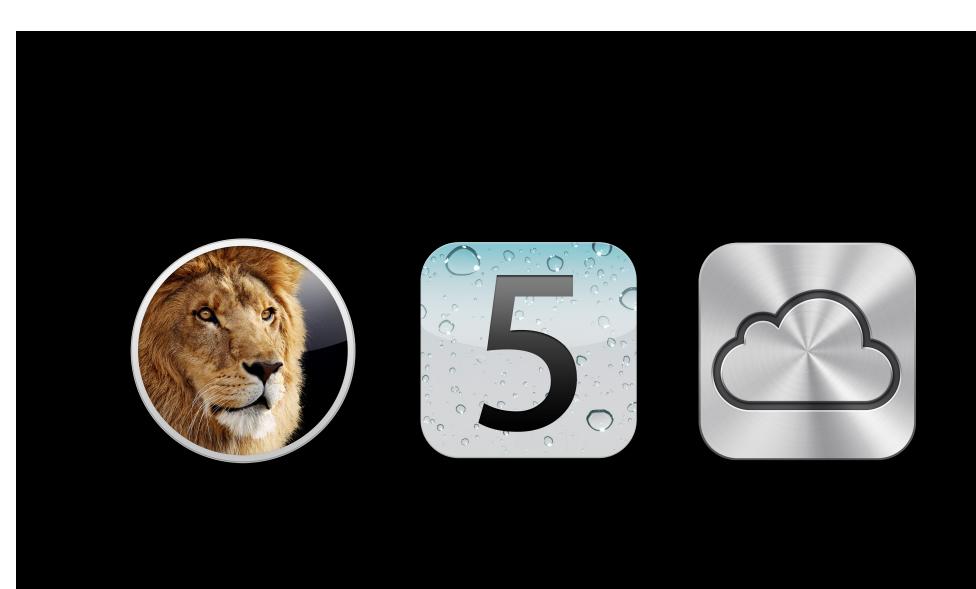


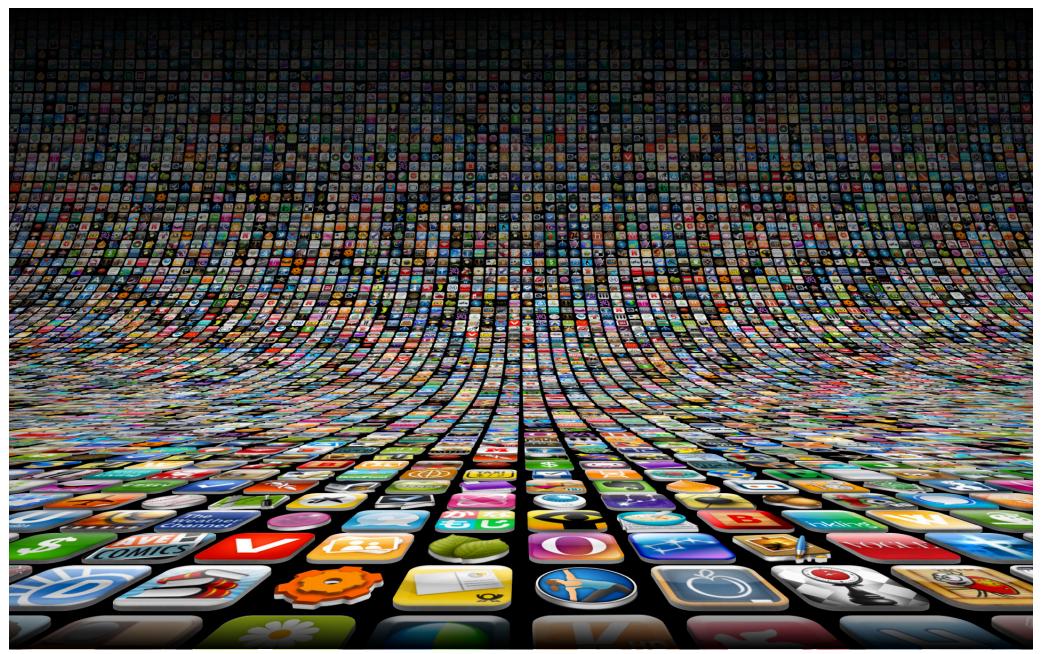
The Speed of Explicit Object Management The Simplicity of Garbage Collection





Cocoa Cocoa Touch
Graphics and Media
Core Services
Core OS
Tools and Languages





Our users expect...

Simple

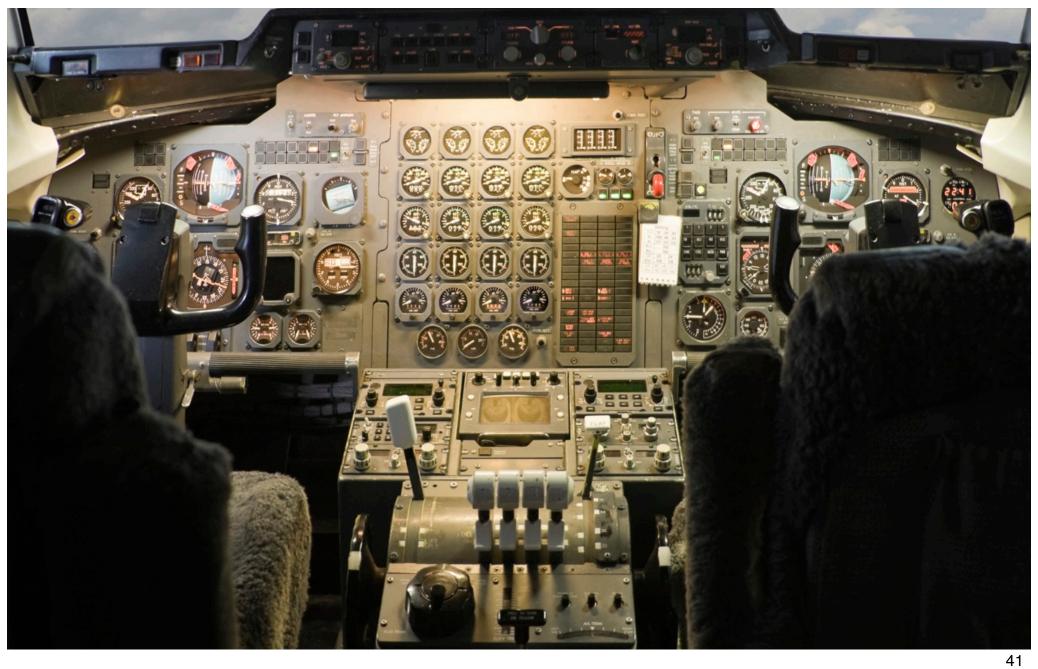
Immersive

Fast

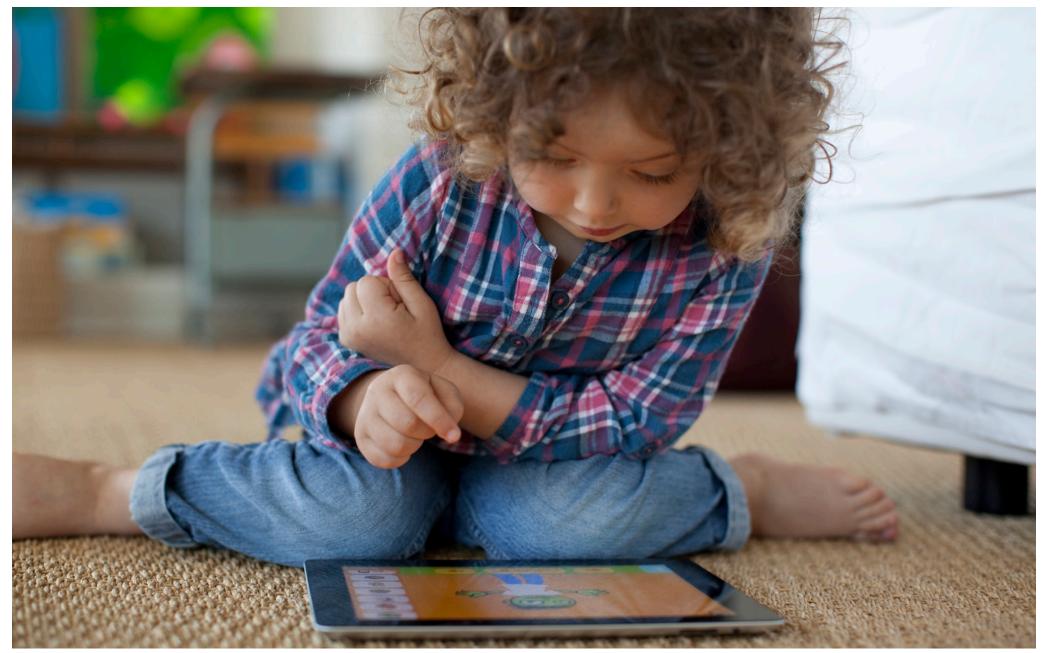
Secure

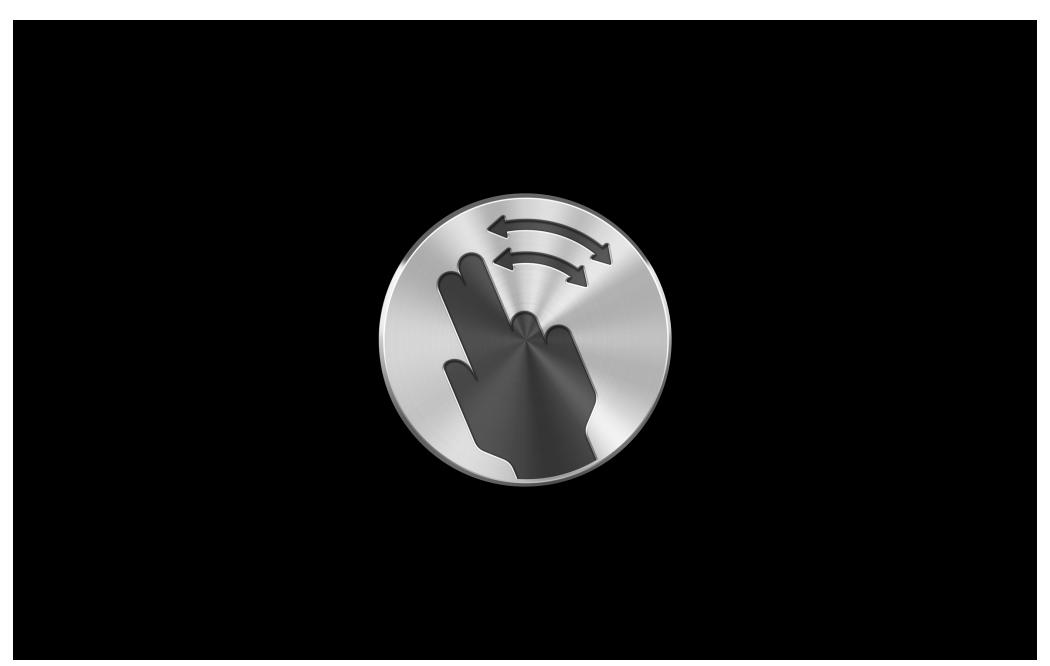
Connected

Simple











Overlay Scrollers

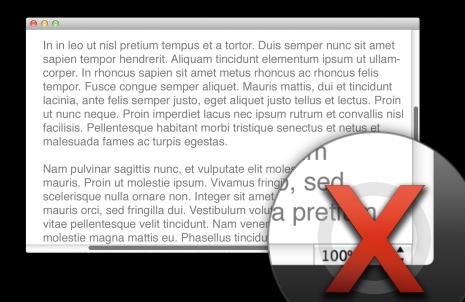


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Overlay Scrollers



Not visible when not scrolling

Behavior varies depending on input device

NSScrollerStyleOverlay, NSScrollerStyleLegacy

NSScrollElasticity

Alleys no longer suitable for controls

Scrolling Direction



massa sed enim

Aliquam erat volutpat. Ut est lectus, venenatis at hendrerit in, malesuada in nisi. Nulla et diam nibh. Donec consequat elementum neque, sit amet facilisis augue vulputate quis. Curabitur quam arcu, tempus a lobortis in, egestas sed sem. Nunc viverra quam ullamcorper eros mollis blandit. Curabitur impedite, mauris non sagittis rutrum, sem diam adipiscing libero, sed feugiat magna orci elementum neque. Pellottesqua lague gune, cursus ut luctus sed. facilisis a diam.

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Nam pulvinar sagittis nunc, et vulputate elit molestie ac. Etiam eu elit mauris. Proin ut molestie ipsum. Vivamus fringilla vulputate ipsum, sed scelerisque nulla ornare non. Integer sit amet dui est. Curabitur id mauris orci, sed fringilla dui. Vestibulum volutpat orci in est dictum vitae pellentesque velit tincidunt. Nam venenatis commodo leo, sed molestie magna mattis eu. Phasellus tincidunt semper turpis a pretium.

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Scrolling Direction



massa sed enim

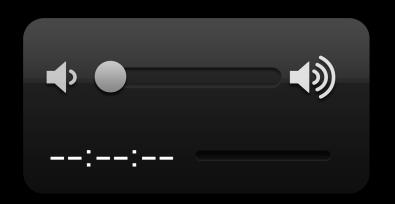
Aliquam erat volutpat. Ut est lectus, venenatis at hendrerit in, malesuada in nisi. Nulla et diam nibh. Donec consequat elementum neque, sit amet facilisis augue vulputate quis. Curabitur quam arcu, tempus a lobortis in, egestas sed sem. Nunc viverra quam ullamcorper eros millis blandit. Curabitur impedite, mauris non sagittis rutrum, sem diam adipiscing libero, sed feugiat magna orci elementum neque. Pel-

In in leo ut nisl pretium tempus et a tortor. Duis semper nunc sit amet sapien tempor hendrerit. Aliquam tincidunt elementum ipsum ut ullam-corper. In rhoncus sapien sit amet metus rhoncus ac rhoncus felis tempor. Fusce congue semper aliquet. Mauris mattis, dui et tincidunt lacinia, ante felis semper justo, eget aliquet justo tellus et lectus. Proin ut nunc neque. Proin imperdiet lacus nec ipsum rutrum et convallis nisl facilisis. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas.

Nam pulvinar sagittis nunc, et vulputate elit molestie ac. Etiam eu elit mauris. Proin ut molestie ipsum. Vivamus fringilla vulputate ipsum, sed scelerisque nulla ornare non. Integer sit amet dui est. Curabitur id mauris orci, sed fringilla dui. Vestibulum volutpat orci in est dictum vitae pellentesque velit tincidunt. Nam venenatis commodo leo, sed molestie magna mattis eu. Phasellus tincidunt semper turpis a pretium.

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Scrolling Direction

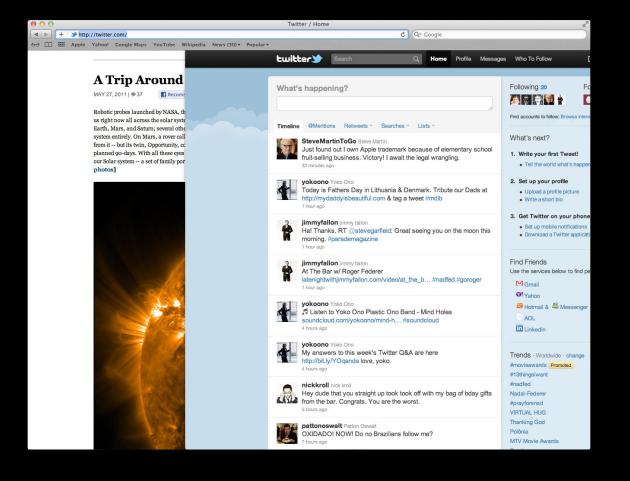


New scrolling property indicates reversal of direction

Anything depending on scrolling direction needs to look for isDirectionInvertedFromDevice
in NSEvent











Gestures



Momentum/Elastic scrolling

New distinct "momentum phase"

NSEvent scrollingDeltaX

NSEvent scrollingDeltaY

Fluid swiping

NSResponder wantsScrollEventForSwipeTracking

NSEvent tracksSwipeEventWithOptions:



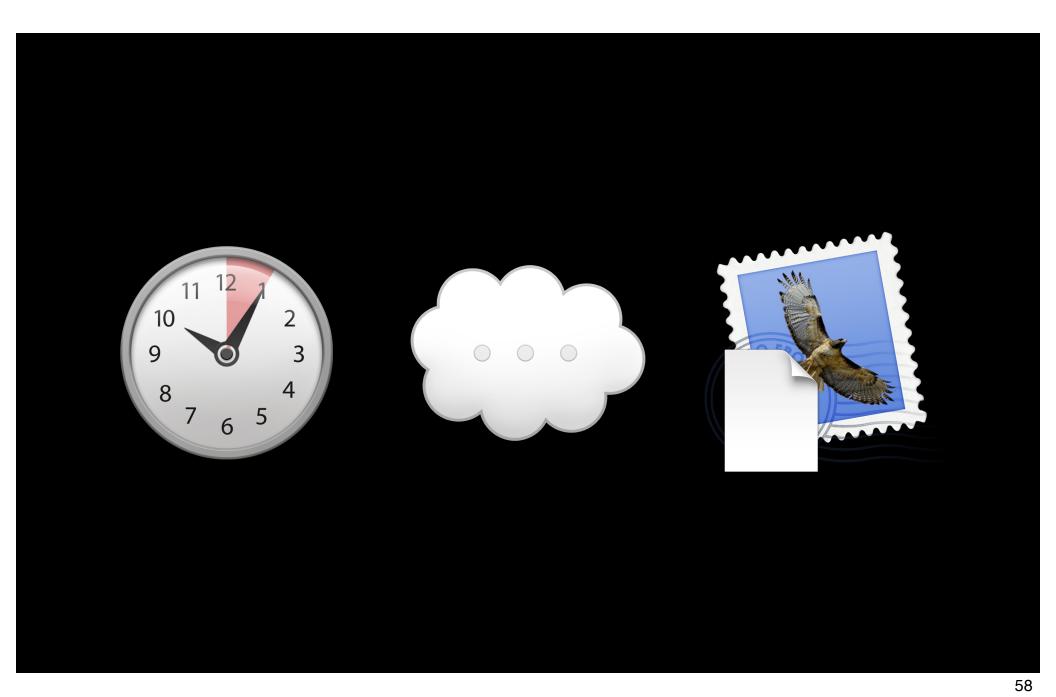
Auto Save



Saves in place
Safe atomic operation

Asynchronous disk I/O by default

Smart saving policy



Auto Save



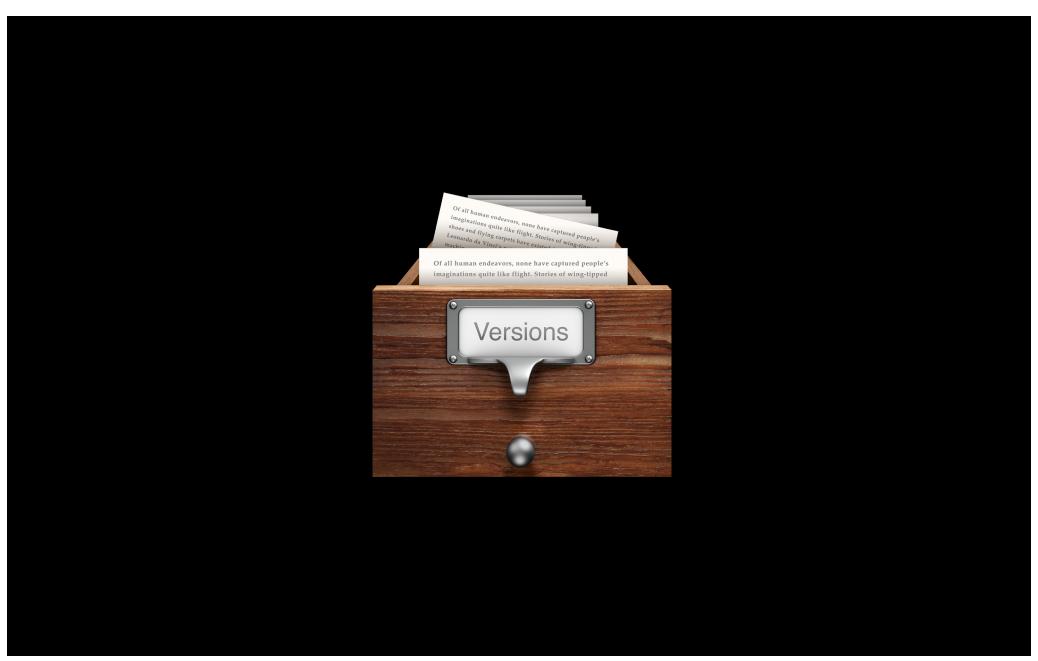
Built into NSDocument

Override autoSavesInPlace:

```
+ (B00L)autosavesInPlace {
    return YES;
}
```

Or, do it the hard way

NSFilePresenter NSFileCoordinator



Versions



Automatically creates revisions

Hourly

On open

On save

On reversion

On duplication

On rename

When locked

Significant changes



Versions



What you do

Implement Auto Save

"Current document" is your

NSDocument window

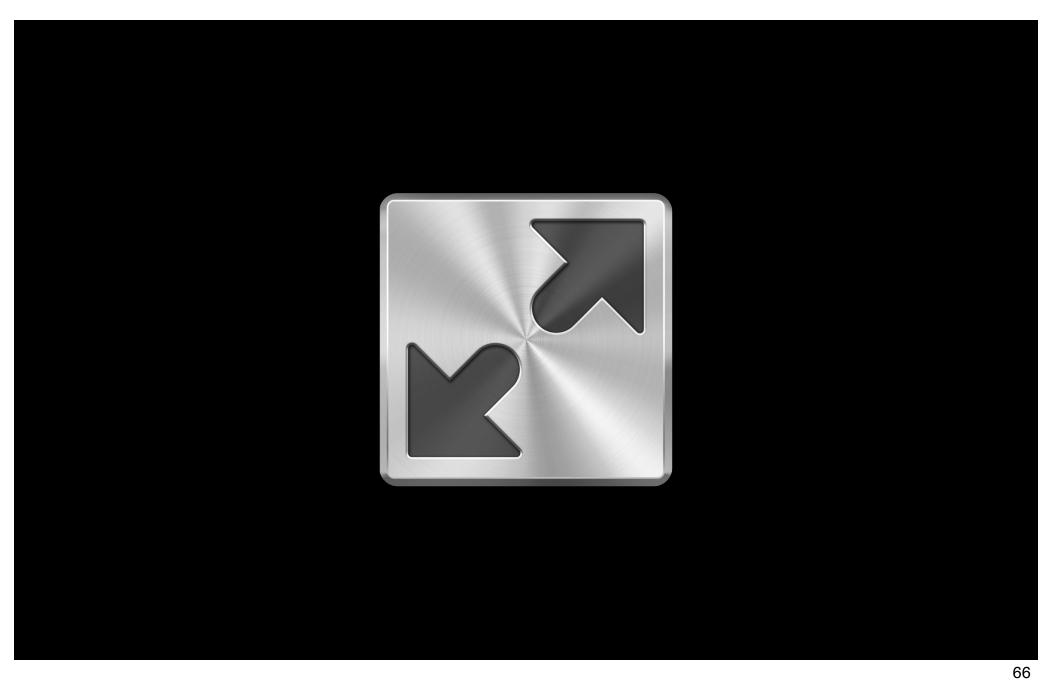
NSFileVersion foundation API

Optional

Versions-specific UI changes

Immersive

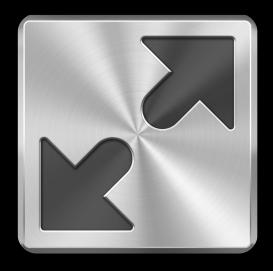








Full Screen Apps



System-wide in Lion

Enables application switching without exiting full screen

Consistent UI

Consistent behaviors

Dock hides

Dock and menu always available

Full Screen UI Options



Decide how toolbars and other interface elements are displayed

Take advantage of new APIs

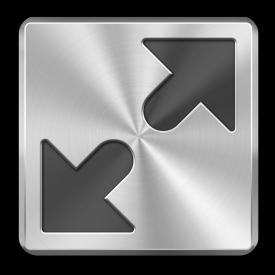
Custom full screen transition animations

Toolbars

NSPopover



Full Screen Apps



New API

NSApplication

NSApplication Presentation Full Screen

NSWindow

NSW indow Collection Behavior Full Screen Primary

NSWindowDelegate

JavaScript full screen API in WebKit





UIKit Skinning



APIs throughout UIKit

New protocol for skinning

UIAppearance

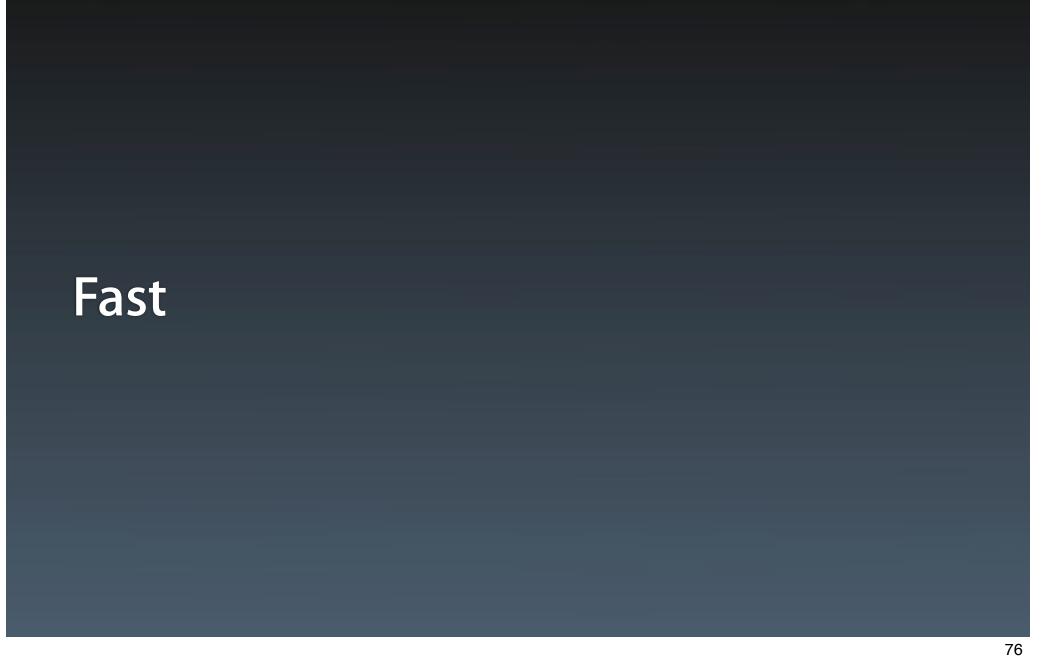
Background images

Tint colors

Text color, size, and font

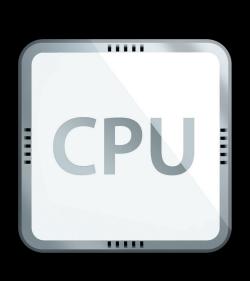
Instance, global, or containing class scope

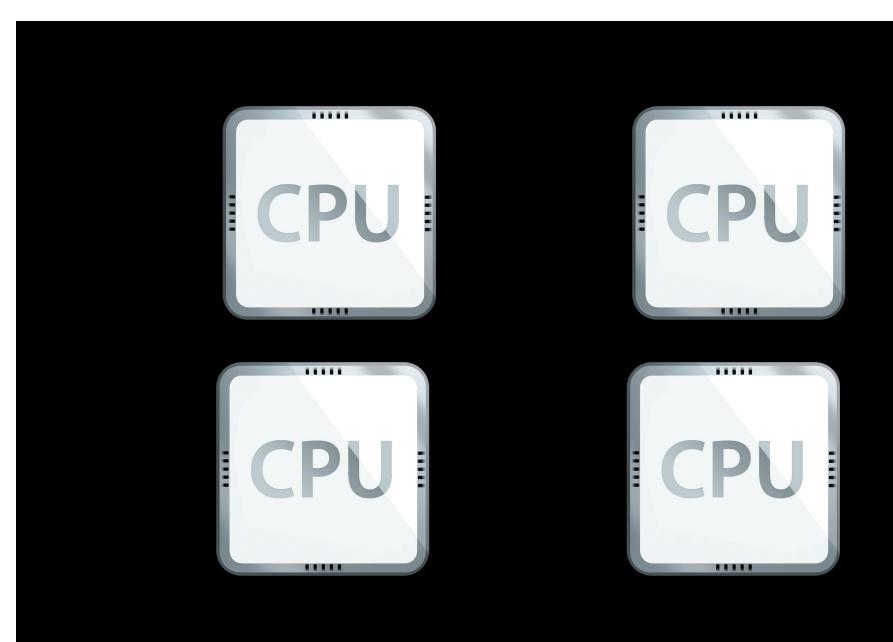
e.g., change background of buttons inside Popovers



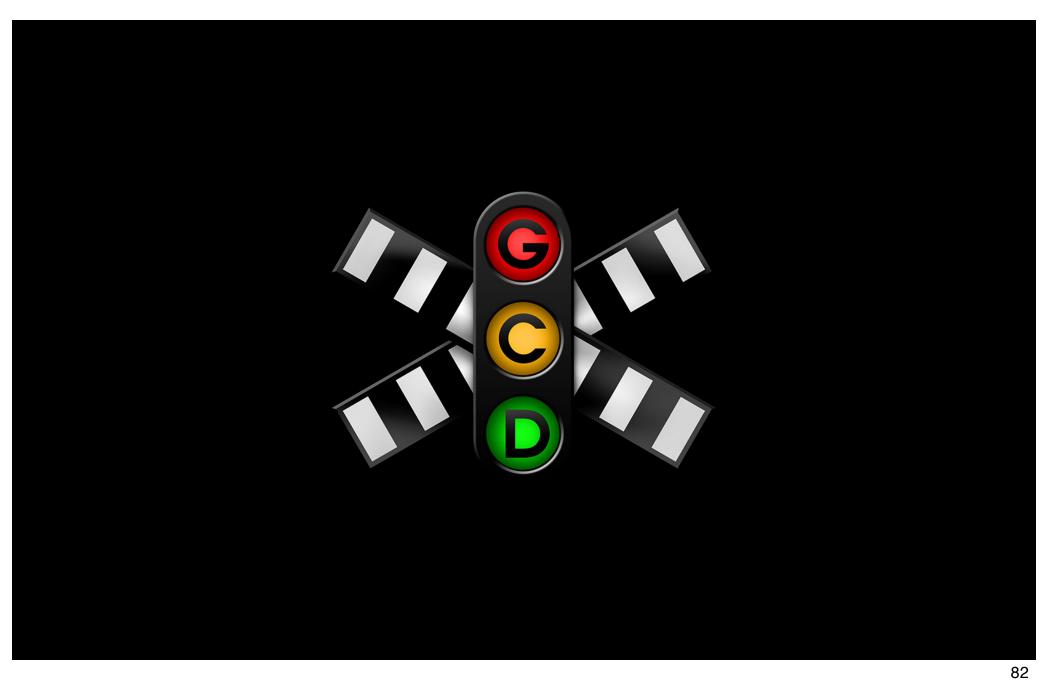




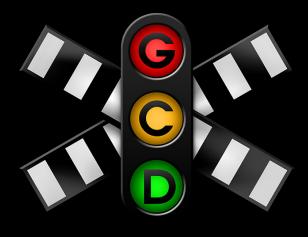








Dispatch



Block-based

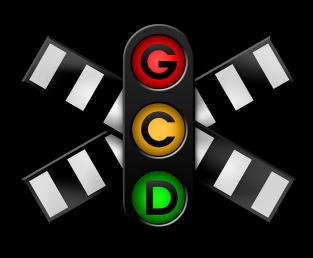
Low overhead

Lockless scheduling

Wait-free algorithms

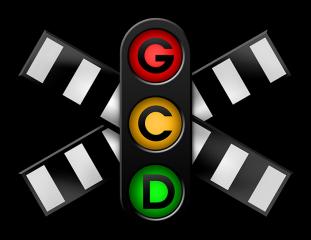
Scales up

Scales down





New in Grand Central Dispatch

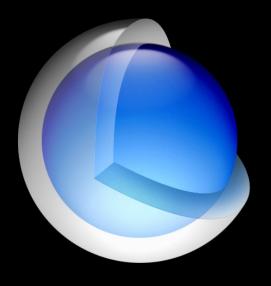


Serialized I/O

Use blocks and queues to manage asynchronous file and network I/O

Private concurrent queues

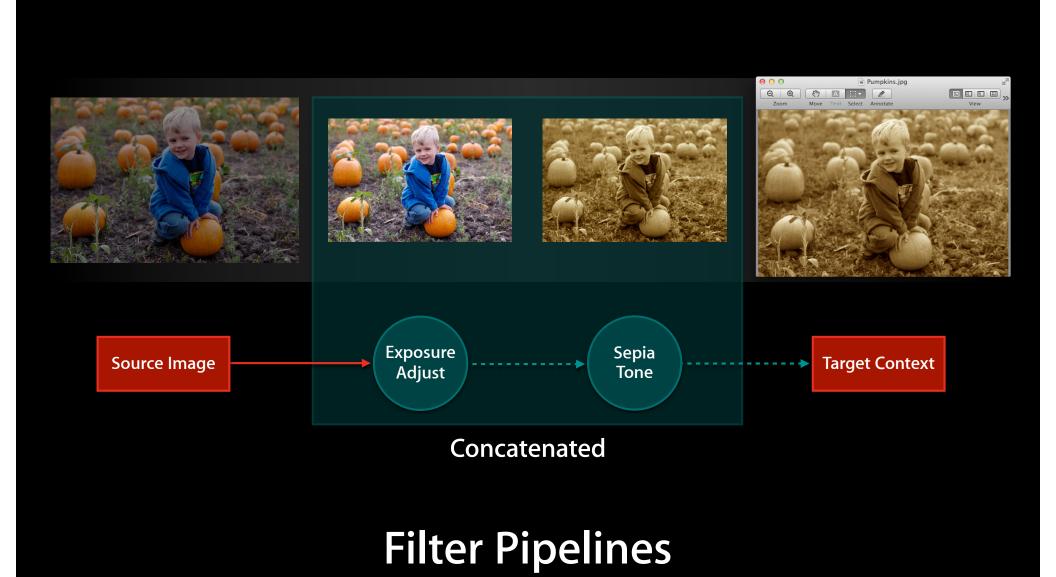
Core Image



GPU-accelerated image processing

Executes shader pipeline

Base set of 17 filters and effects on iOS, over 100 filters on Mac



Accelerate Framework

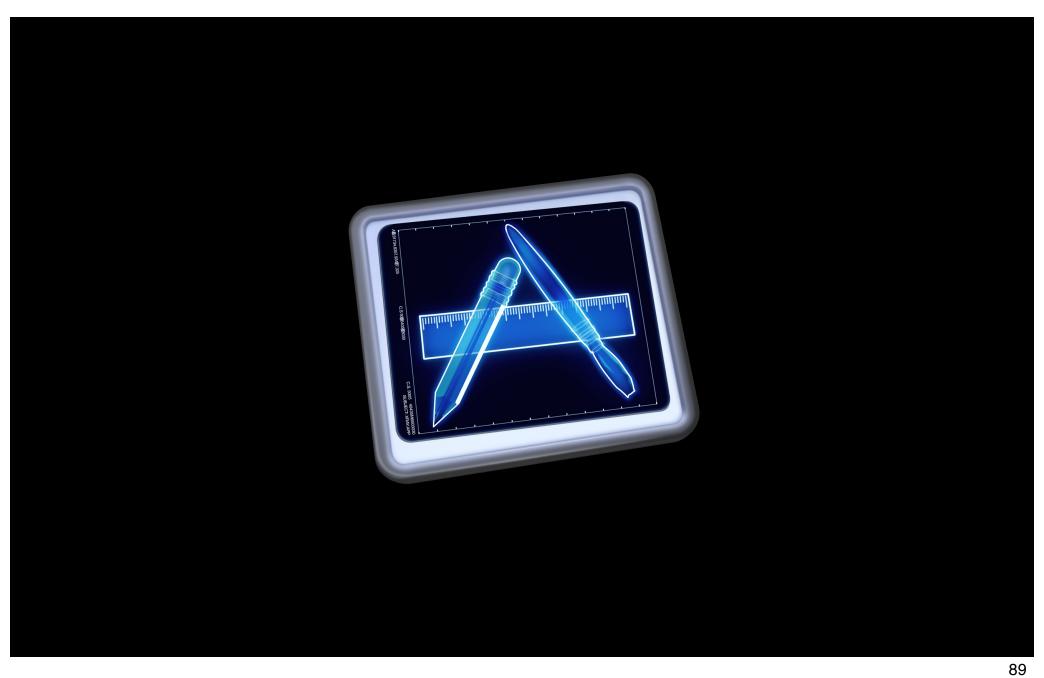


Hand-tuned assembly code

Takes advantage of vector units in CPU

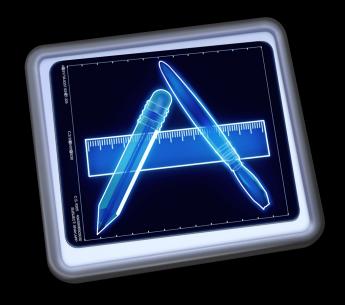
Image processing algorithms in vlmage

Trigonometric and transcendental functions in vForce





Instruments



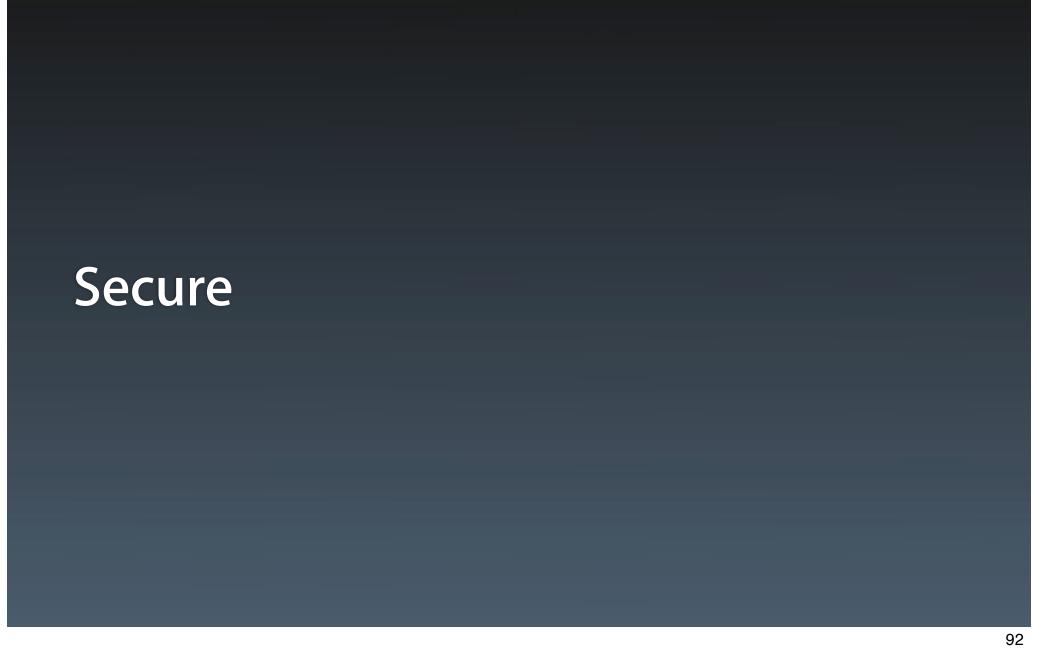
Performance sampling and analysis of memory and CPU

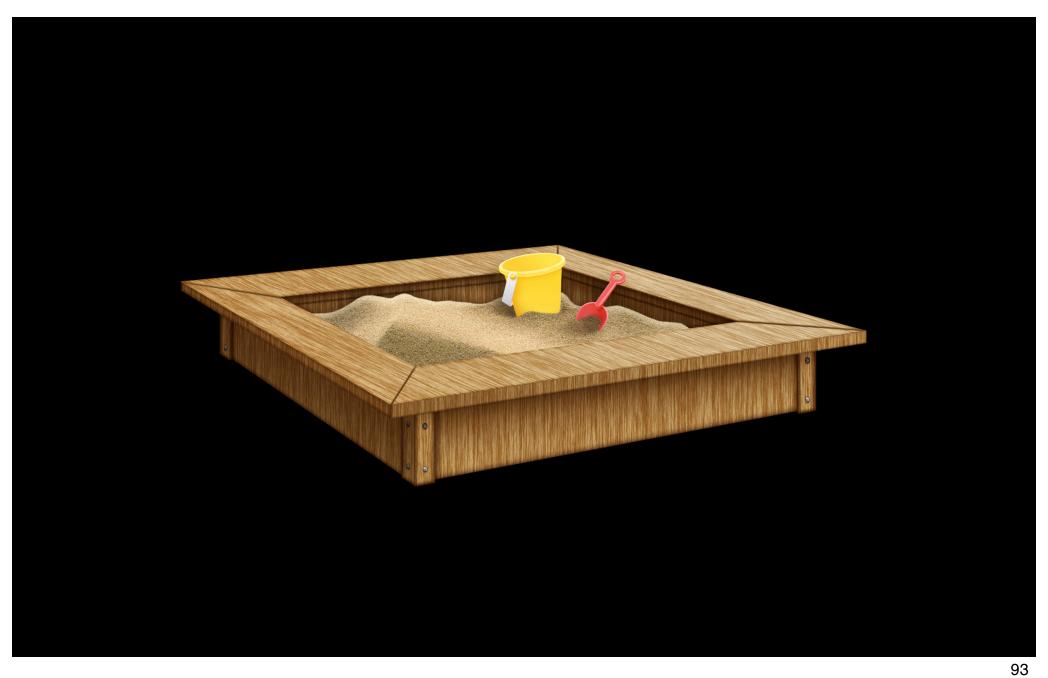
UI automation

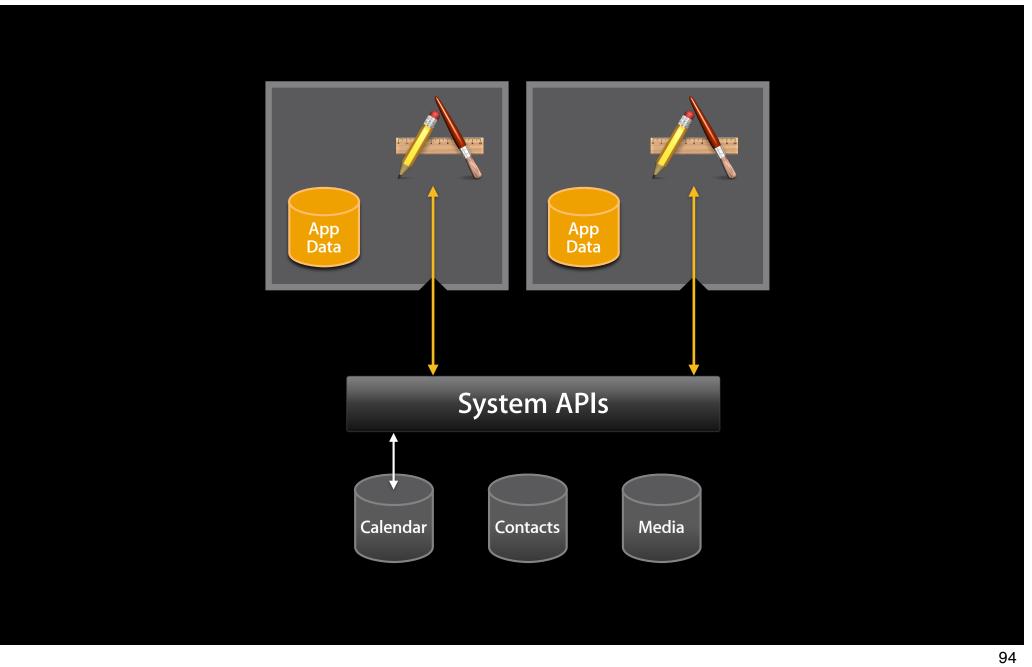
Retain cycle debugging

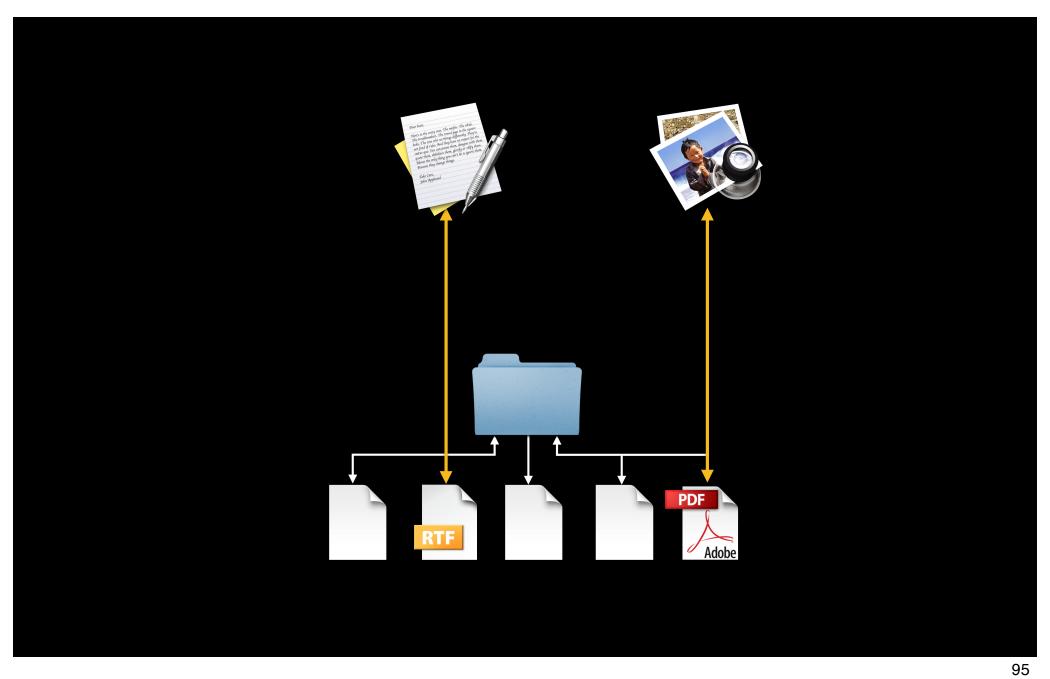
Systrace brought to iOS

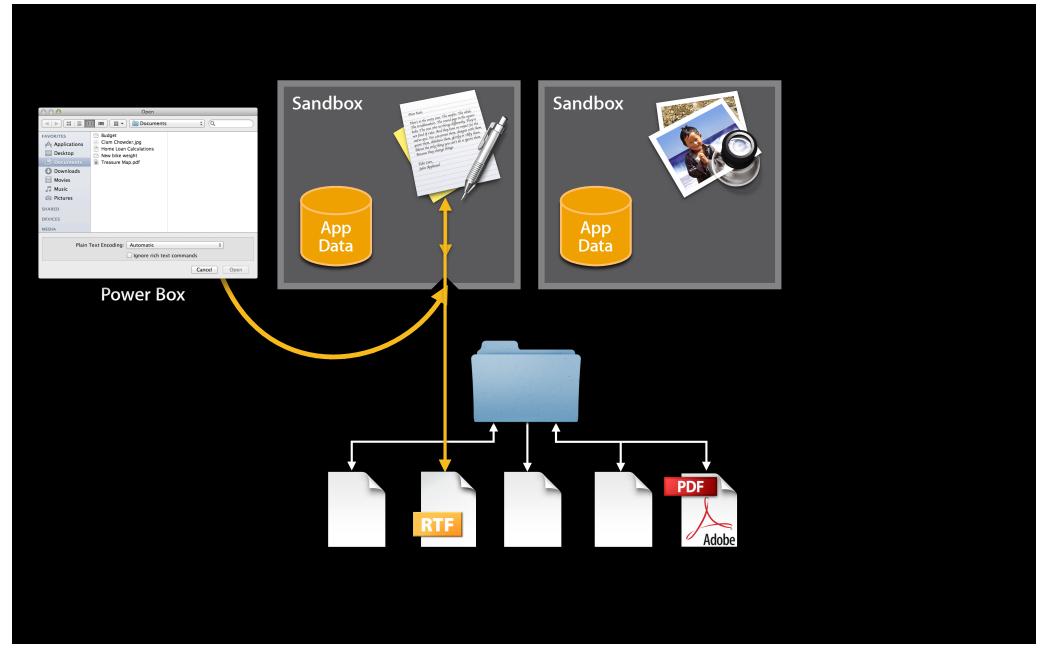
OpenGL performance tools











App Sandbox in Lion



Entitlements-based system similar to iOS

Protects system against apps being compromised

Power Box provides system-mediated access to user-specified files

Sandboxing Your App



Use proper path query APIs for temp directories, settings, etc.

Set up code signing
Signing identity
Build setting

Entitlements editor in Xcode 4.1

Choose the minimum necessary set of entitlements

Entitlements



Filesystem

Mediated/unmediated, read/write

Folders and assets

Downloads, movies, pictures, music

Networking

Hardware

Camera, mic, USB, printing

Personal information

Address book, calendar, location

Temporary Exceptions



Provided for transition purposes

Send Apple Events

Mach service lookups

Home-relative file read/write

Absolute path read/write

Inherit app sandbox from parent process

Mac App Store



All Mac apps submitted after November 1 must implement sandboxing

Justify all requested entitlements Consistent with visible features

Temporary exceptions are temporary

Data Protection



Provides protection beyond device-level encryption

Hardware accelerated AES 128

Now for Core Data

File Vault 2



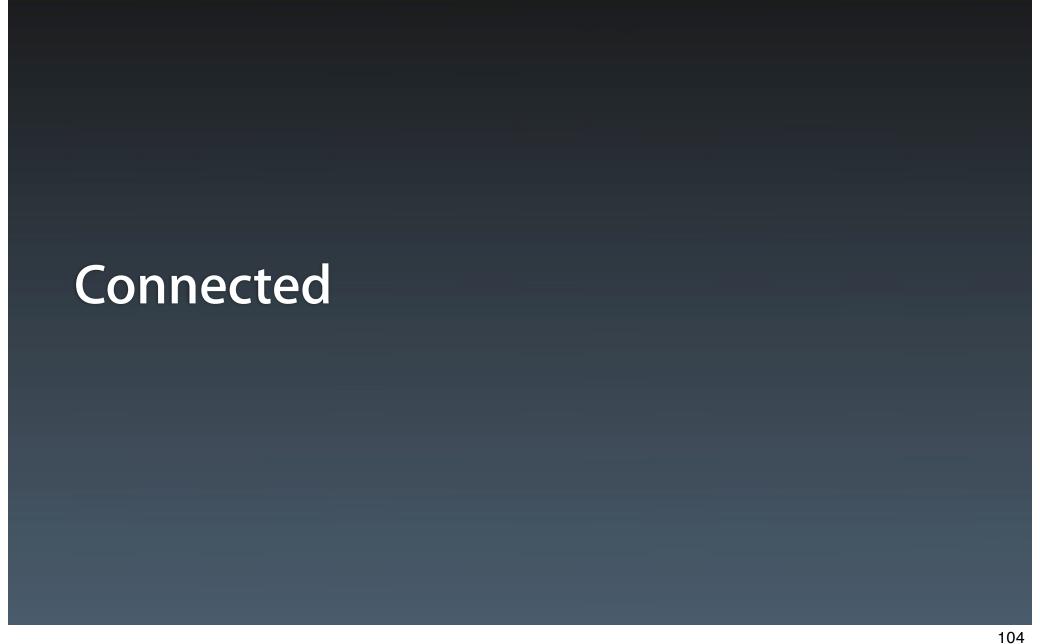
Encrypts entire drive

Supports external drives

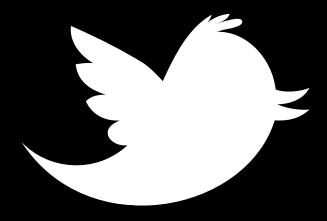
Based on new Core Storage volume format

AES-XTS 128 encryption

AES-NI hardware accelerated on capable CPUs



Twitter



New built-in TweetSheet UI for Twitter

TWTTweetComposeViewController

Image attachments

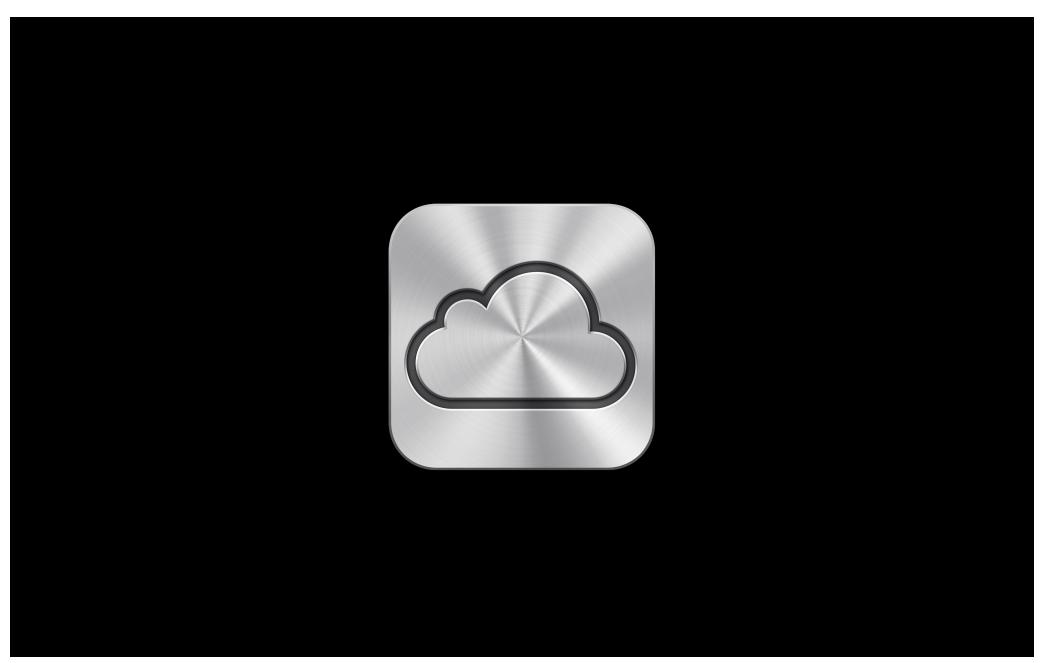
URLs

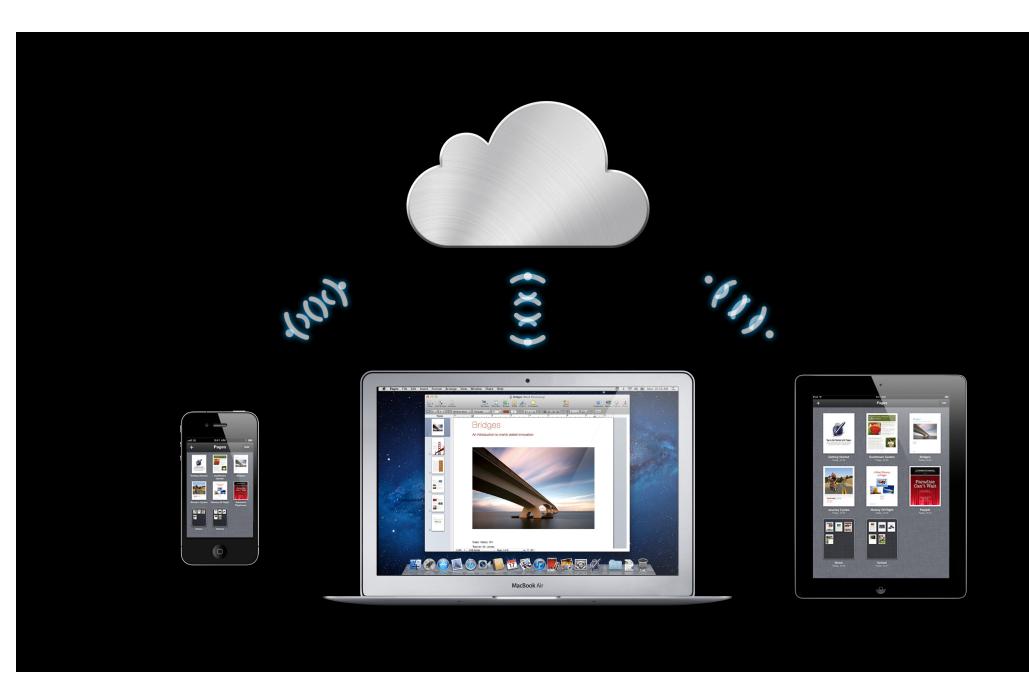
User accounts

ACAccount mechanism

Arbitrary API requests

TWRequest







Cloud Storage



Two data types

Key-Value Store

Mobile documents

Key-Value Store



Dictionary in the sky

NSUbiquitousKeyValueStore

Limited value size, number of keys

Apps do not need to be running to get new values

Mobile Documents



Documents everywhere

App writes to cloud storage sandbox

Transfers are asynchronous

File metadata and data are handled separately



In the Cloud



Data is encrypted for transfer and storage

Stored in a geographic location close to the user

URL for user sharing
NSFileManager extension

Enabling iCloud Storage



Give users a choice

Request entitlements for cloud storage

Mobile documents

NSDocument and UIDocument have built-in support

NSFileManager, NSFilePresenter, NSFileCoordinator for roll-your-own

Core data support for "shoebox" apps

Sharing Data Between Apps



Default access is based on bundle id

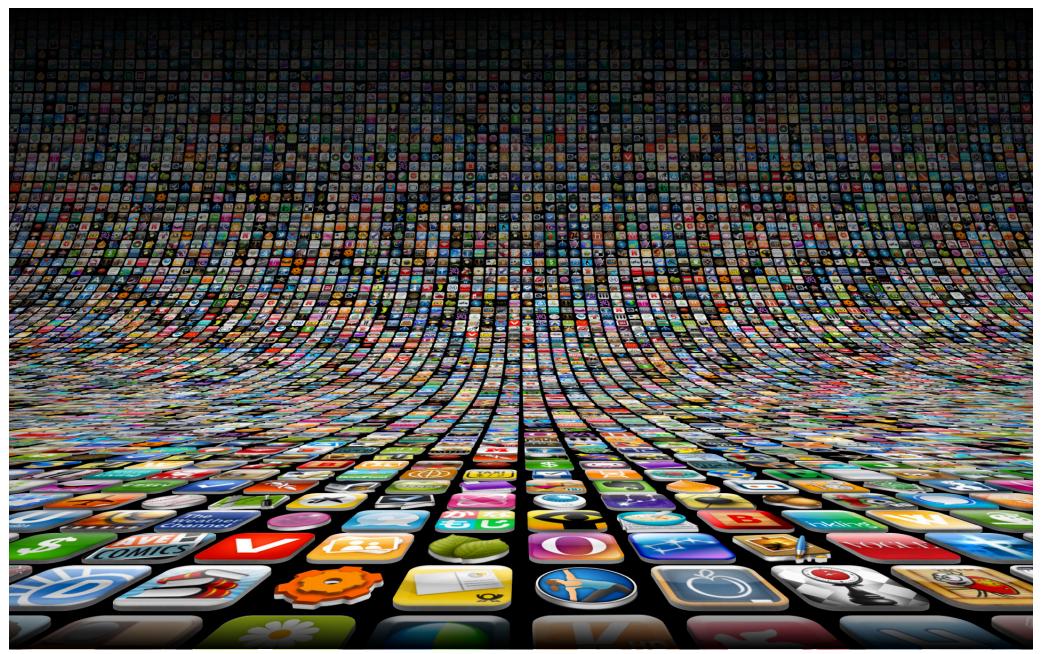
Entitlements for sharing

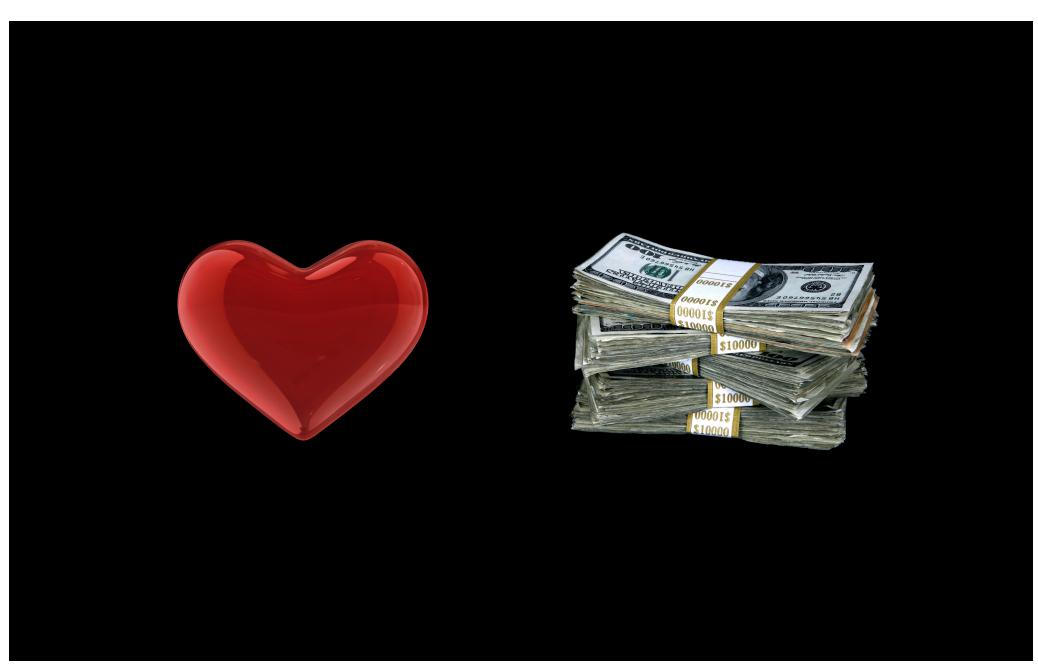
Must be same developer prefix

com.myCompany.*

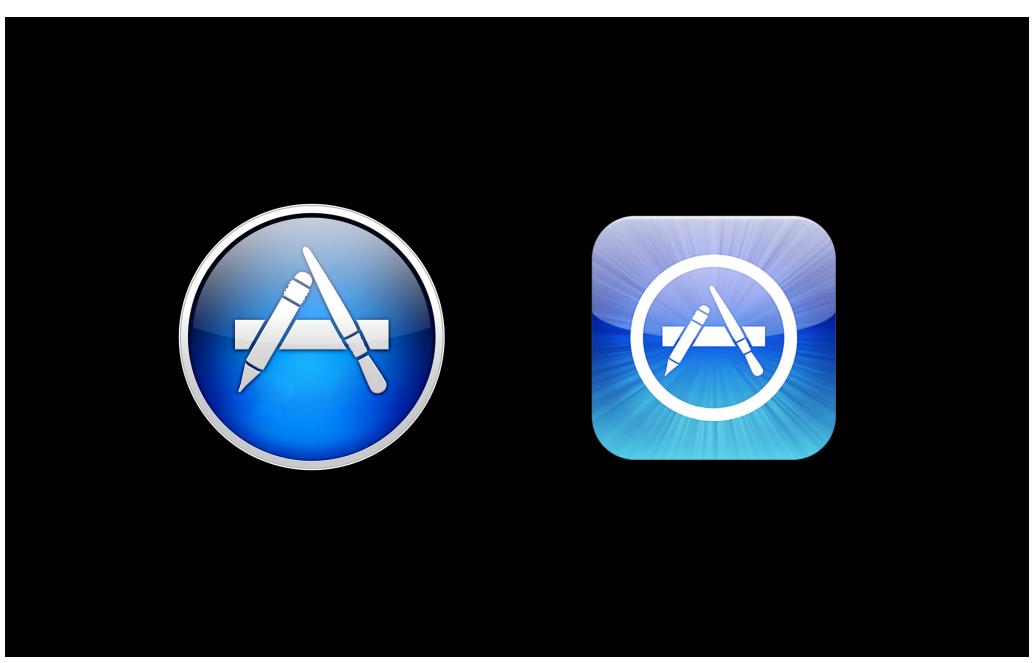
Cross-device sharing

Premium and free version sharing





Getting to Market



Mac App Store



In-app purchase

Use StoreKit to manage purchasing Register product info in iTunes Connect

Delta updates

Just works!

Push notification

Extensions to NSApplication

Icon badges



Newsstand Kit



Manage issue content for magazine and newspaper apps that appear in Newsstand

Set up content to download on regular schedule



Think Global!



Over 90 countries

41 languages

Millions of users

Phased Approach



Localize metadata in the app store

Internationalize your app

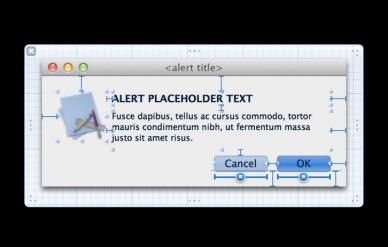
Take advantage of locale-aware UI

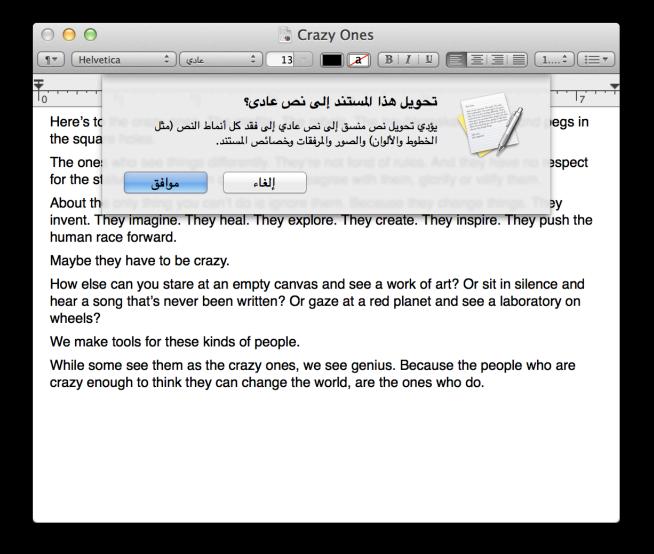
Use system frameworks

Translate

Strings

Templates and other in-app content





Auto Layout



Constraints rather than coordinates

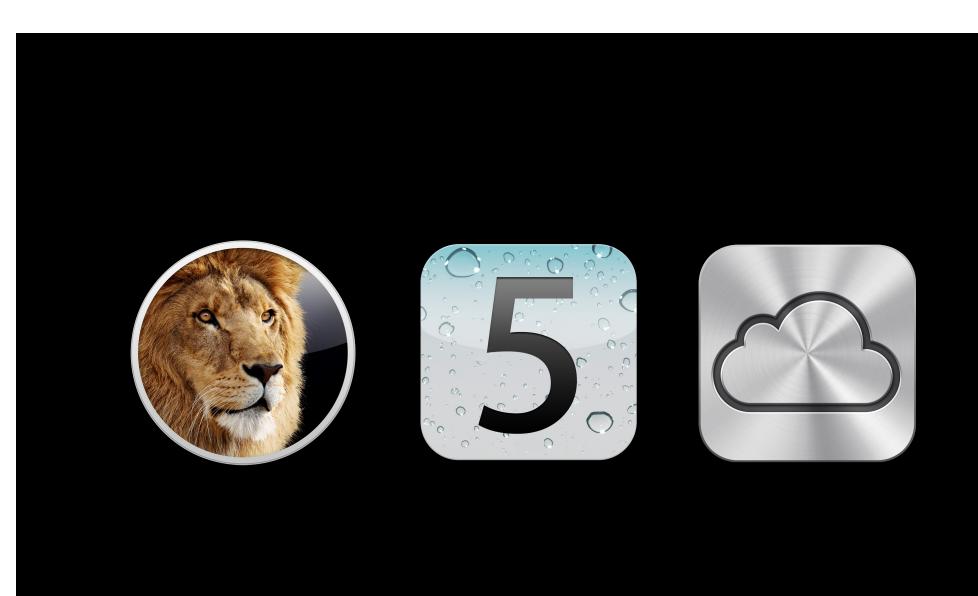
Supports "flipping" when using right-to-left languages

Interface Builder support in Xcode 4.1









Application Frameworks	Core OS	Developer Tools	Graphics, Media & Games	Internet & Web
Autosave	Accelerate	Xcode	OpenGL	Cloud storage
Versions	Grand Central	LLVM	AVFoundation	In-app purchase
UIDocument	Dispatch	Instruments	GLKit	Push notifications
Gestures	Sandboxing	Objective-C	Core Image	Newsstand Kit
Full Screen	Data Protection	Core Data	Game Center	iAd
UIKit Skinning	Networking		Core Audio	Safari extensions
Twitter integration	Device access		Core Animation	HTML5
Autolayout	XPC			



