

What's New in State Restoration

Saving and restoring application state on iOS

Session 222

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UIKit iOS Developer

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

Application State Restoration



Agenda



Agenda



- Feature highlights

Agenda



- Feature highlights
- What's new in iOS 7

Agenda



- Feature highlights
- What's new in iOS 7
- Security/background operation

Agenda



- Feature highlights
- What's new in iOS 7
- Security/background operation
- Tools

What Is State Restoration?

What Is State Restoration?

- Preserve app state

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- Preserve app state
- Restart is like resuming from the background

What Is State Restoration?

- Preserve app state
- Restart is like resuming from the background
- Based on what the user is doing

Demo

Image Viewer: implicit restoration

What Was Restored?

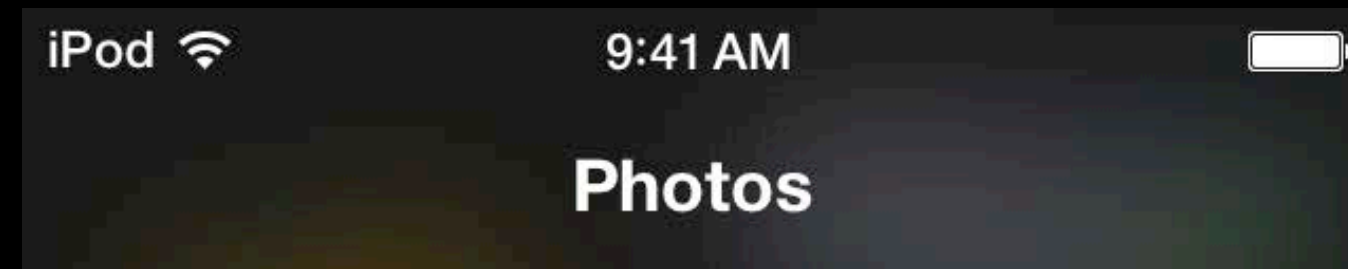
What Was Restored?



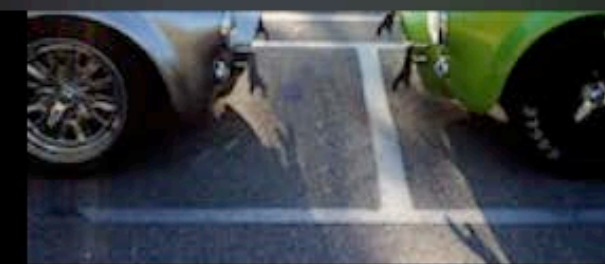
What Was Restored?



Navigation Controller



Golden Trio



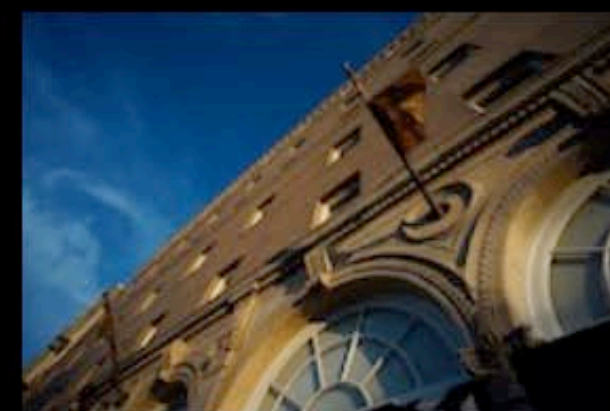
Two Kings



Three Flags



Dahlia



Setting Sun



Ominous



Golden Lambo

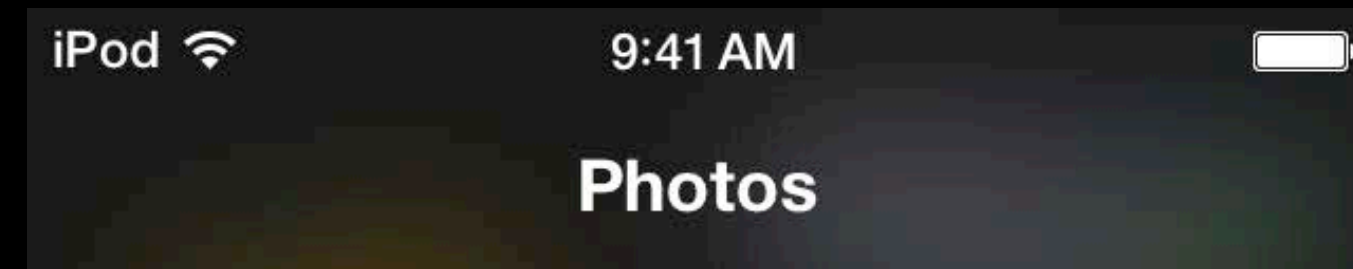


Fire Flower

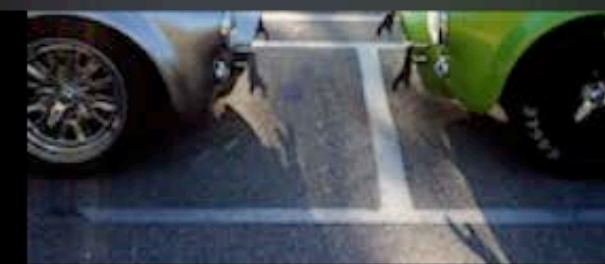
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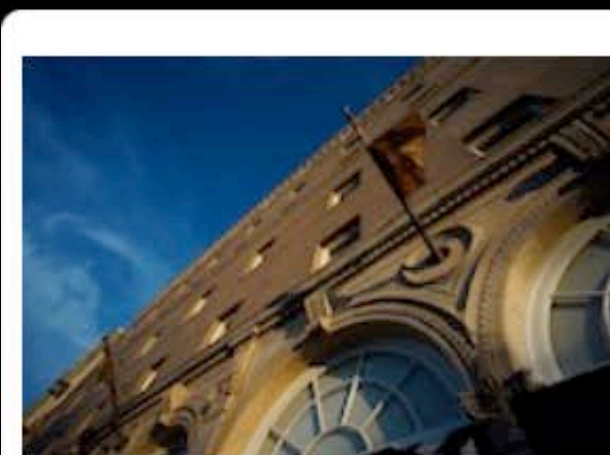
Two Kings



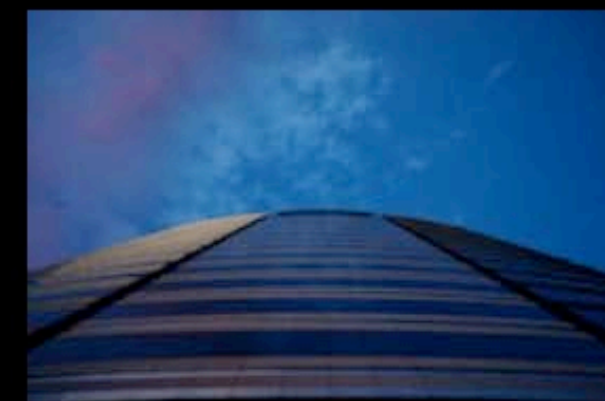
Three Flags



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Setting Sun



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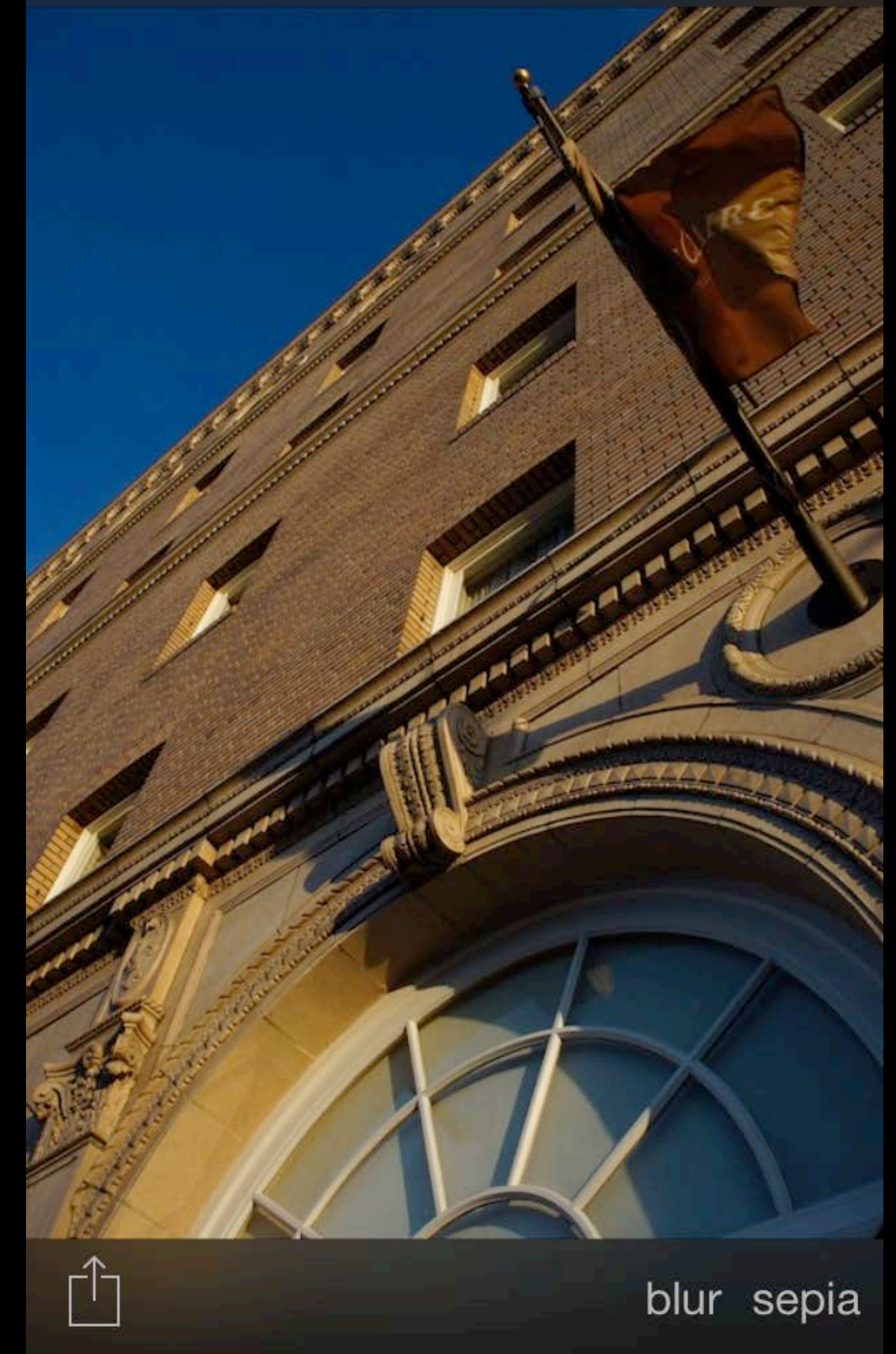
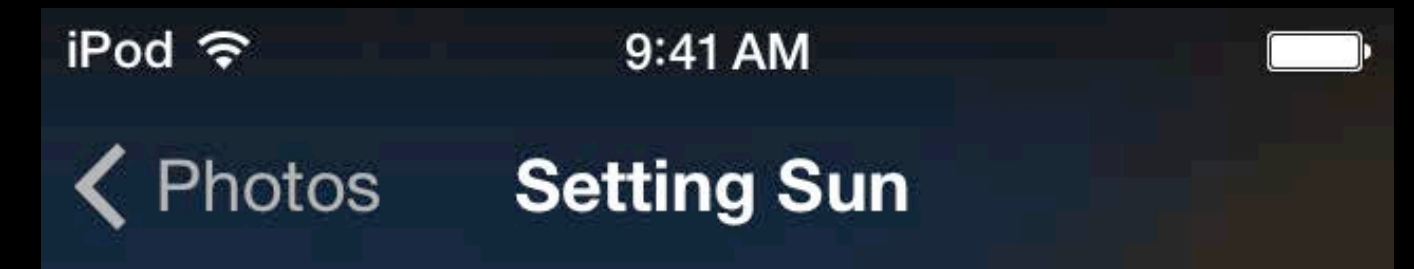
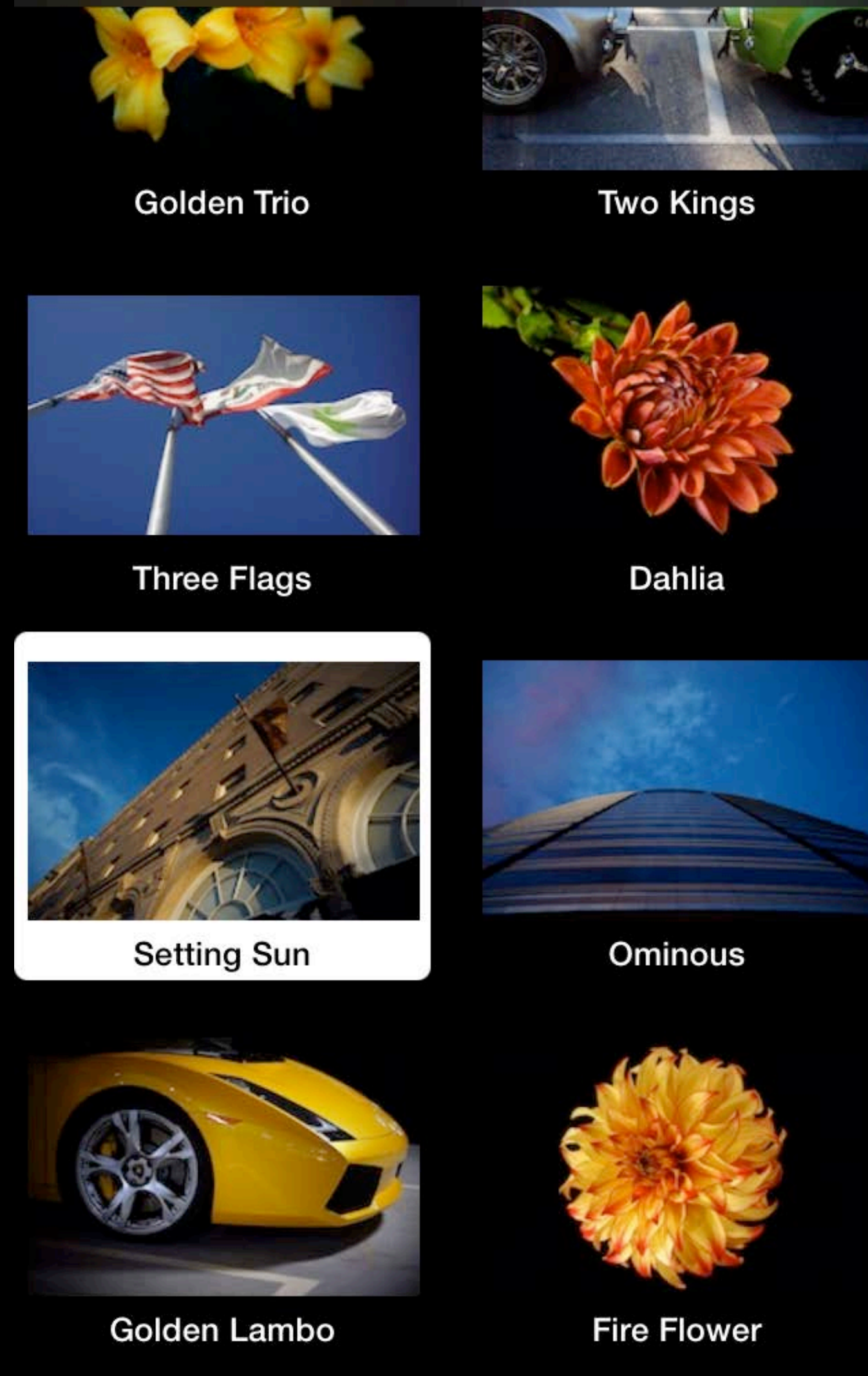
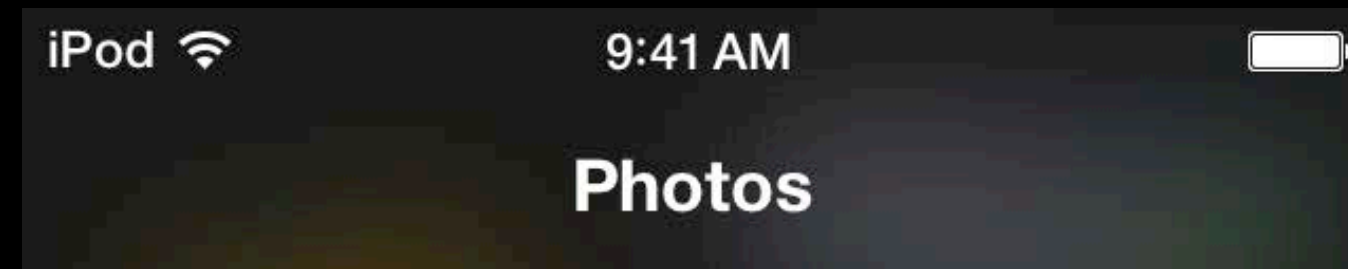


Fire Flower

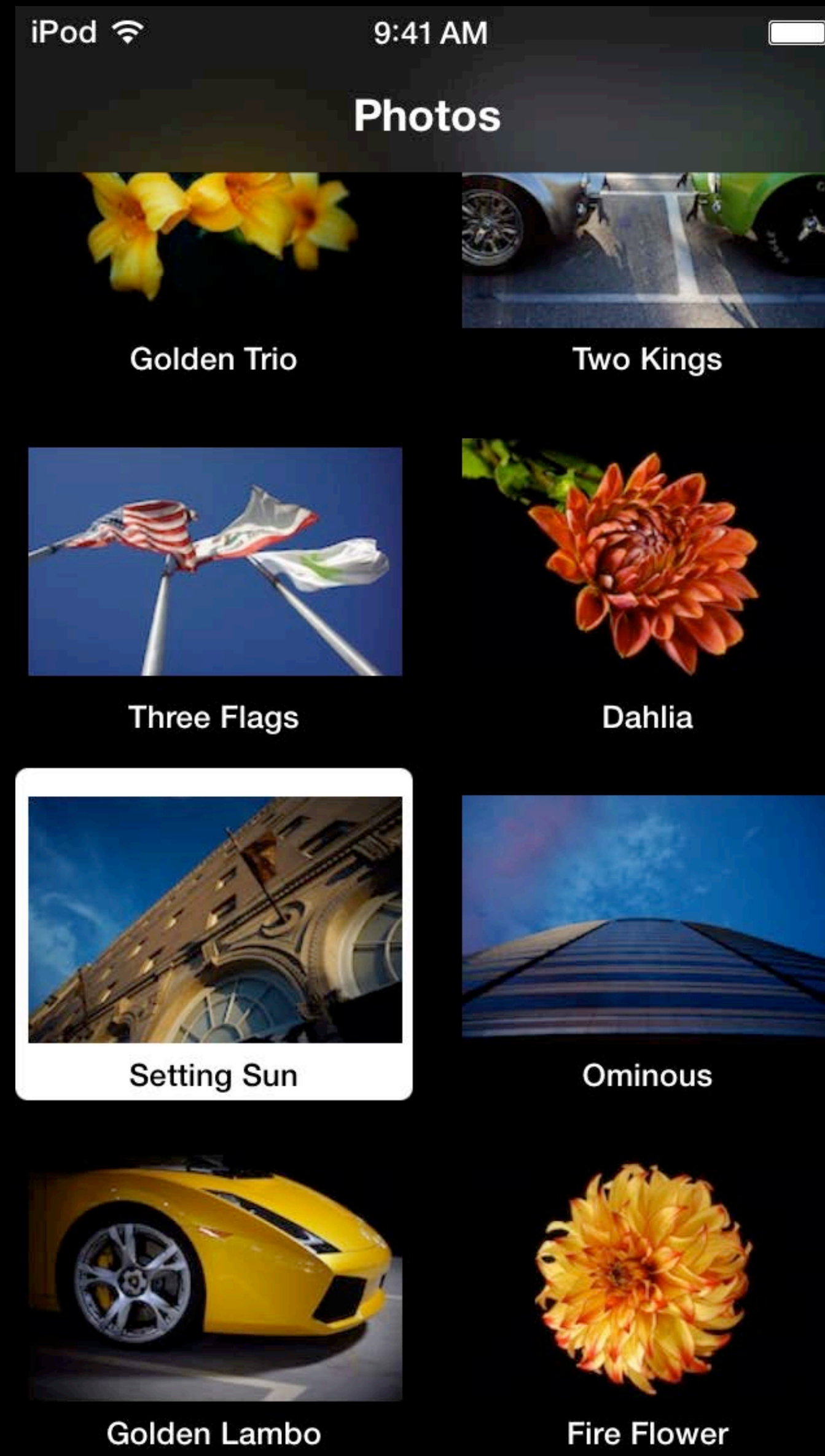
What Was Restored?



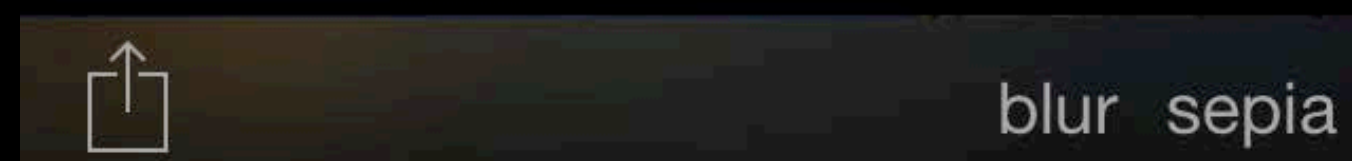
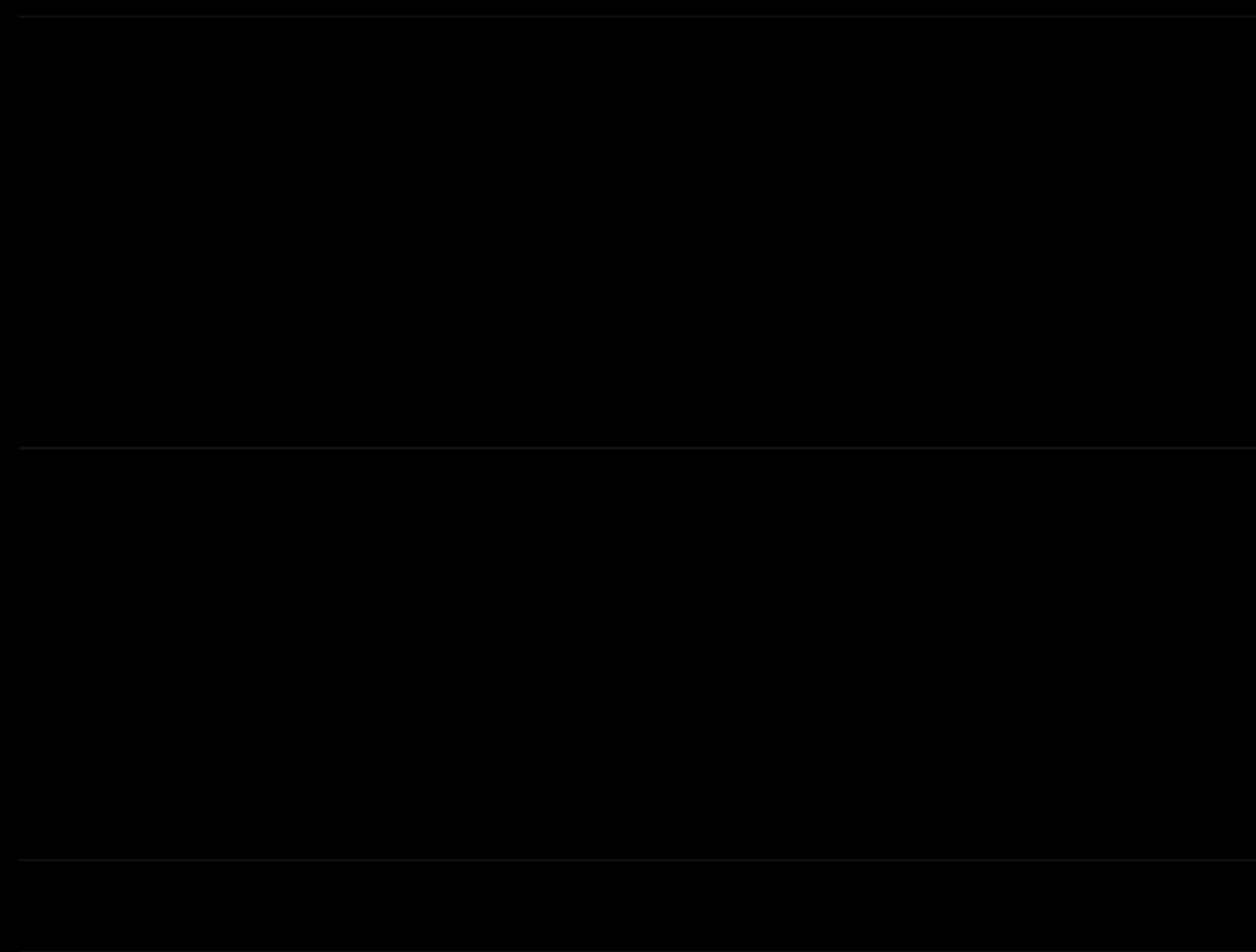
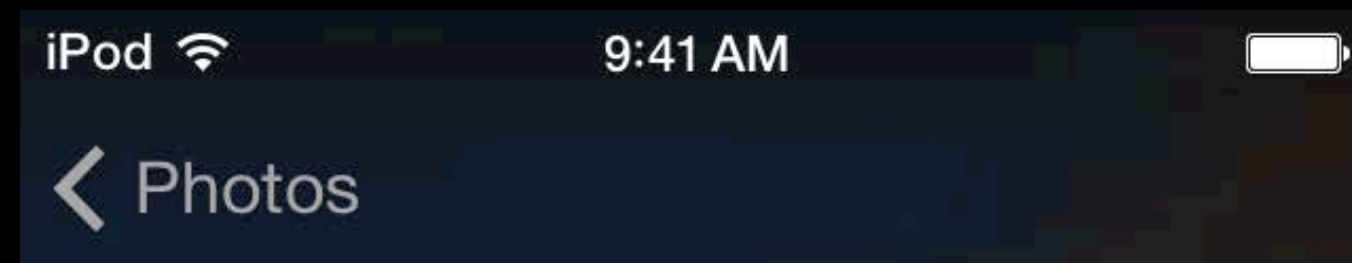
Navigation Controller



Segue to Image View Controller

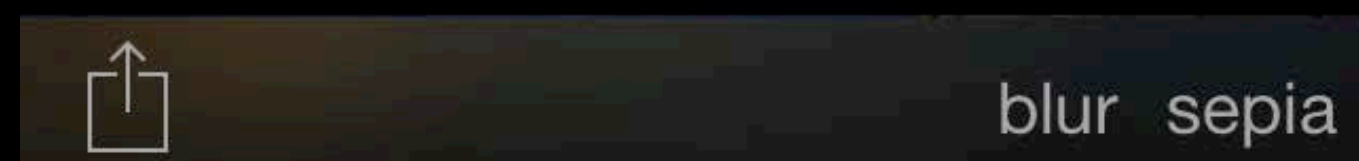
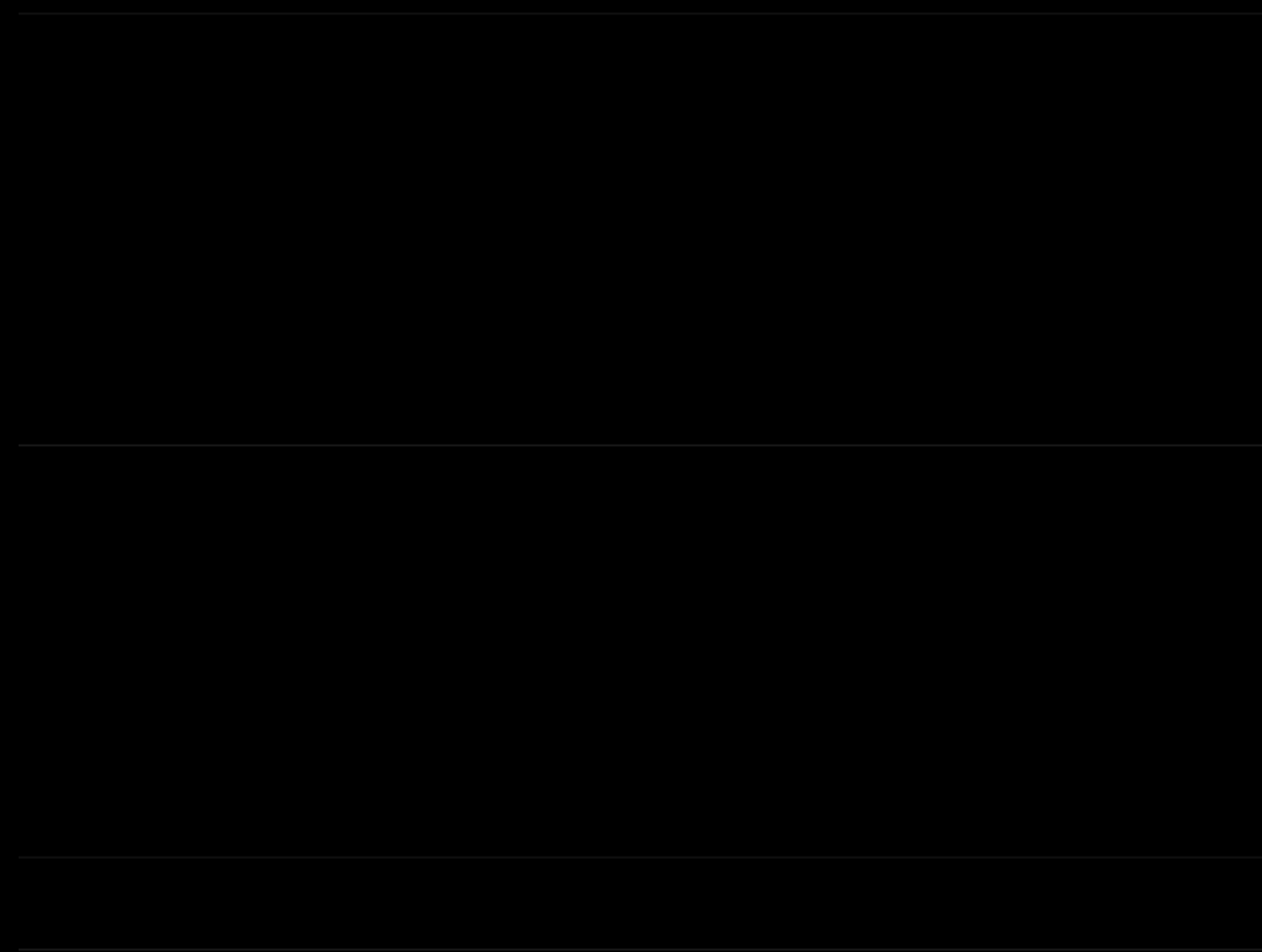
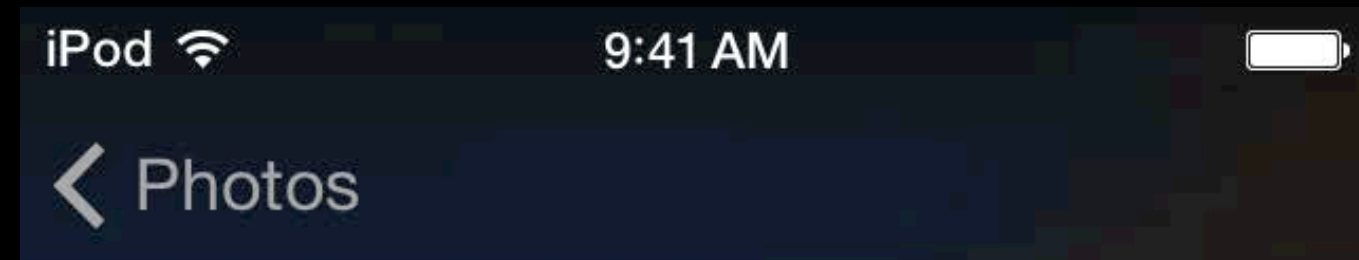


Segue to Image View Controller



Segue to Image View Controller

Image →



Segue to Image View Controller

Title →

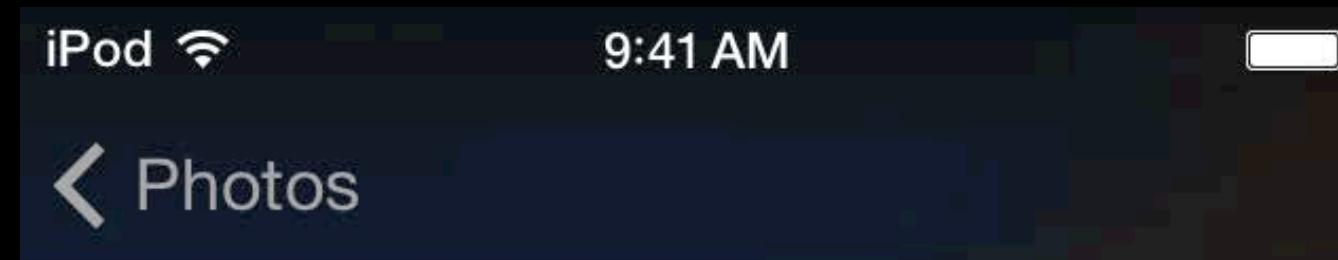
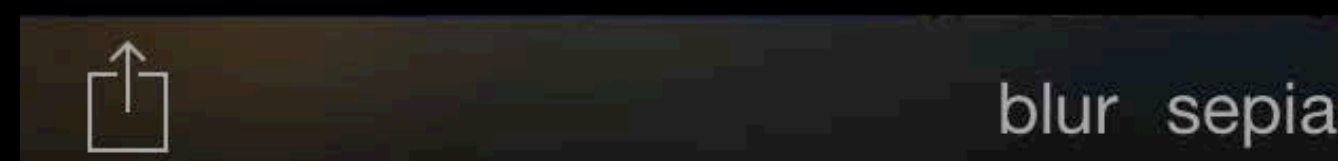
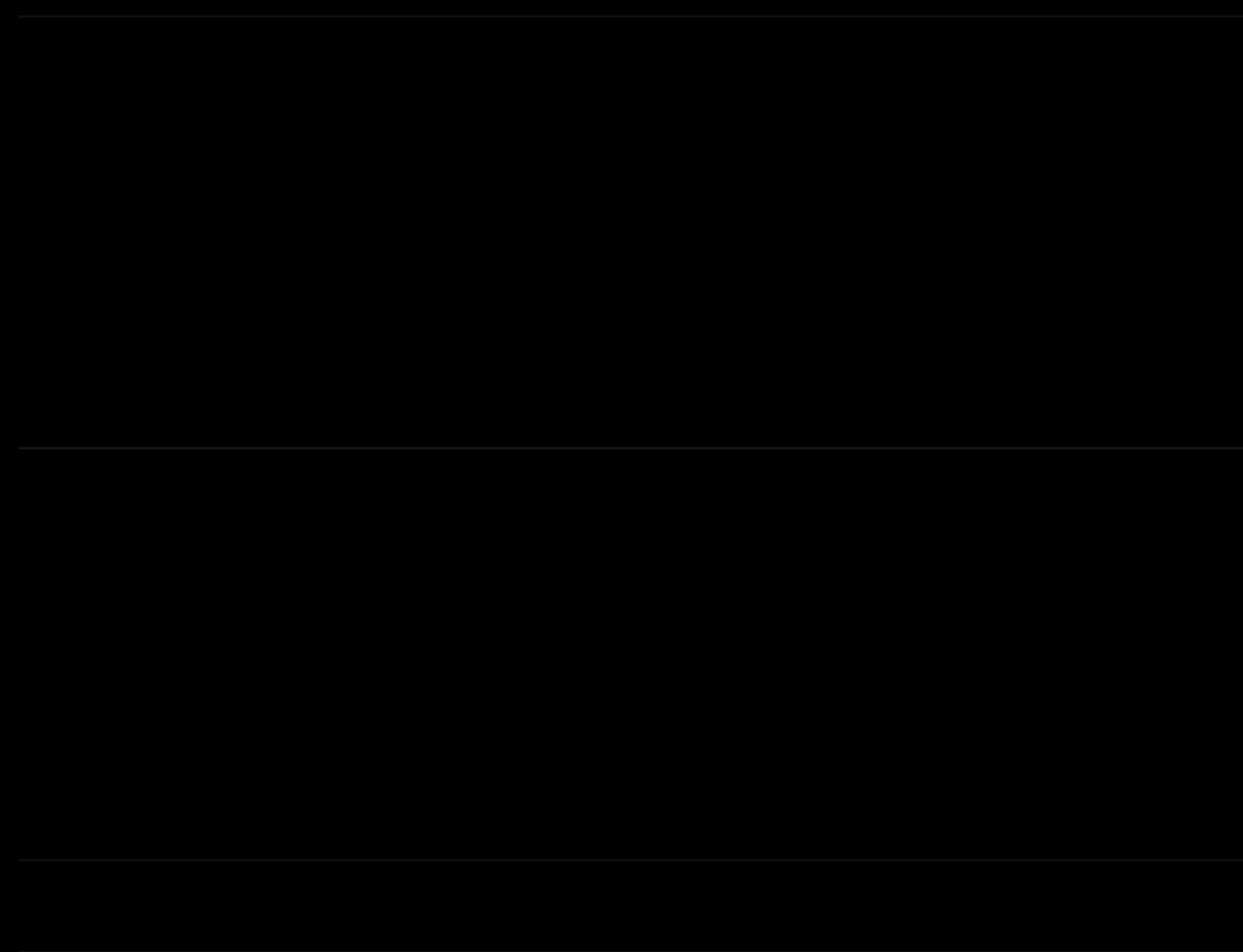


Image →



Segue to Image View Controller

– (void)prepareForSegue:(UIStoryboardSegue *)segue sender:(id)sender

Title →

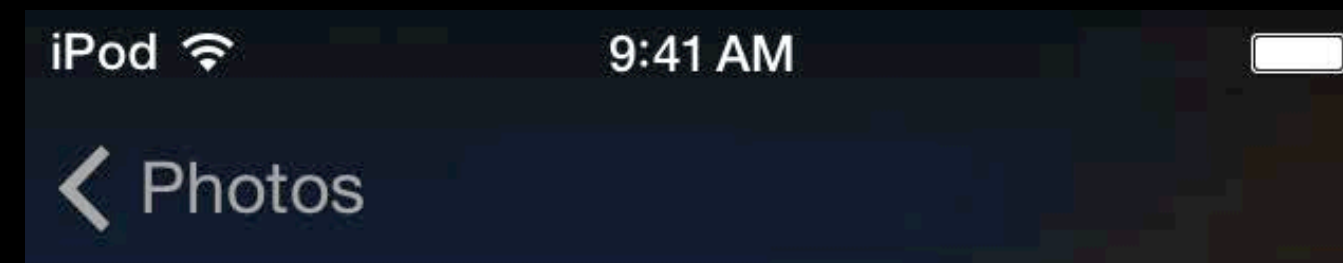
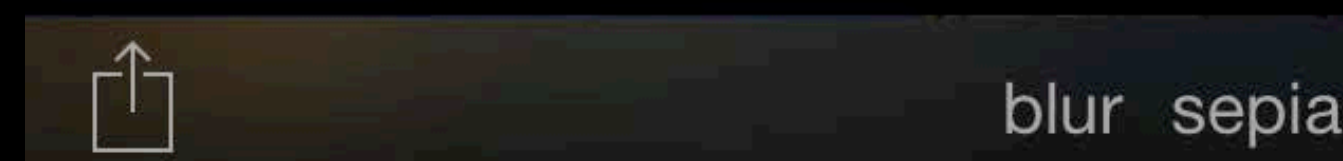


Image →



Segue to Image View Controller

– (void)prepareForSegue:(UIStoryboardSegue *)segue sender:(id)sender

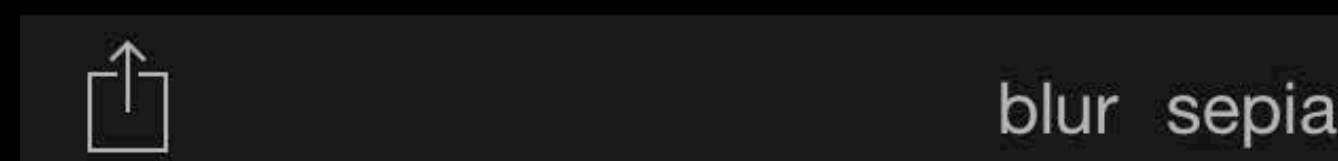
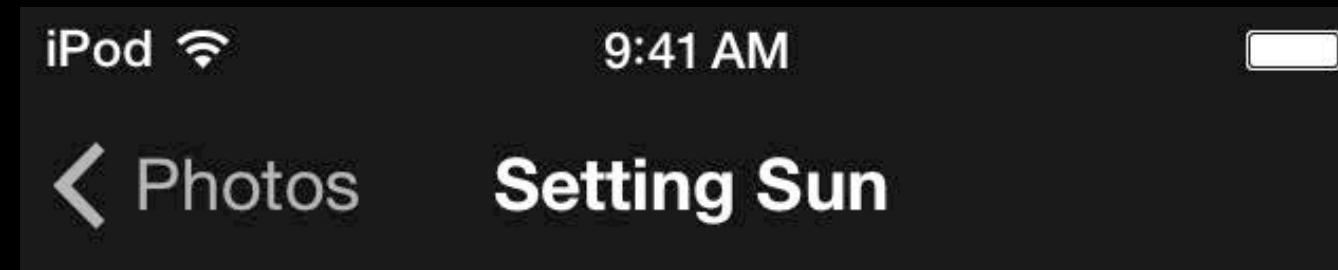


Image Controller Save

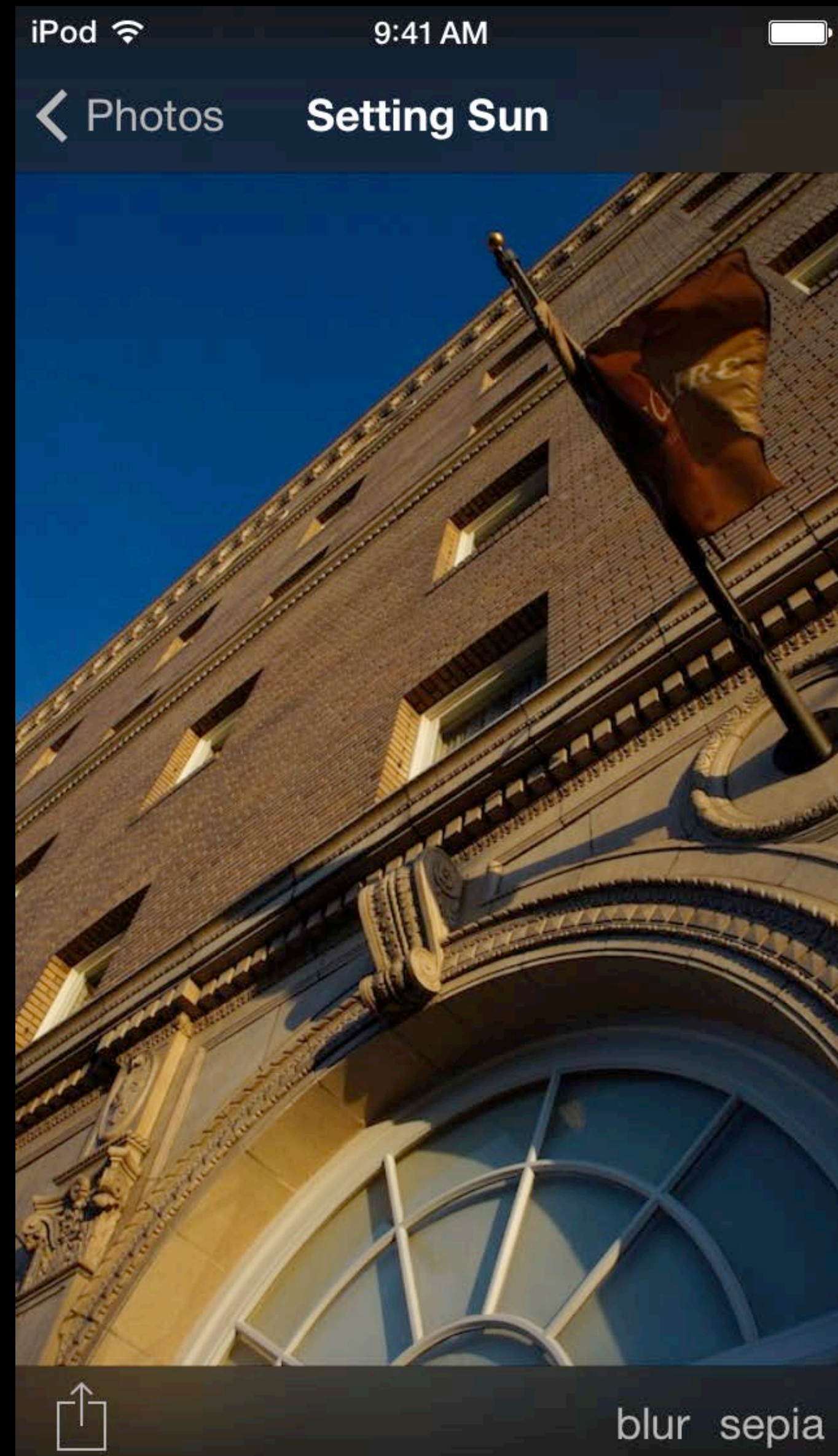


Image Controller Save

– (void) `encodeRestorableStateWithCoder:` (NSCoder *) coder

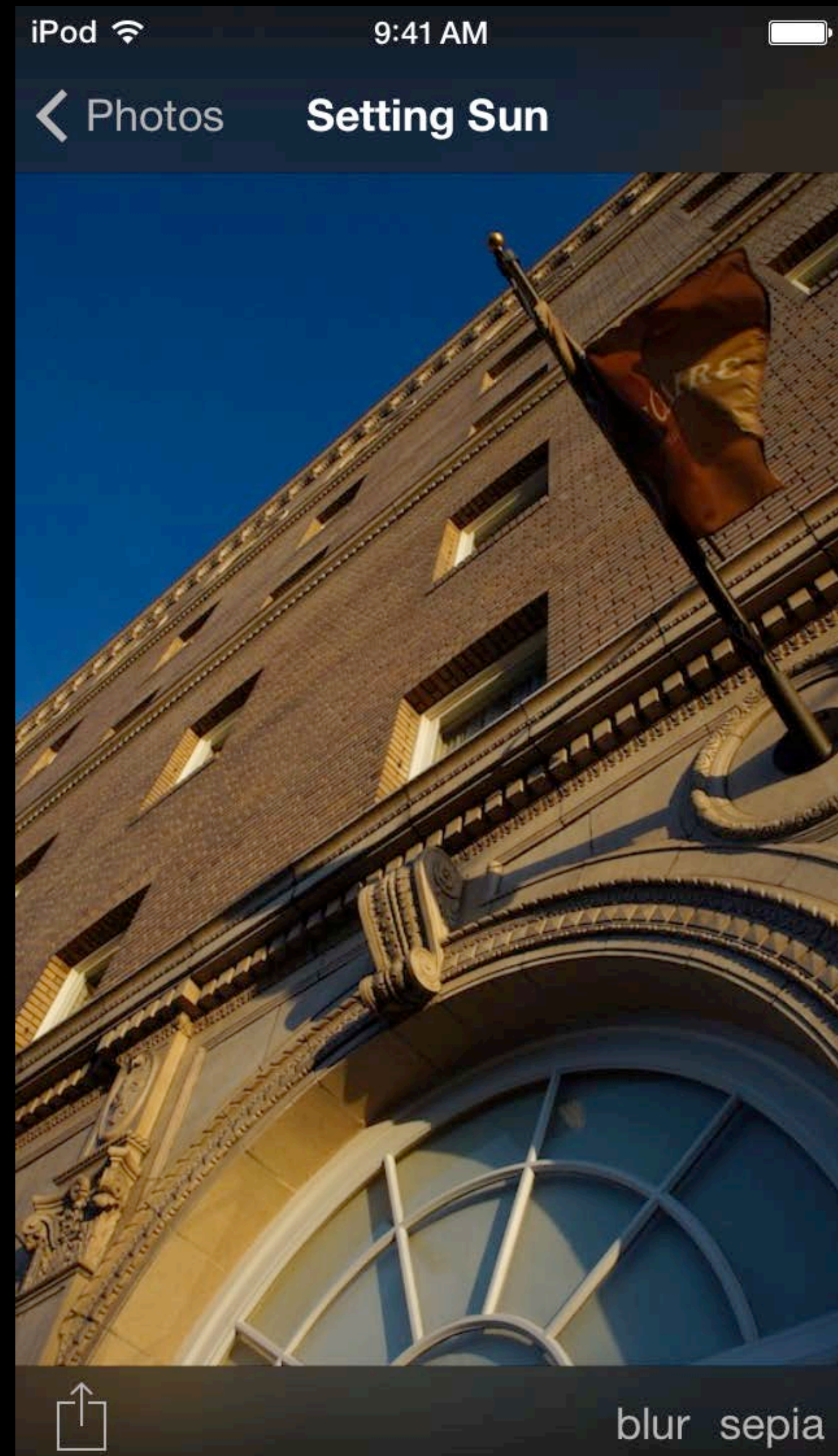


Image Controller Save

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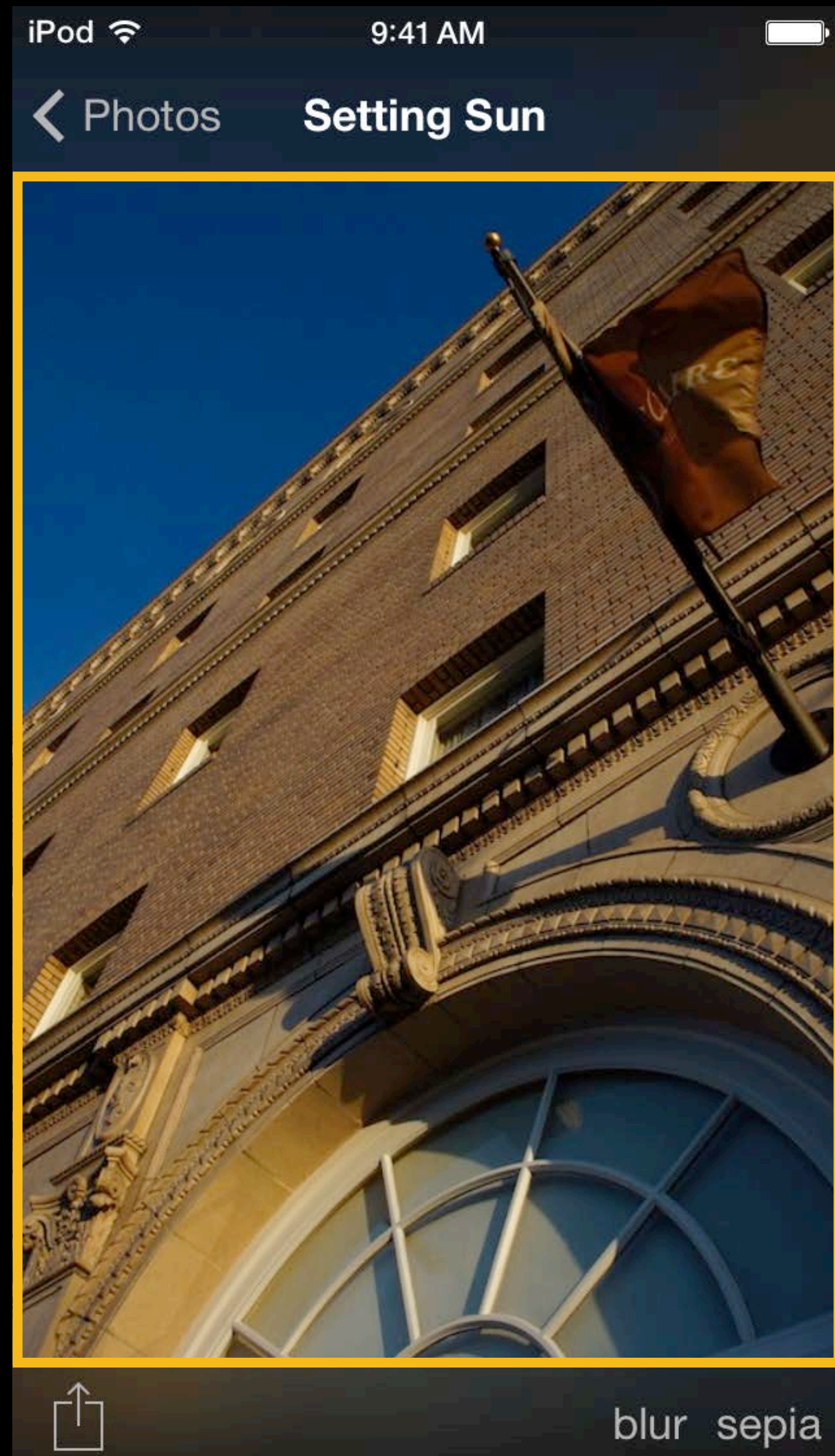


Image Controller Save

– (void) `encodeRestorableStateWithCoder:(NSCoder *)coder`

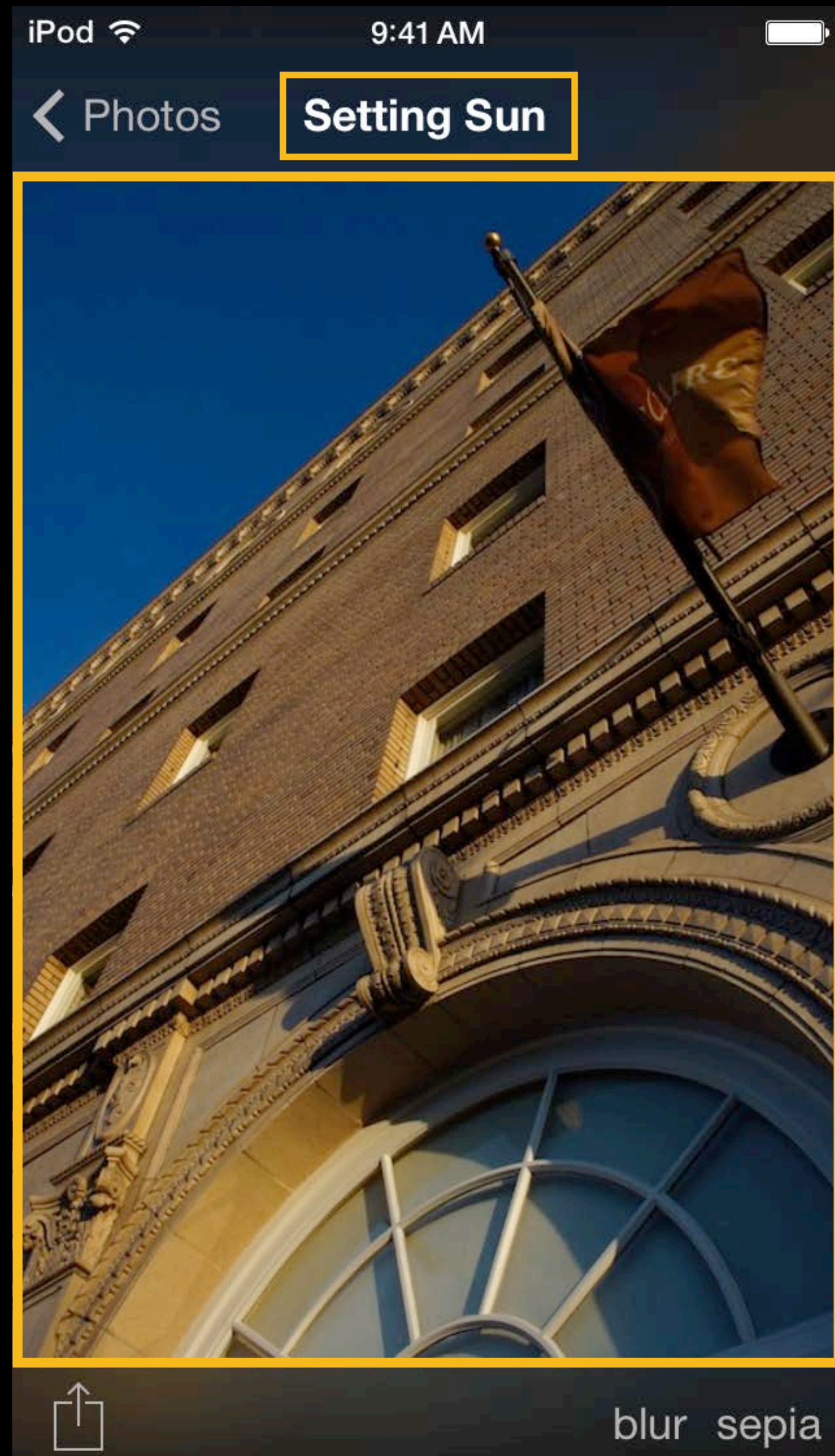


Image Controller Save

– (void) `encodeRestorableStateWithCoder:(NSCoder *)coder`

DataSource Image ID

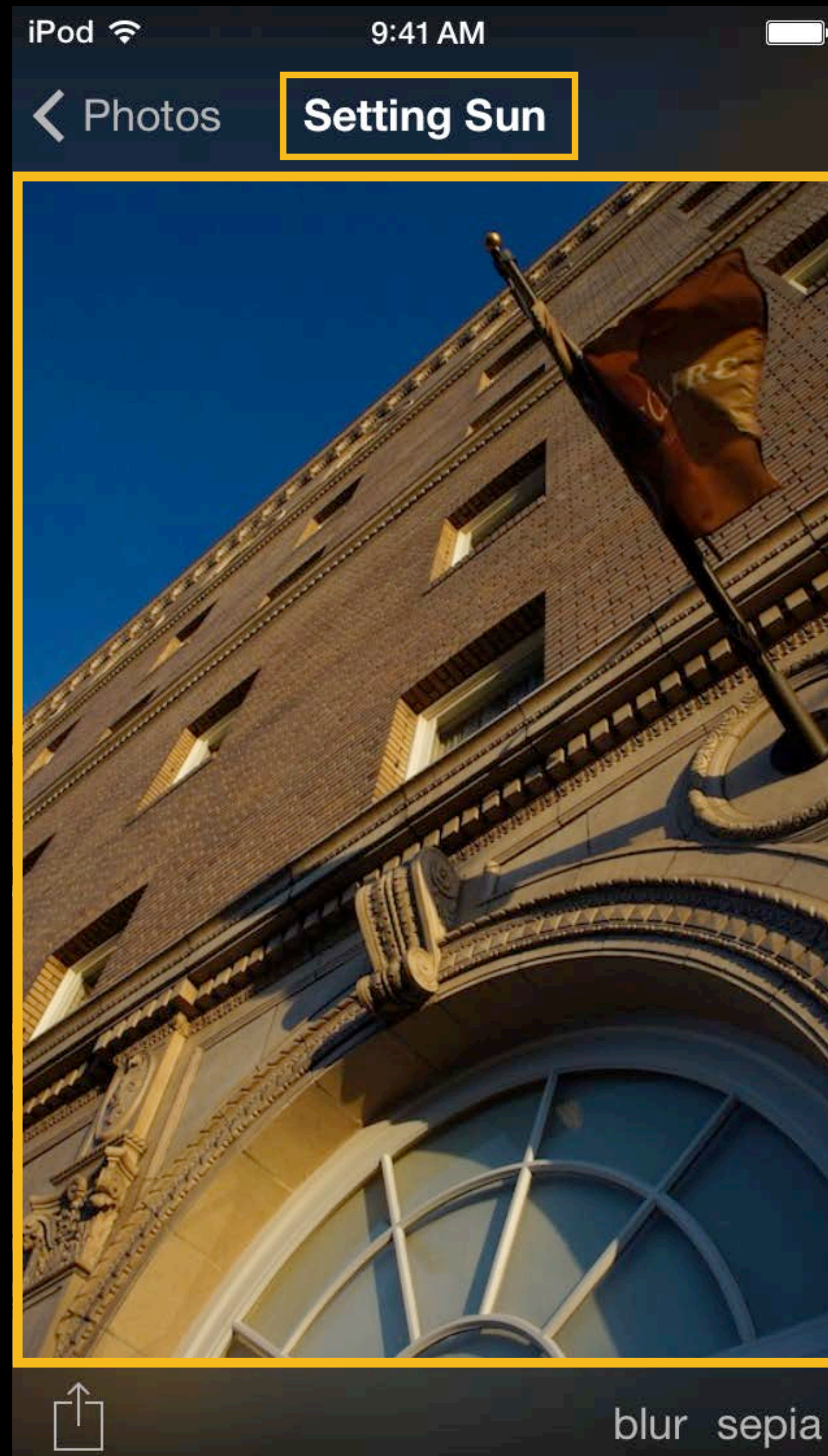


Image Controller Save

– (void) encodeRestorableStateWithCoder: (NSCoder *) coder

DataSource Image ID

```
[coder encodeObject:imageID  
forKey:imageIDKey];
```

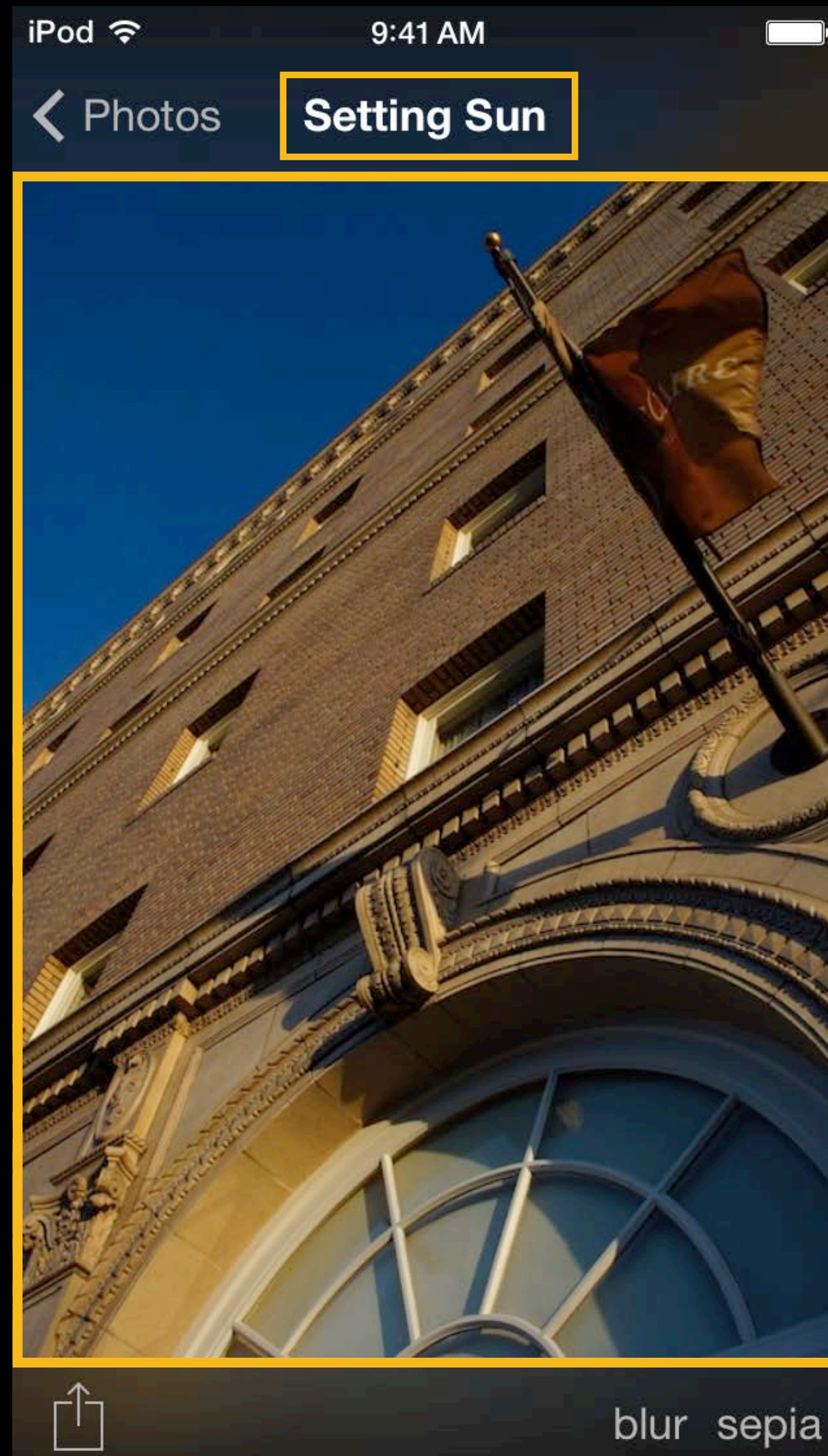


Image Controller Save

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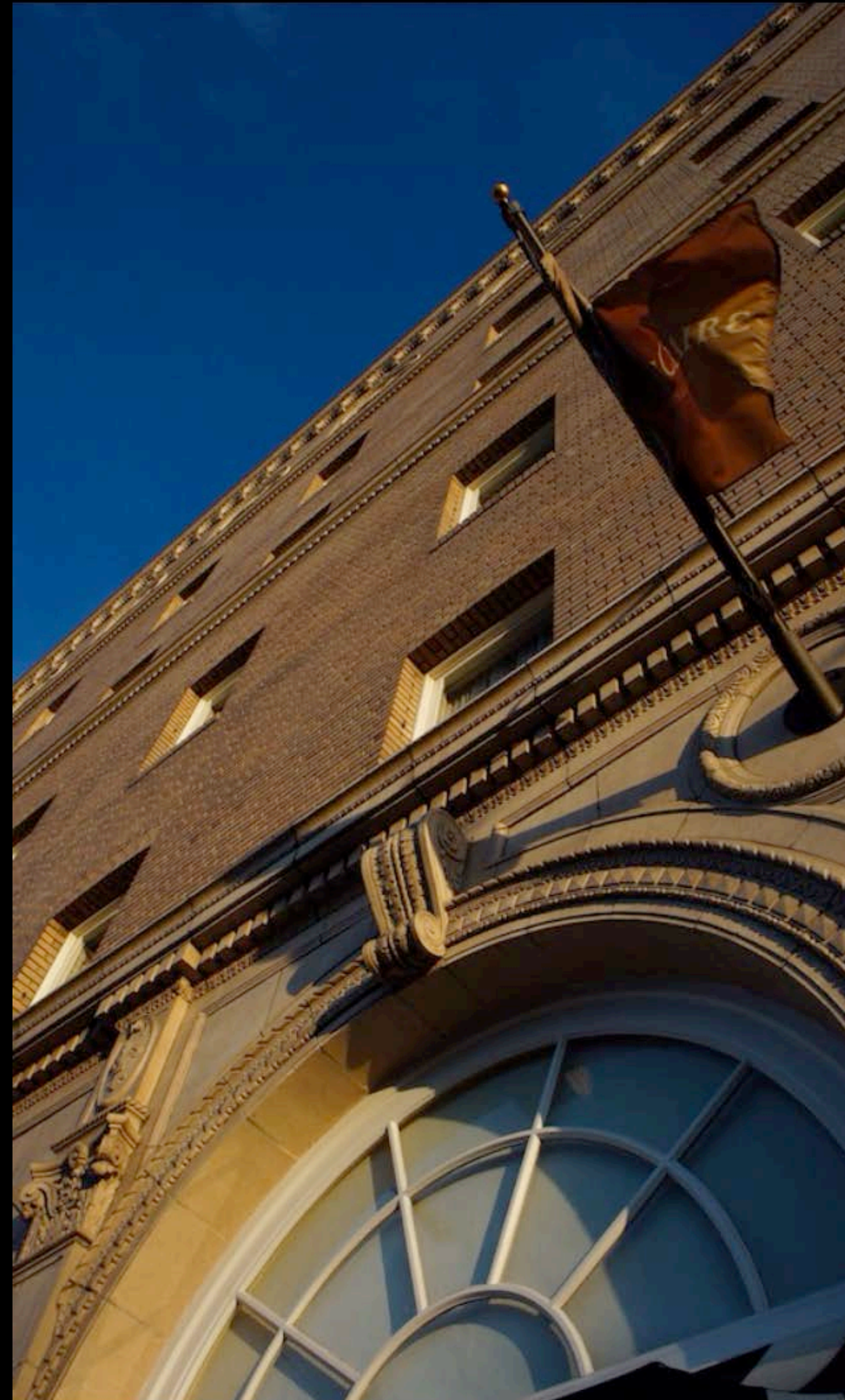
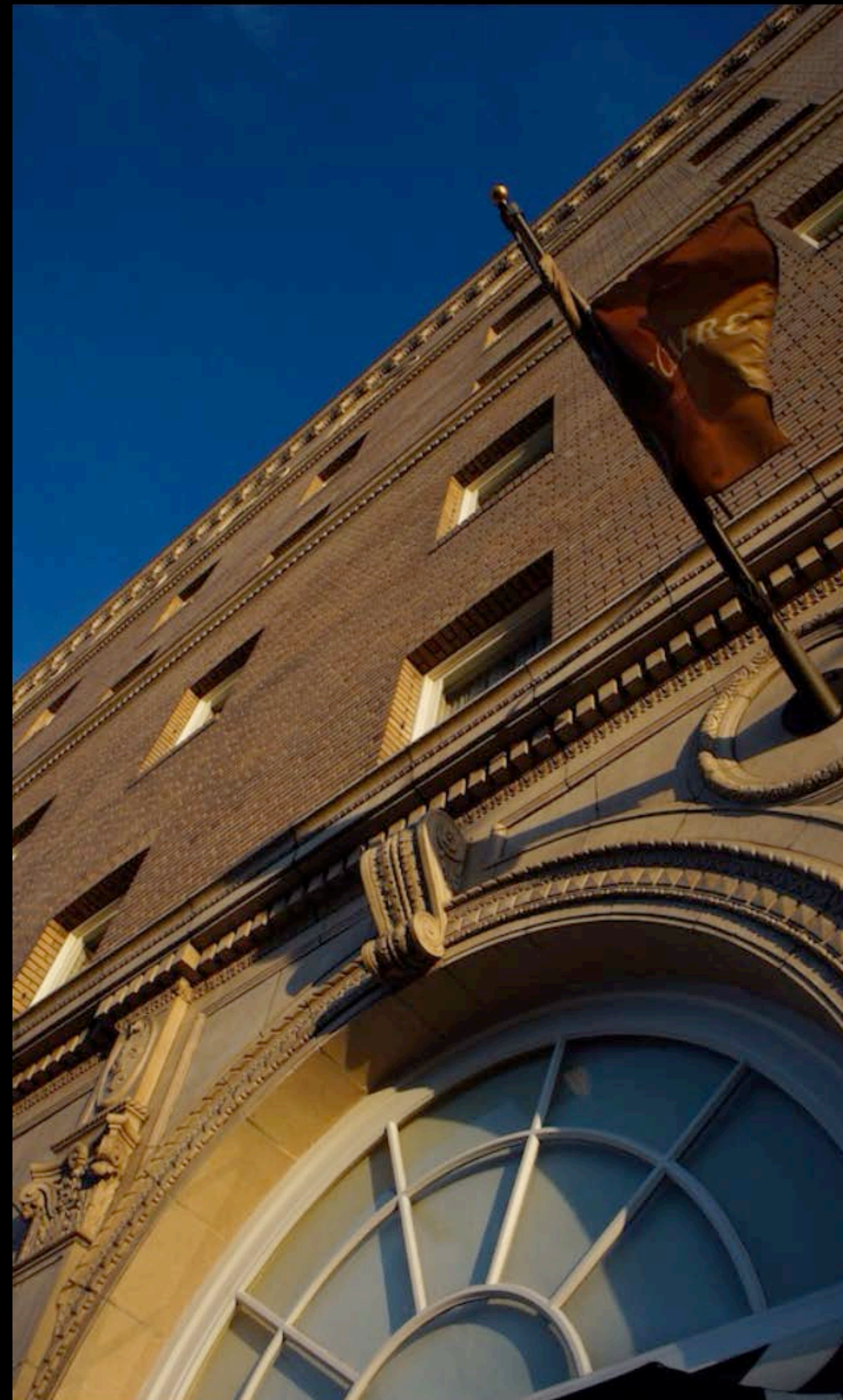


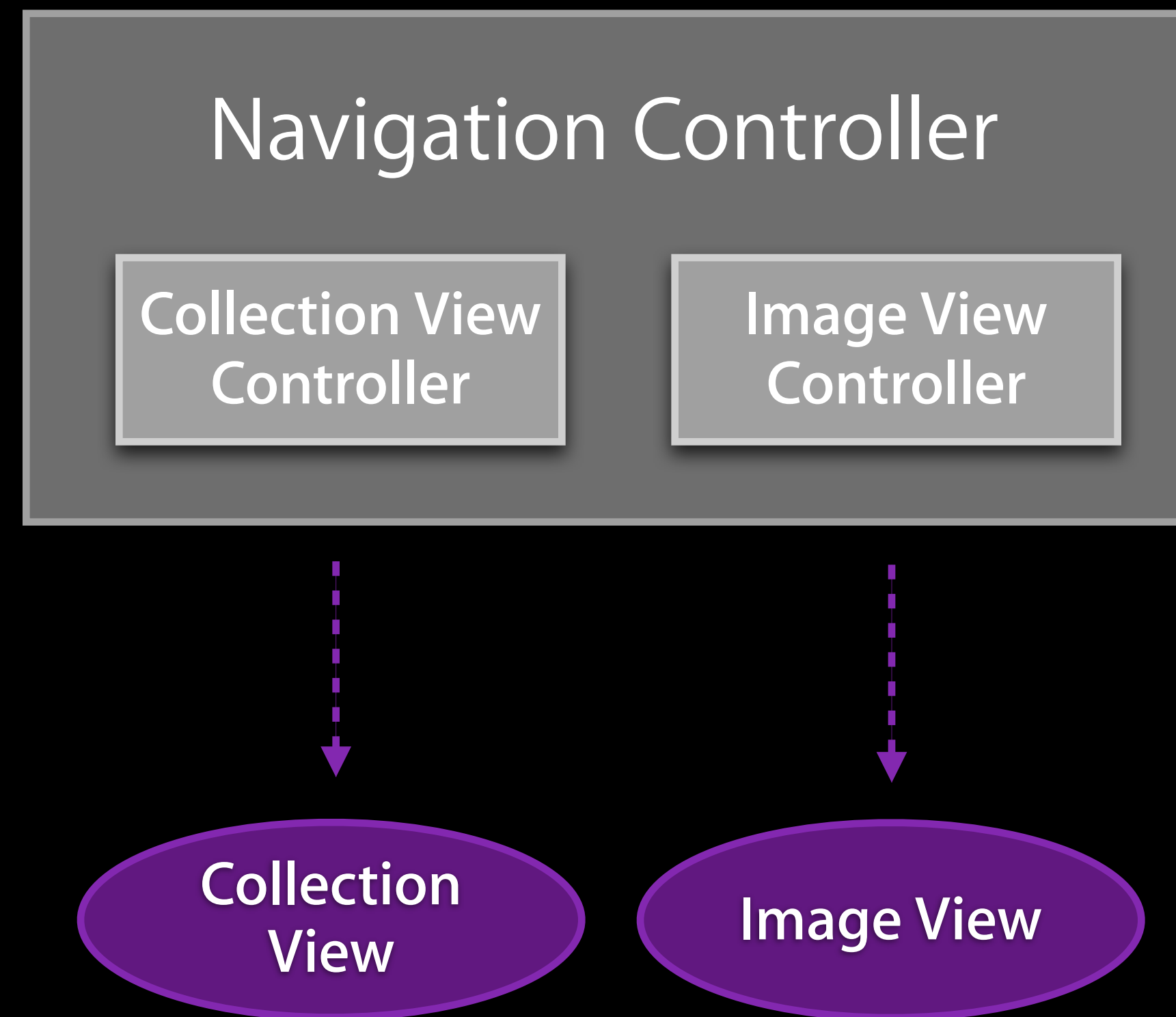
Image Controller Save

– (void) encodeRestorableStateWithCoder: (NSCoder *) coder

```
[coder encodeBool:showingBars  
forKey:showingBarsKey];
```

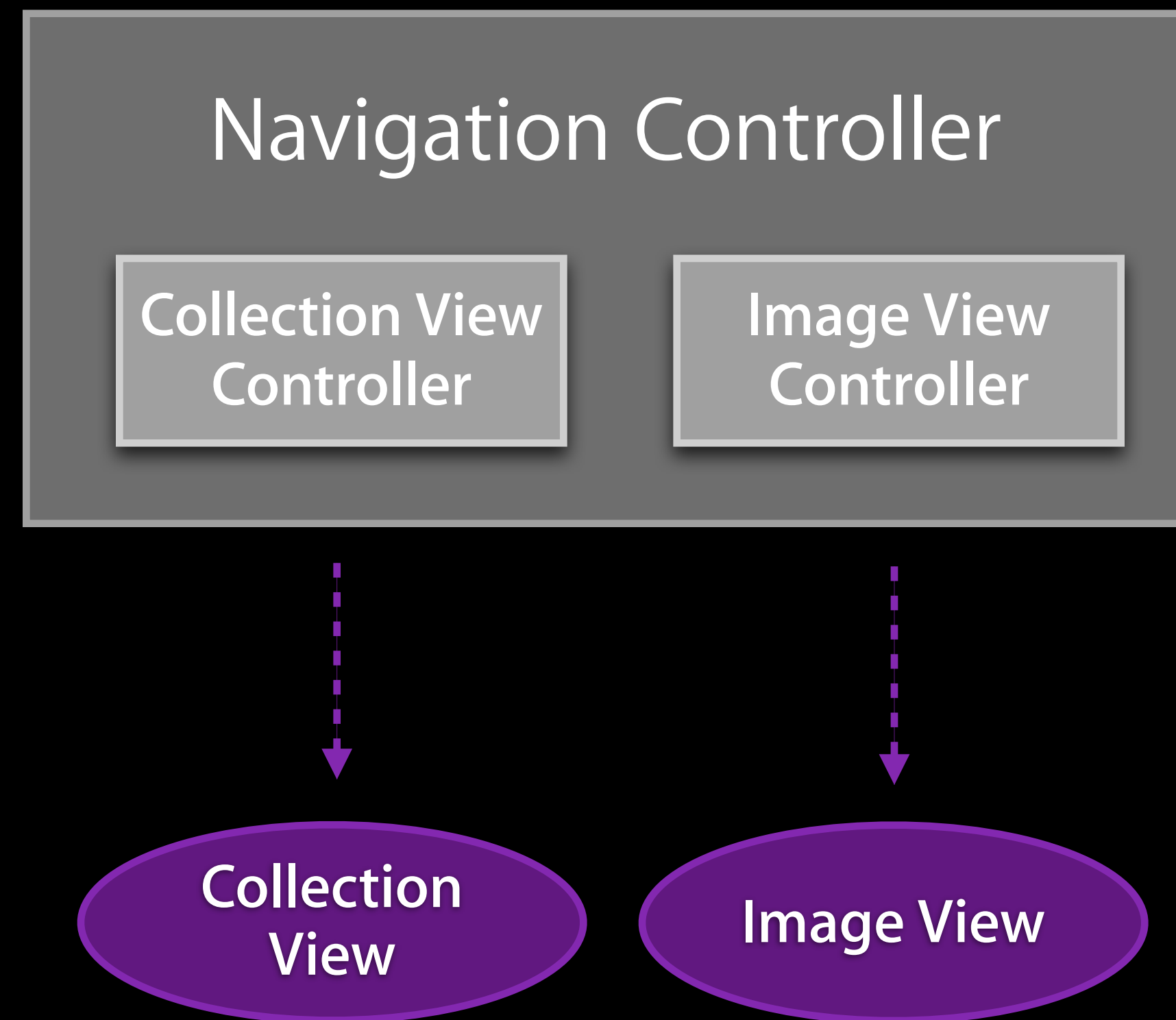


Application Structure



Application Structure

Restoration Identifiers

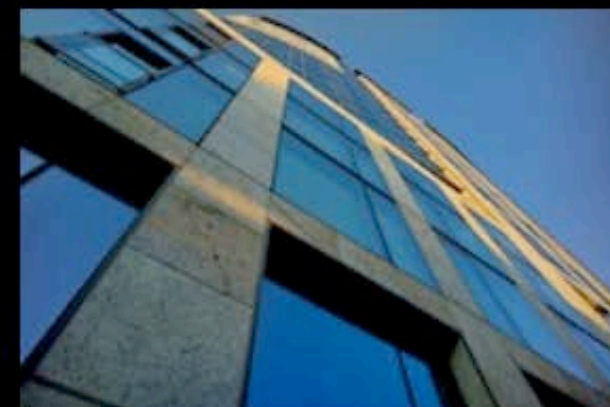
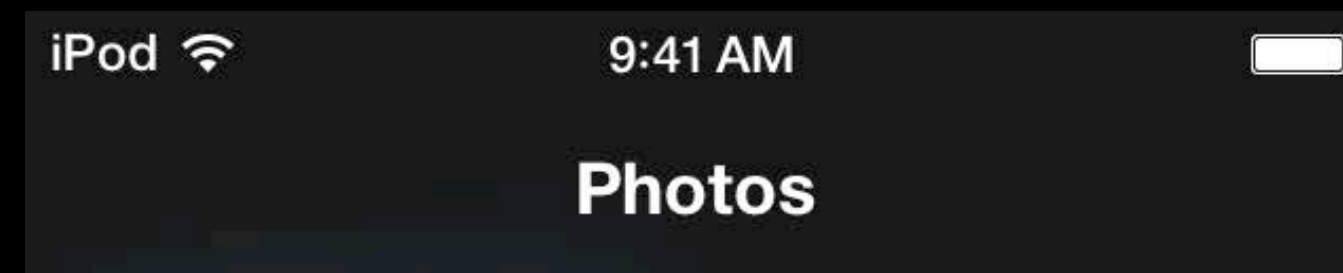


Restoring State

Application Delegate Launch

Application Delegate Launch

- (BOOL) `application:(UIApplication *)application willFinishLaunchingWithOptions:(NSDictionary *)launchOptions`



San Jose Sunset



White Orchid



Rainbow Rose



Kyoto Sunset



Sunset Porsche



Autumn Leaves



Image Controller Restore

Image Controller Restore

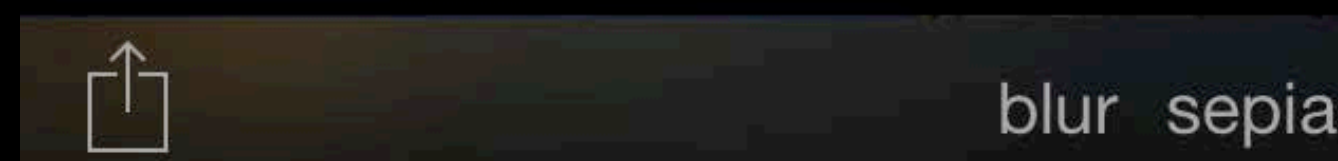
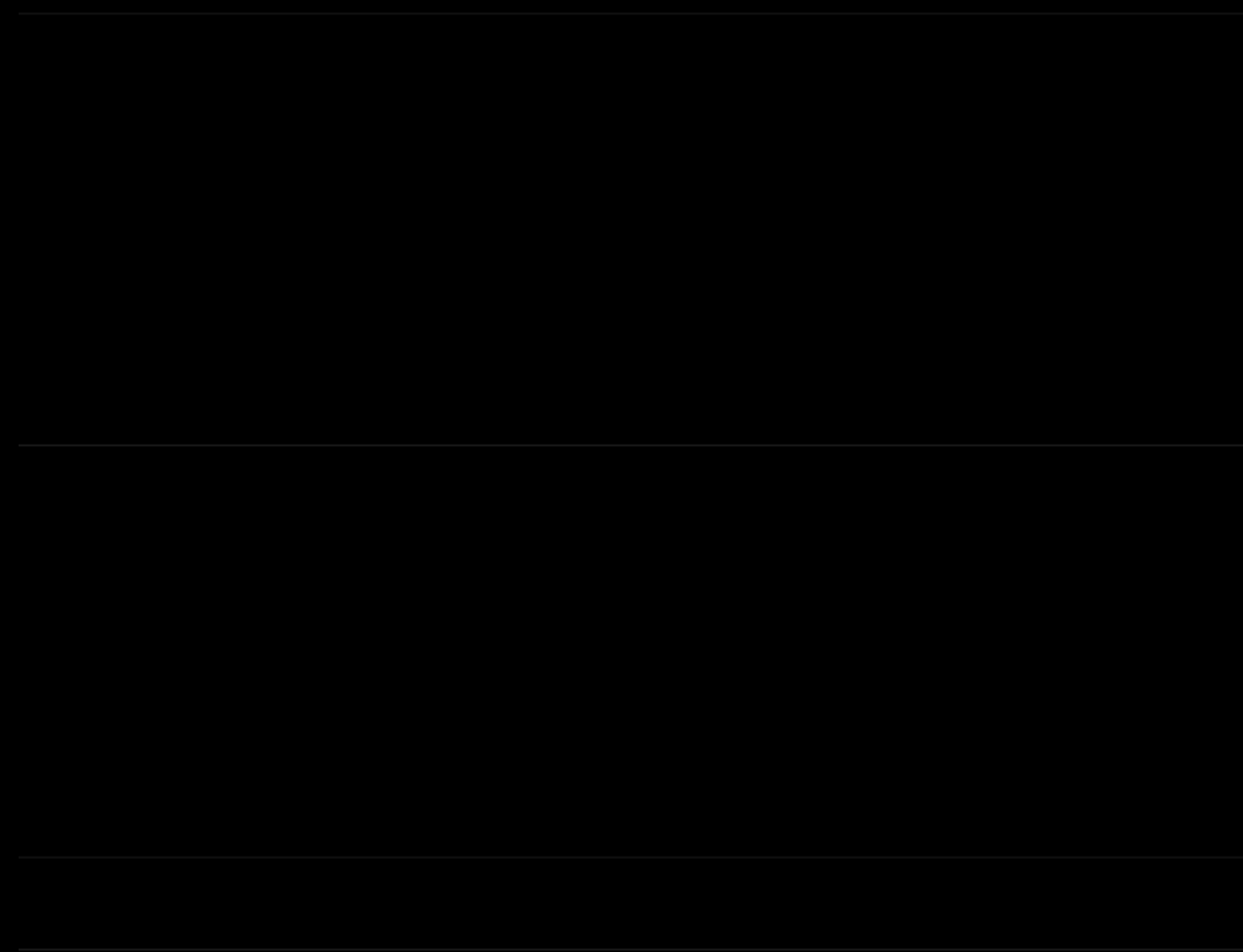
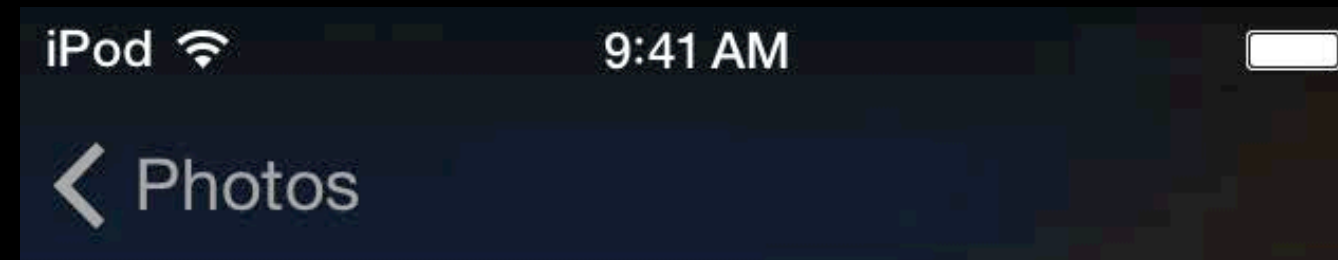


Image Controller Restore

– (void) `decodeRestorableStateWithCoder:(NSCoder *)coder`

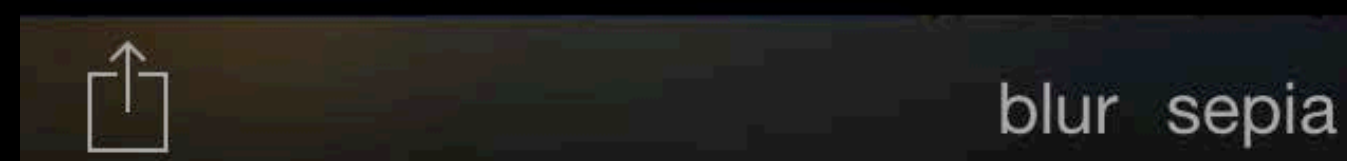
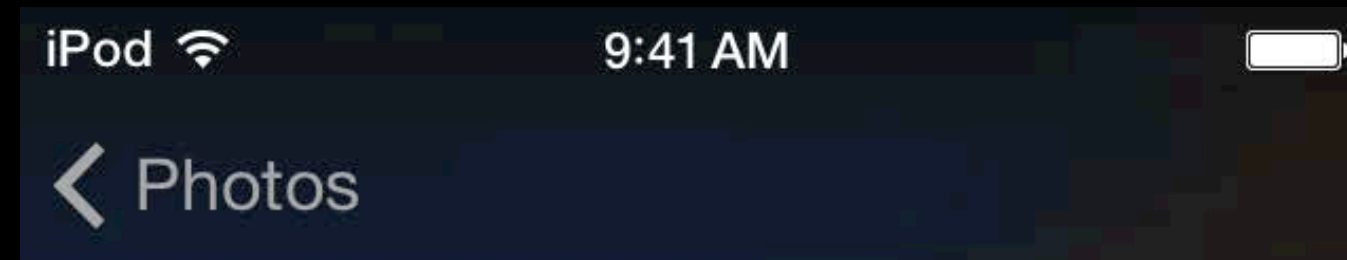


Image Controller Restore

– (void) `decodeRestorableStateWithCoder:(NSCoder *)coder`

DataSource Image ID

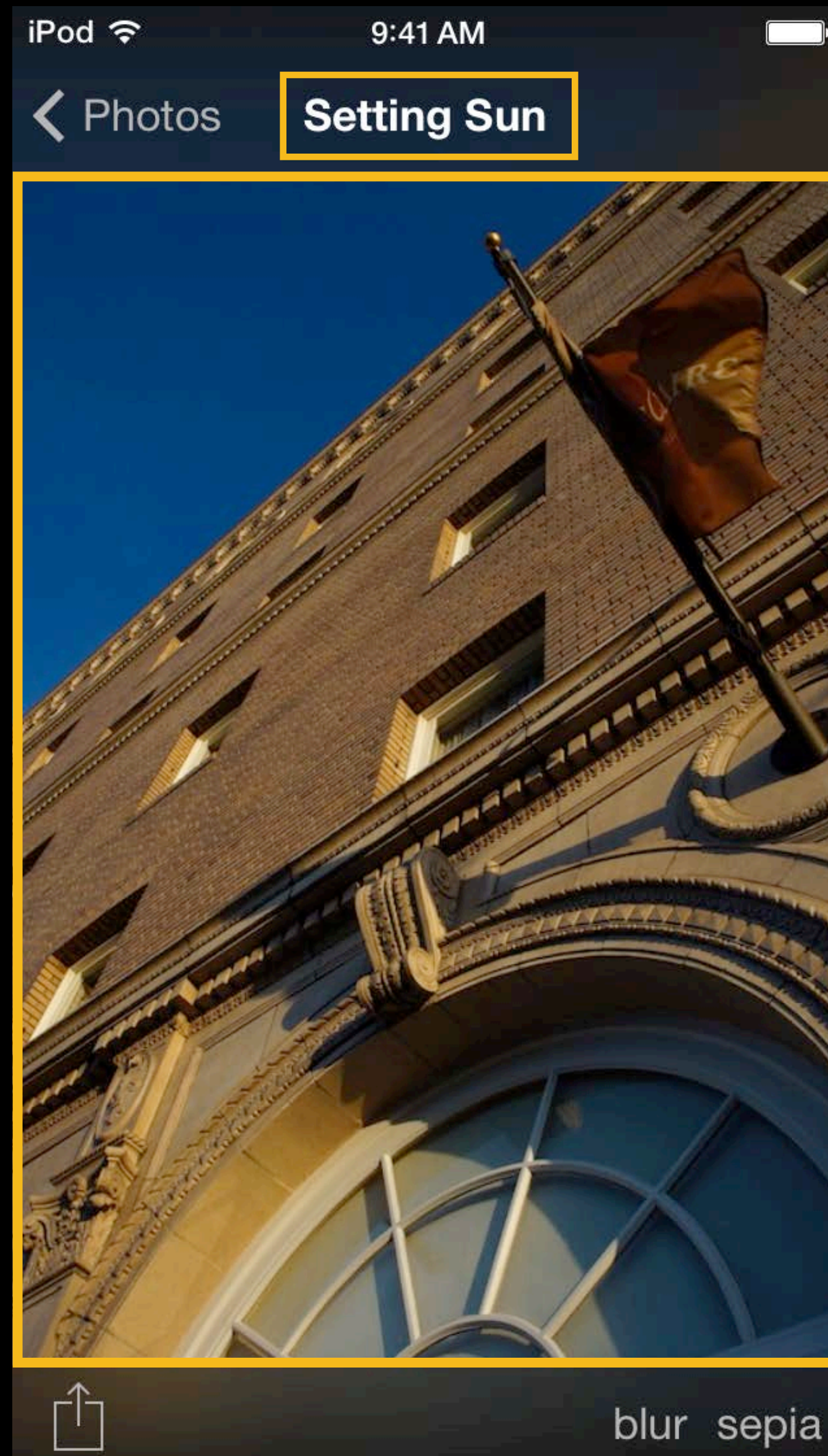


Image Controller Restore

– (void) decodeRestorableStateWithCoder: (NSCoder *) coder

DataSource Image ID

```
imageID =  
[coder decodeObjectForKey:  
imageIDKey];
```

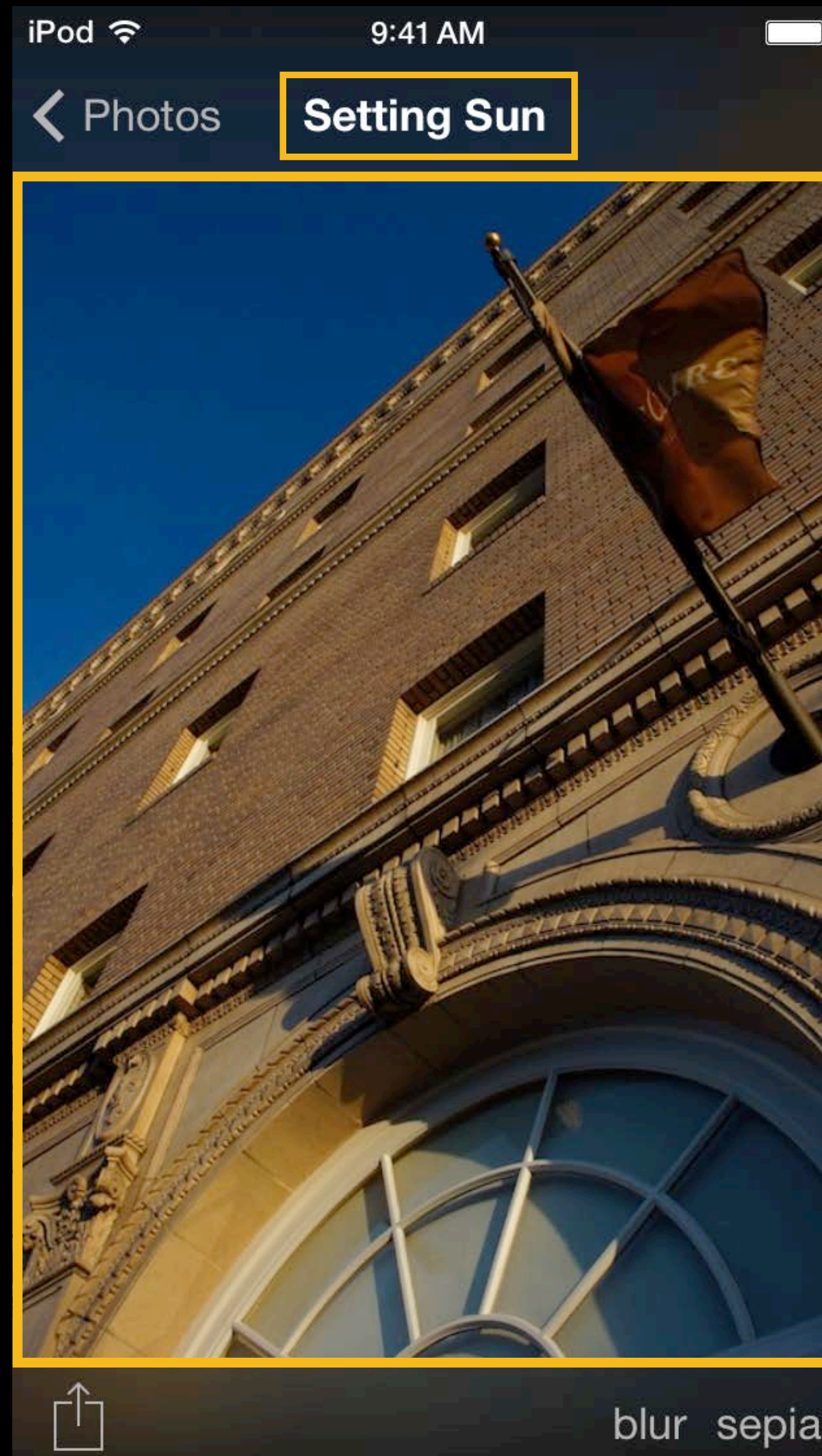


Image Controller Restore

– (void) decodeRestorableStateWithCoder: (NSCoder *)coder

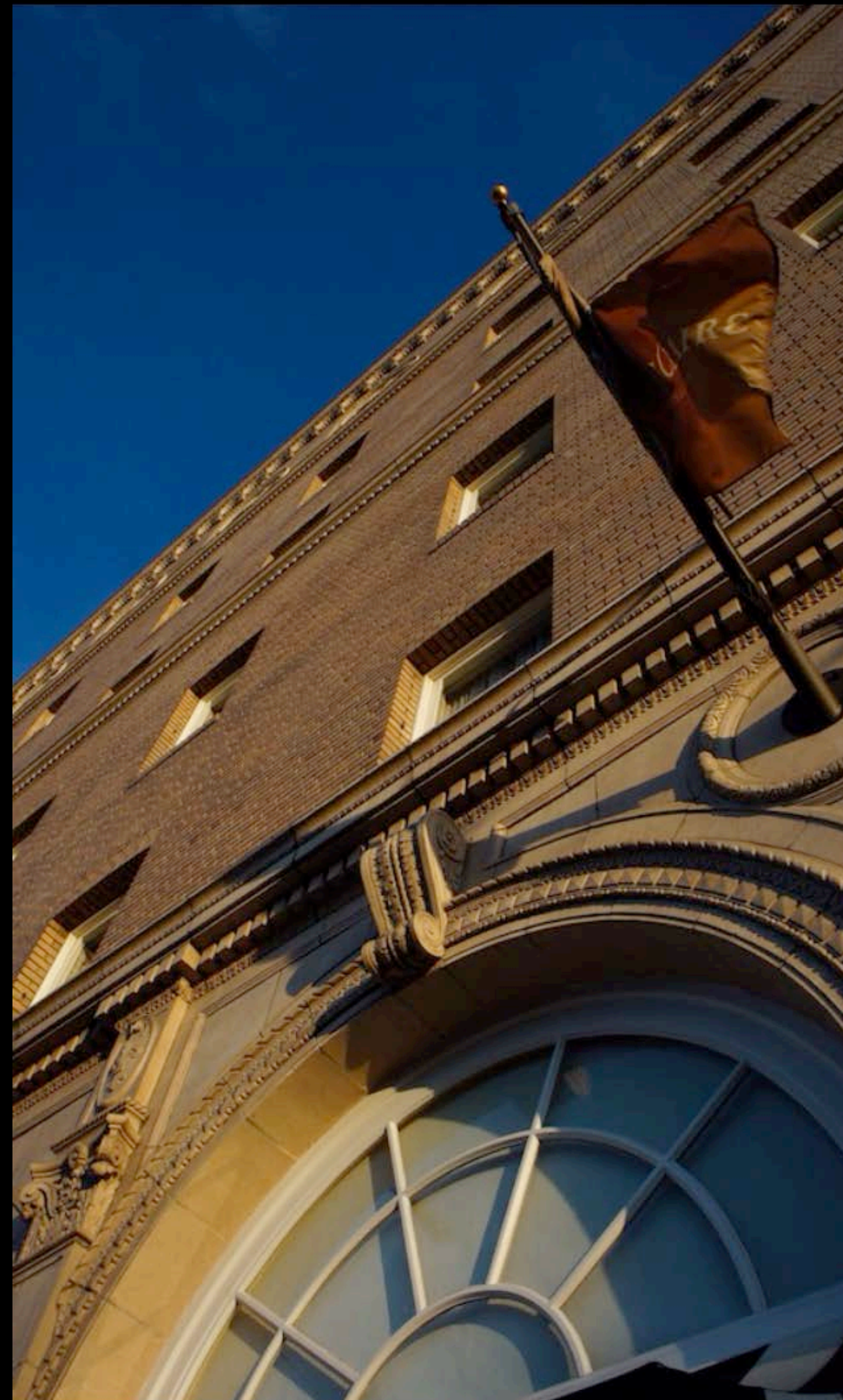
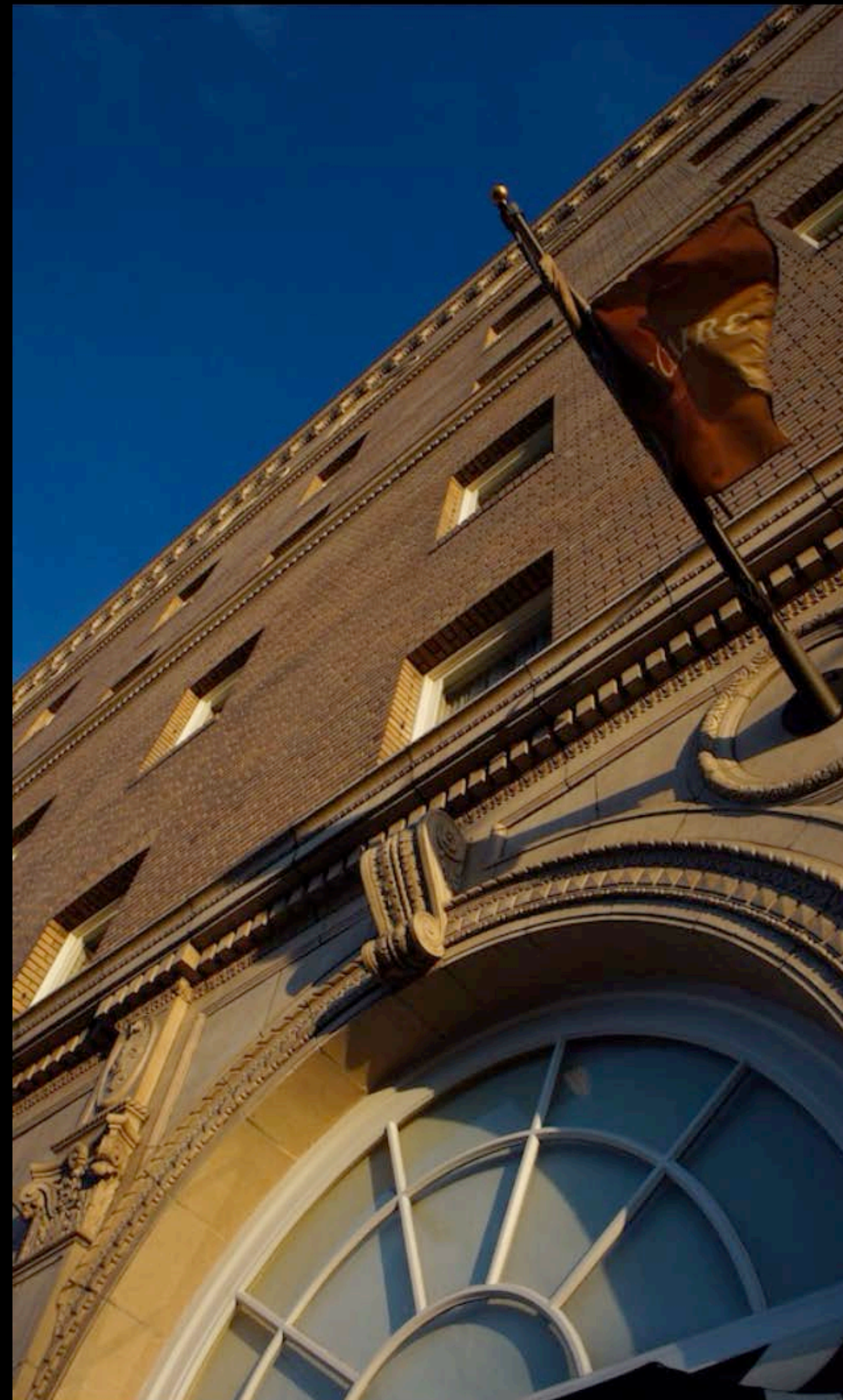


Image Controller Restore

– (void) decodeRestorableStateWithCoder: (NSCoder *) coder

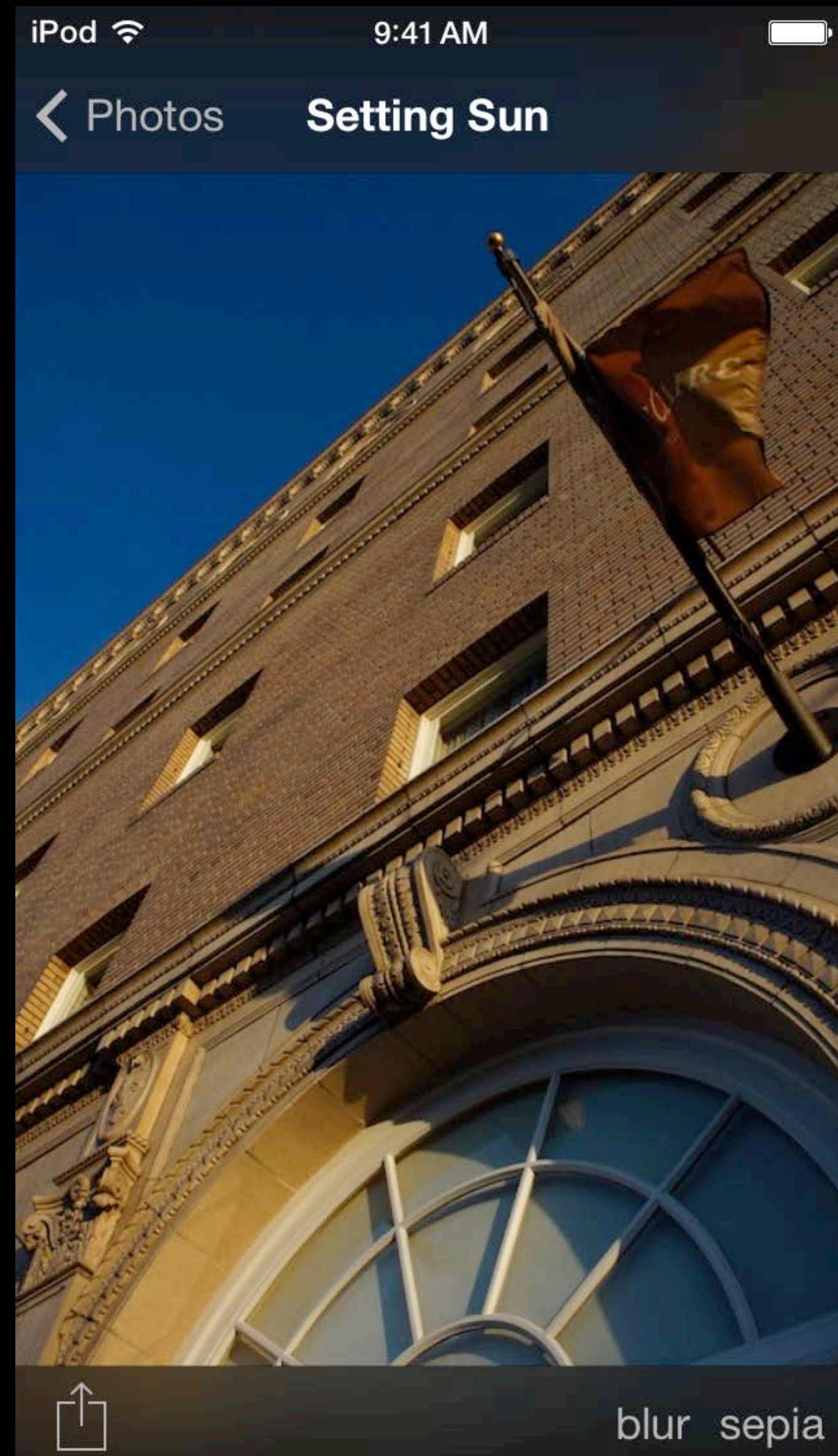
```
showingBars =  
    [coder decodeBoolForKey:  
        showingBarsKey];
```



Is That All?

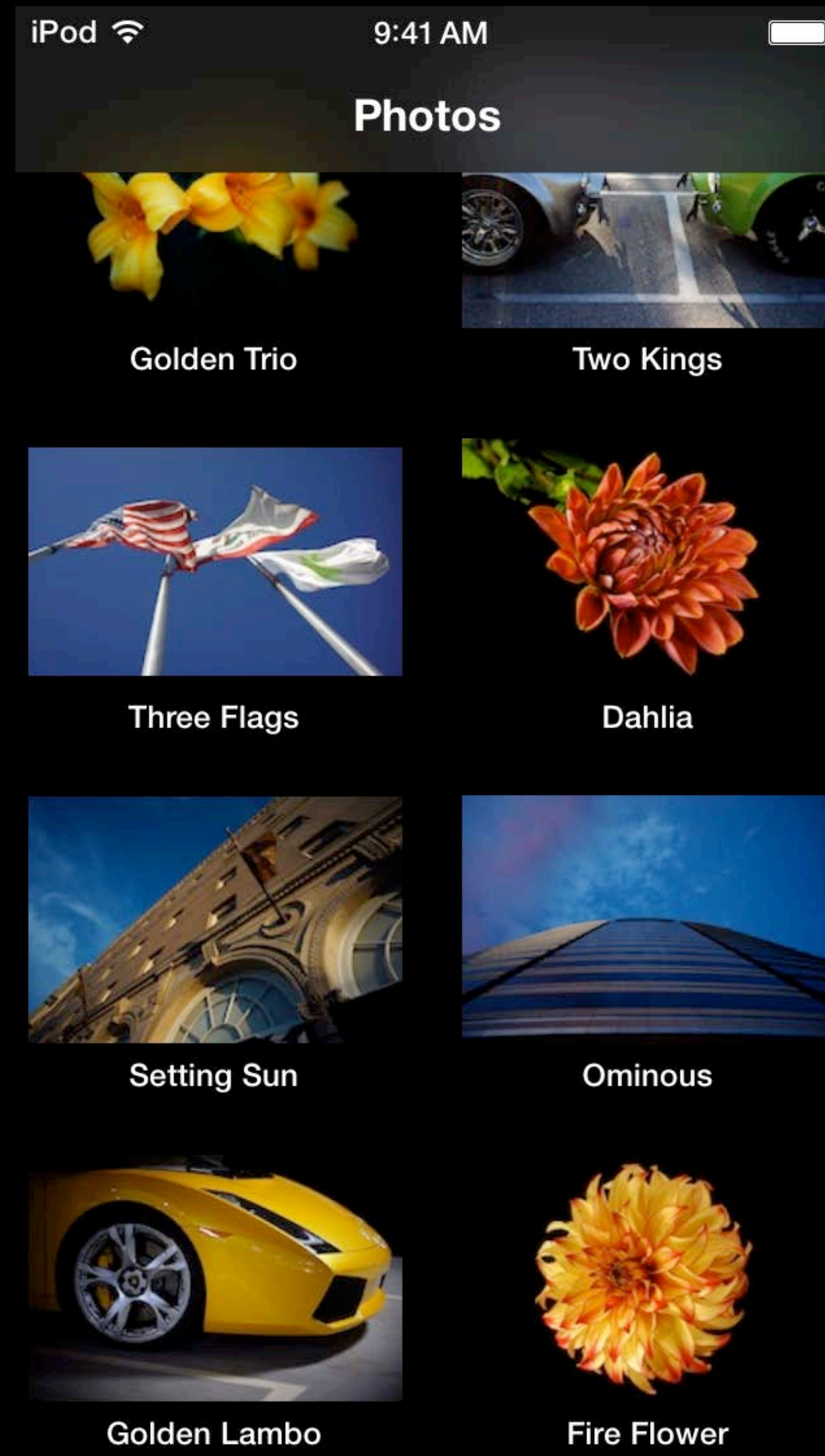
Is That All?

- Navigation stack



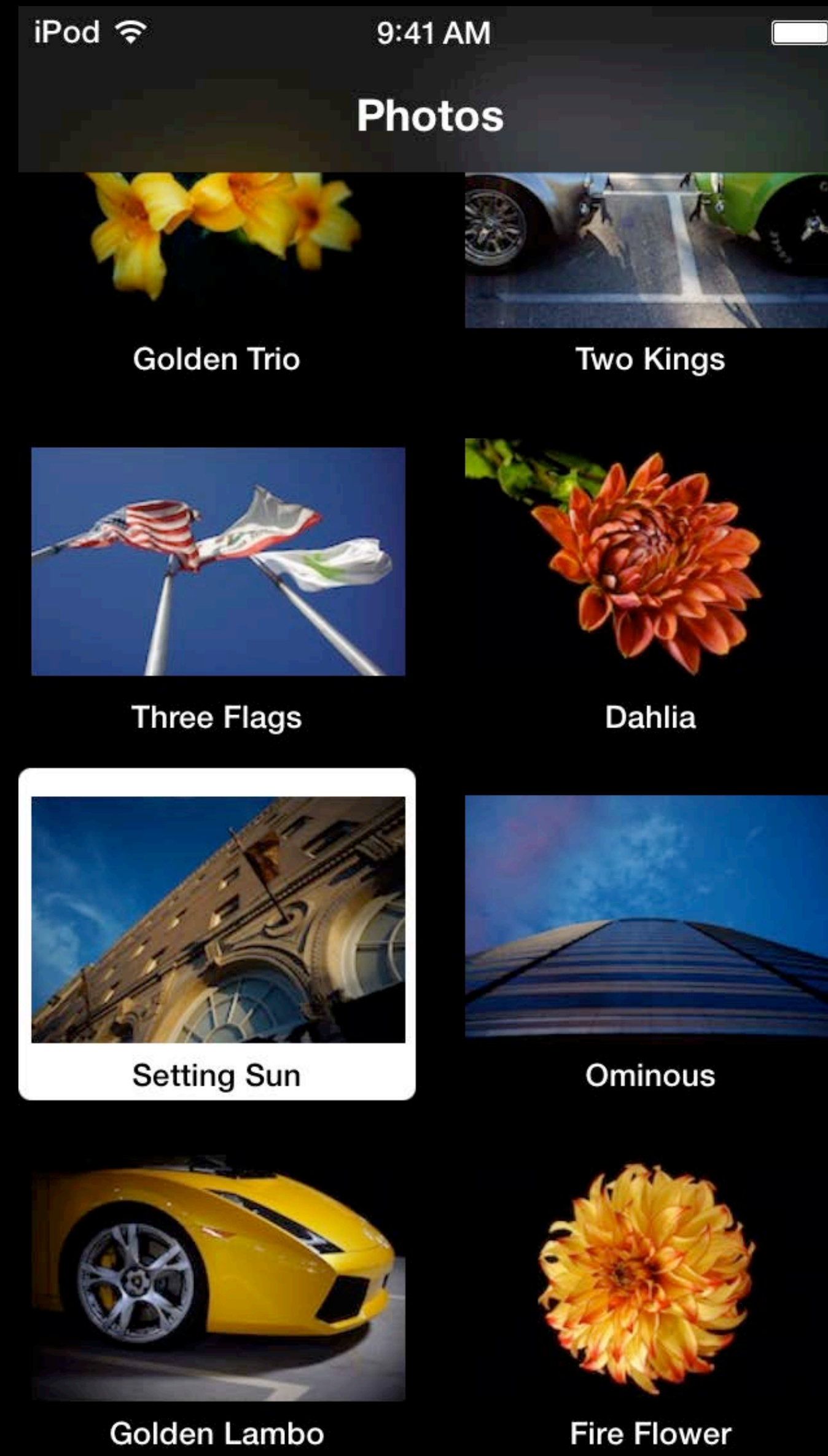
Is That All?

- Navigation stack
- Collection View scroll



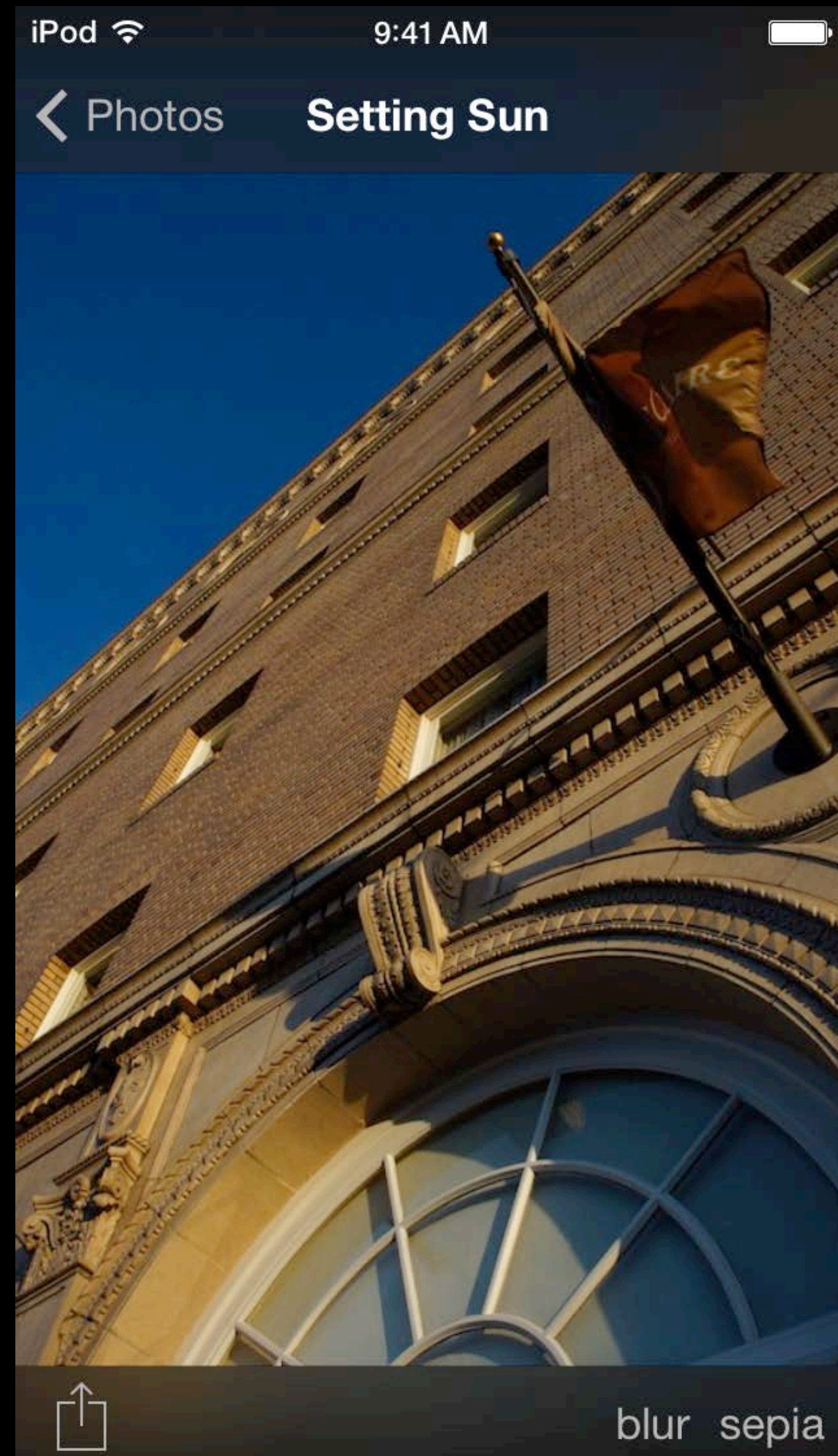
Is That All?

- Navigation stack
- Collection View scroll
- Selected Cell



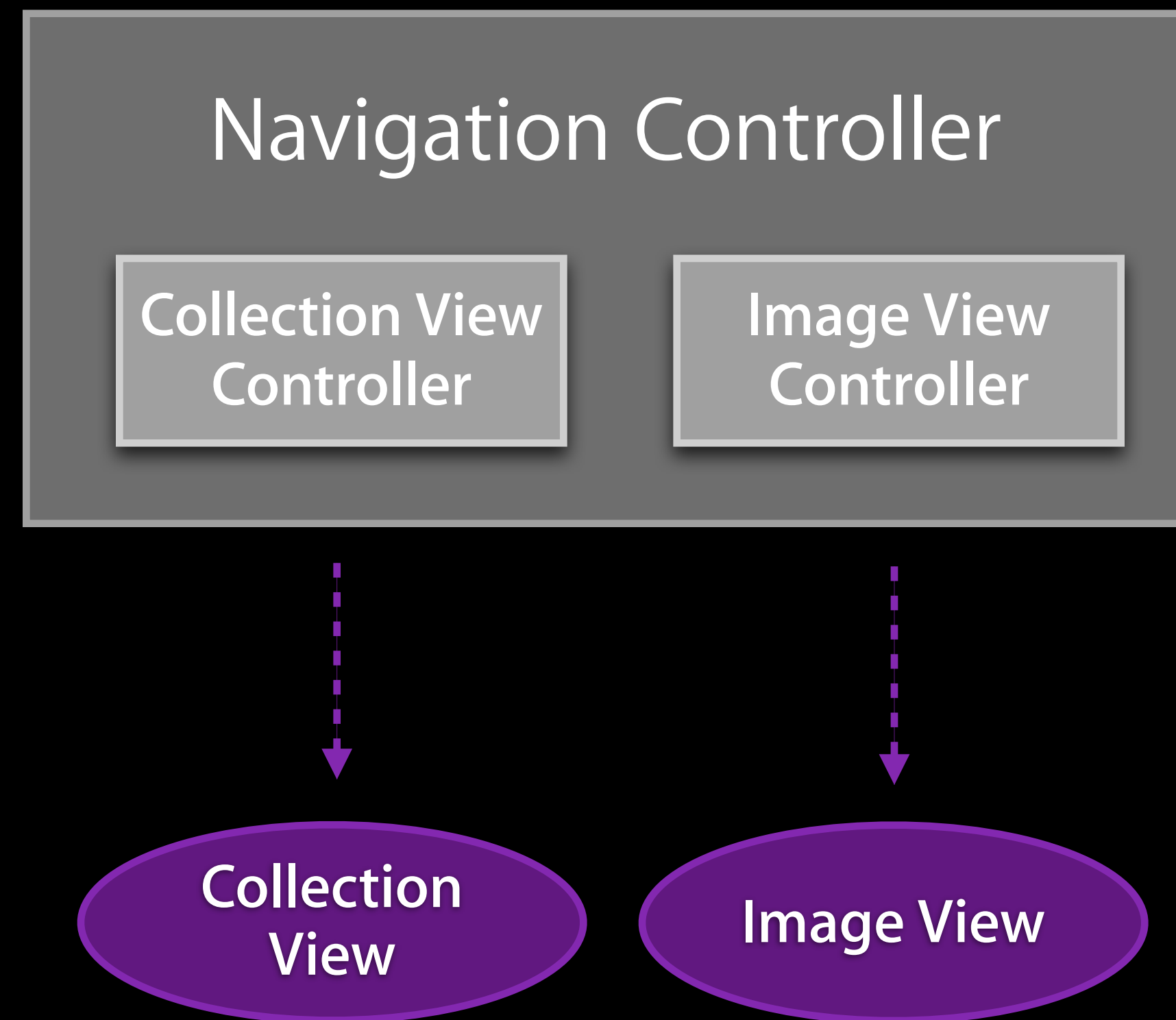
Is That All?

- Navigation stack
- Collection View scroll
- Selected Cell
- Image Transformation



Application Structure

Restoration Identifiers



New in iOS 7

What's New?

What's New?

- Support for Generalized Objects

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- Support for Generalized Objects
- Easier to apply state

What's New?

- Support for Generalized Objects
- Easier to apply state
- Improvements to snapshot handling

What's New?

- Support for Generalized Objects
- Easier to apply state
- Improvements to snapshot handling
- Enhancements

Generalized Objects

Generalized Objects



San Jose Sunset



White Orchid



Rainbow Rose



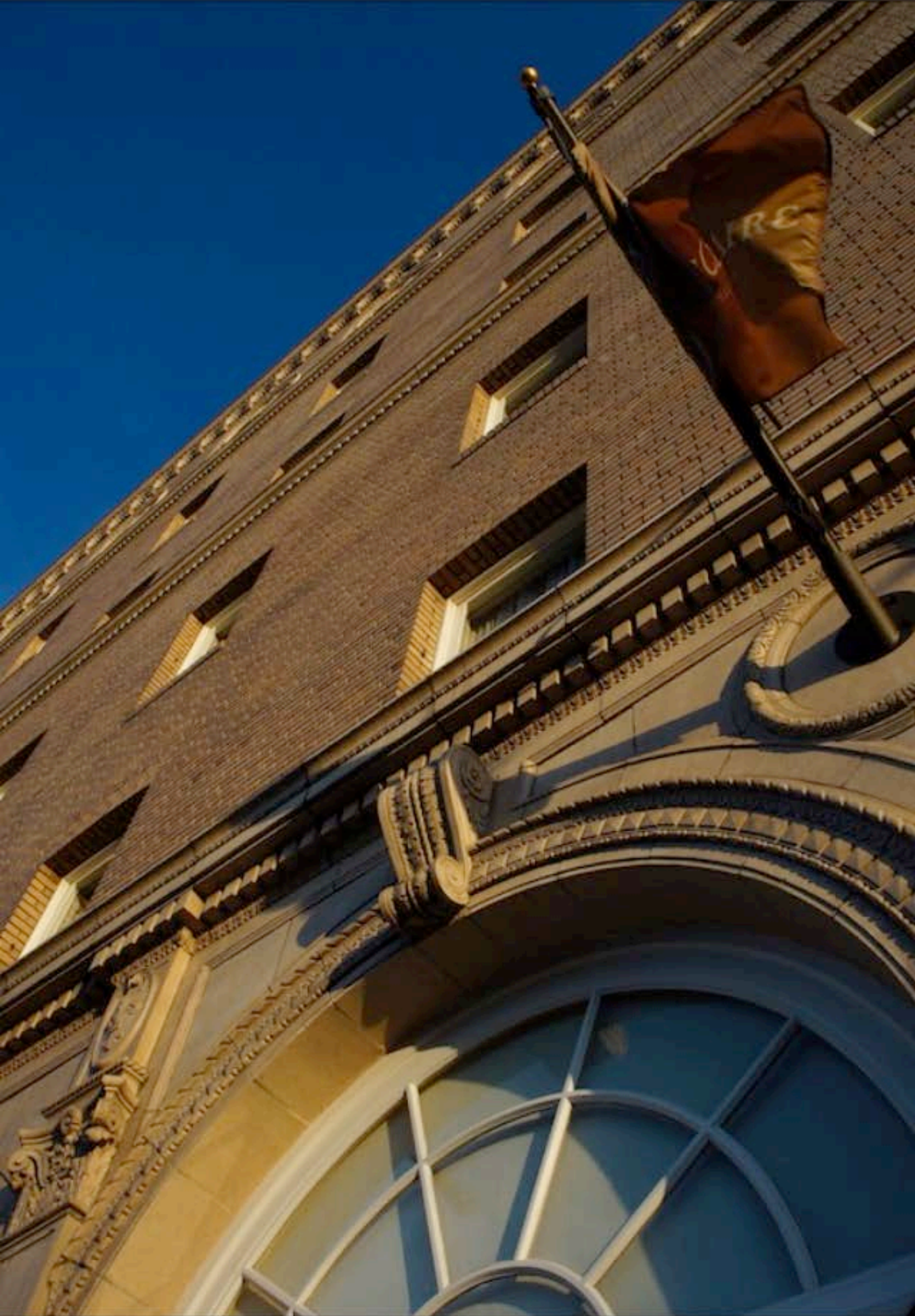
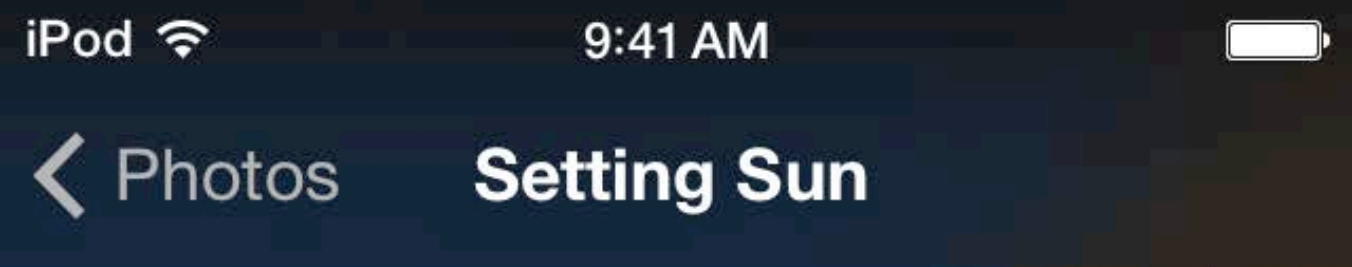
Kyoto Sunset



Sunset Porsche



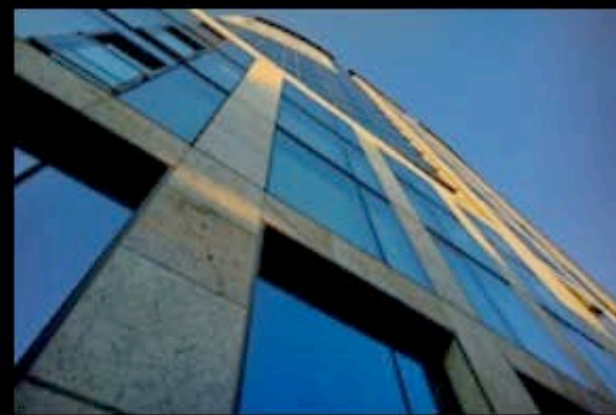
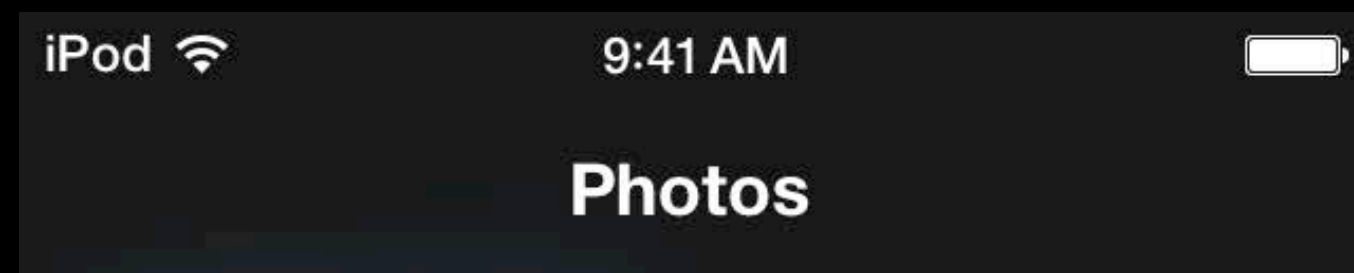
Autumn Leaves



blur sepia

Generalized Objects

DataSource



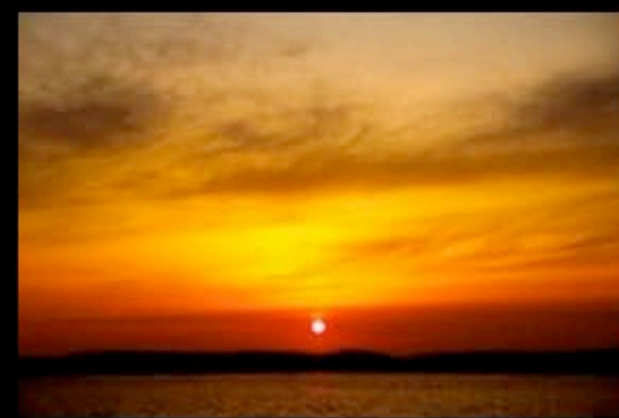
San Jose Sunset



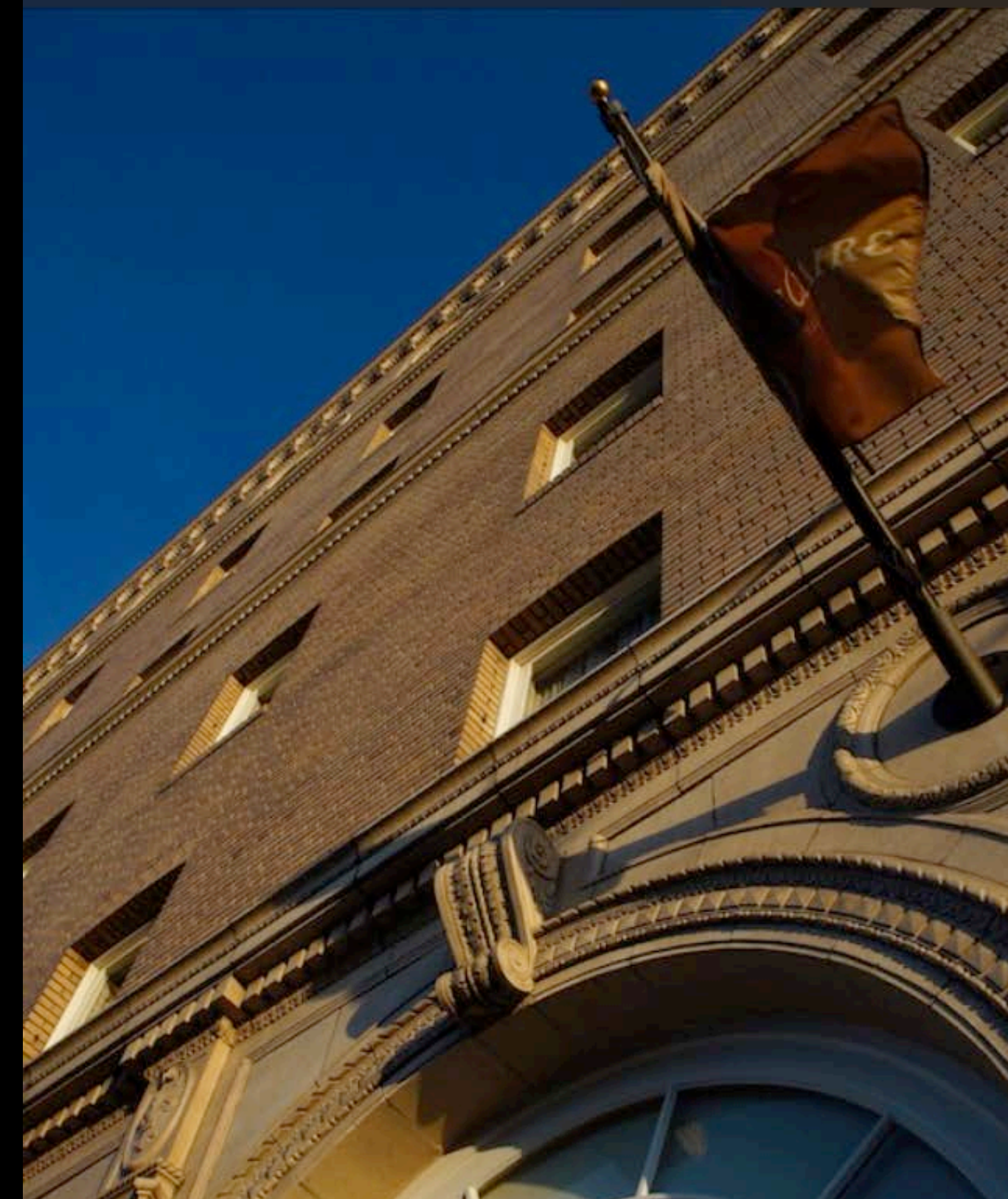
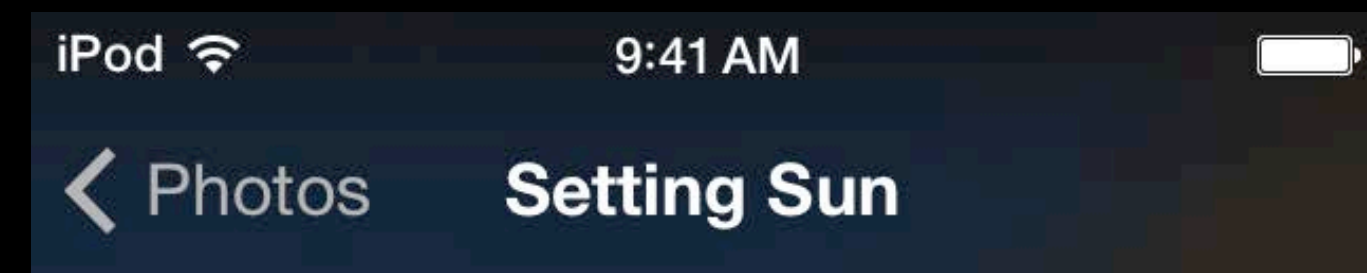
White Orchid



Rainbow Rose

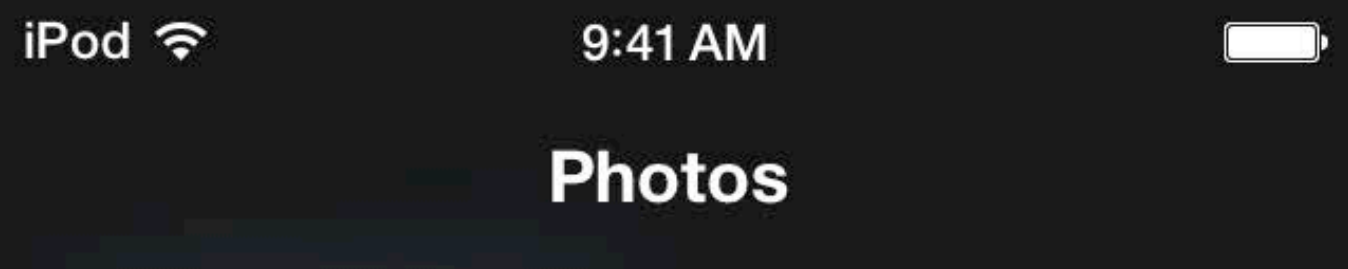
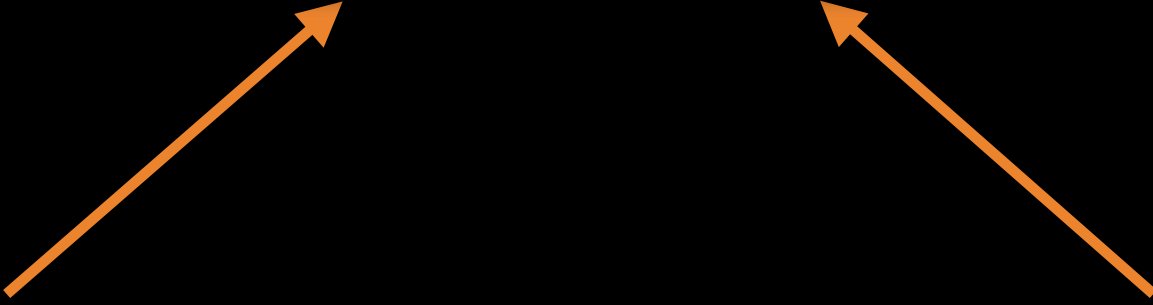


Kyoto Sunset



Generalized Objects

DataSource



San Jose Sunset



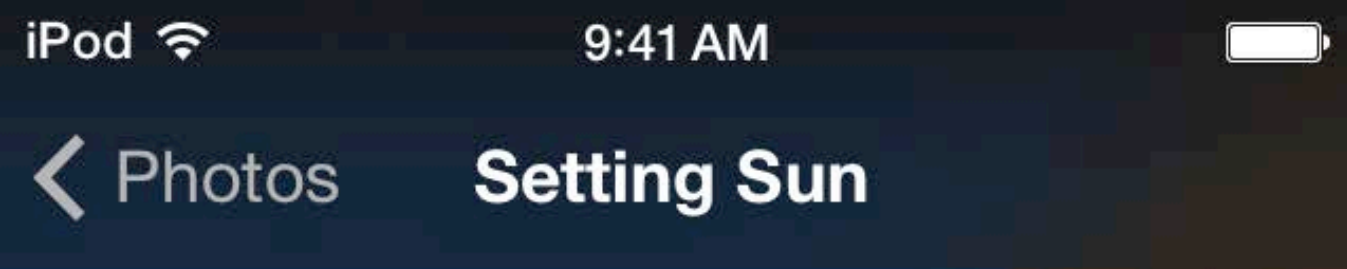
White Orchid



Rainbow Rose

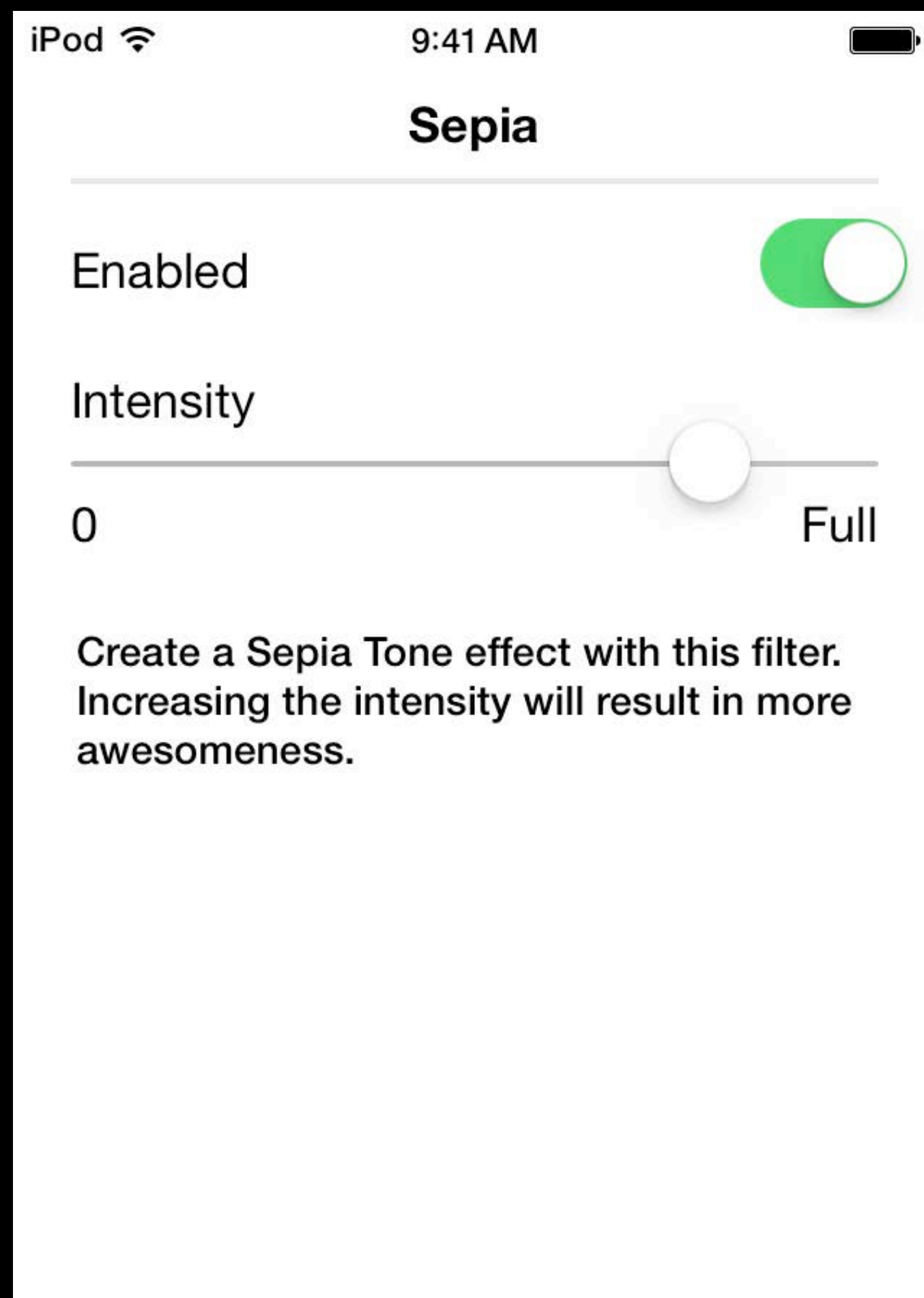


Kyoto Sunset

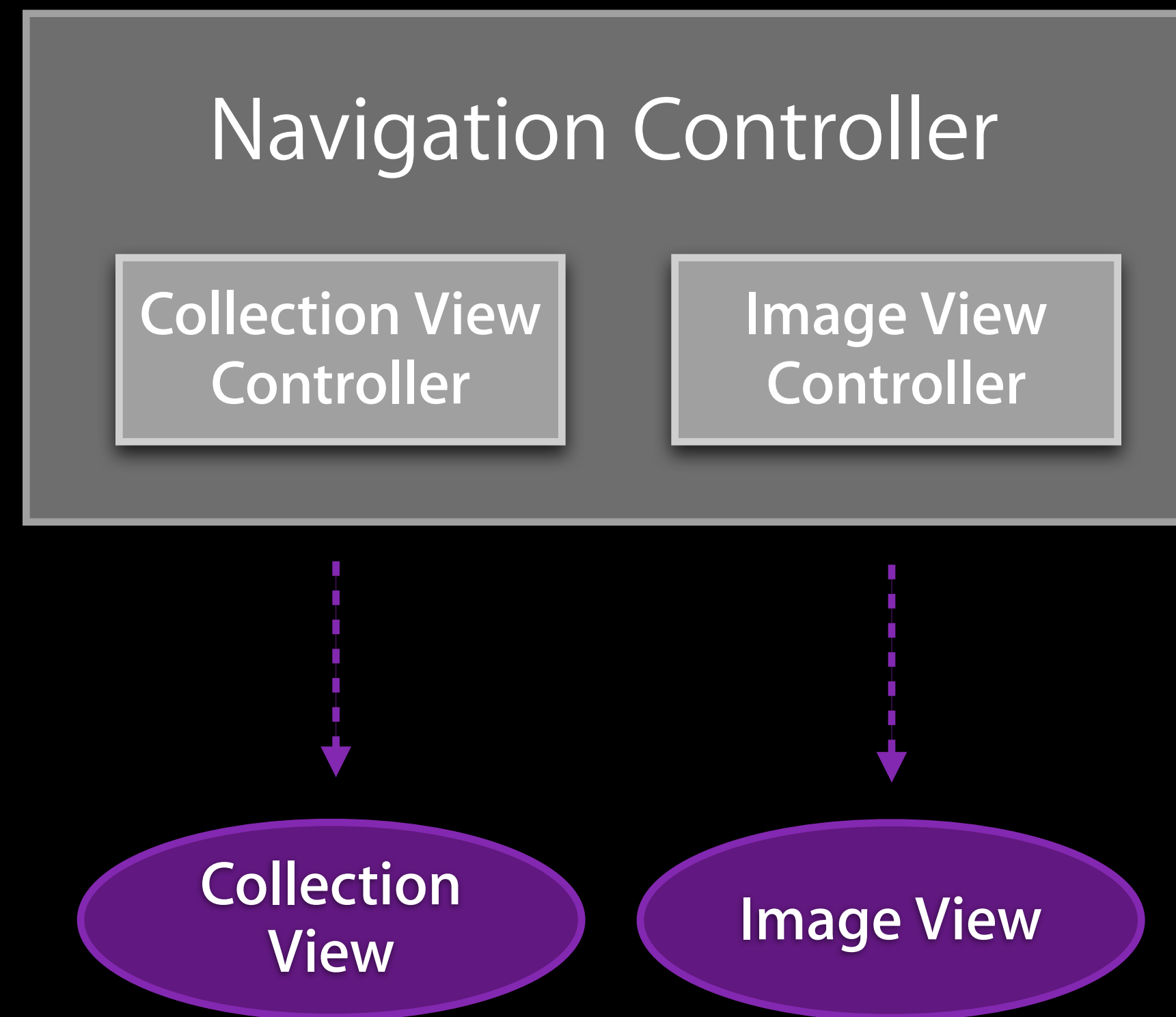


Generalized Objects

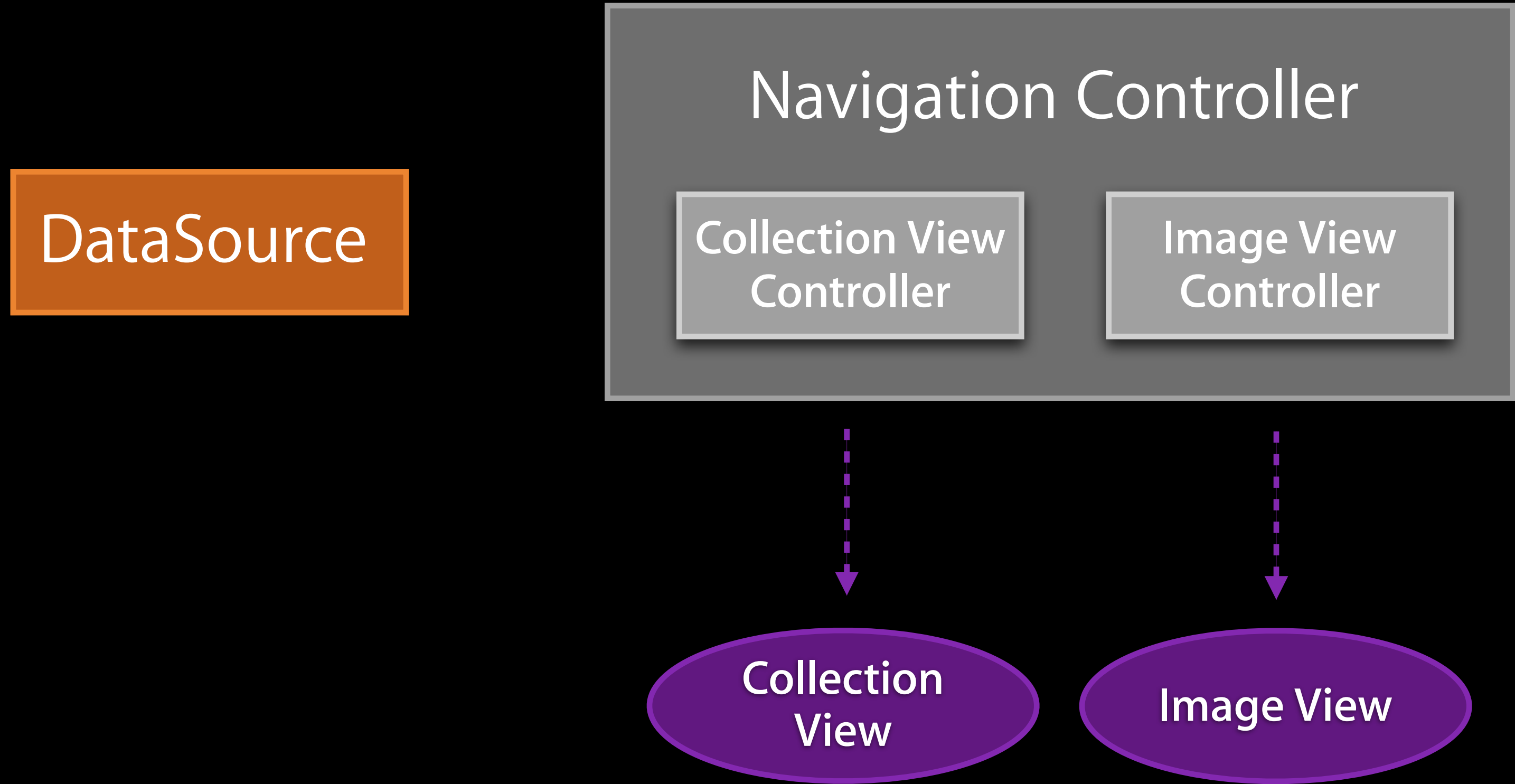
Shared Filter



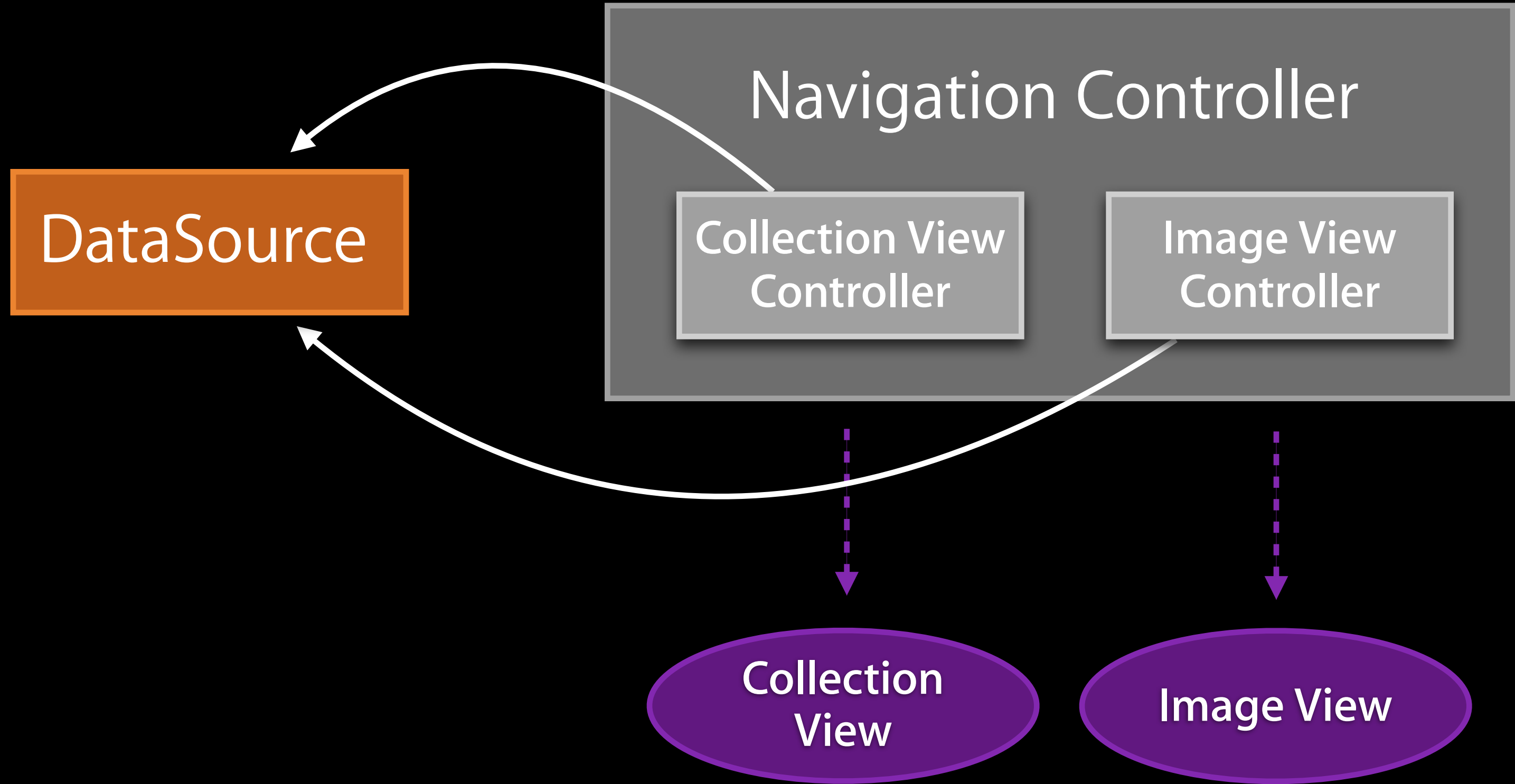
Example Application Structure



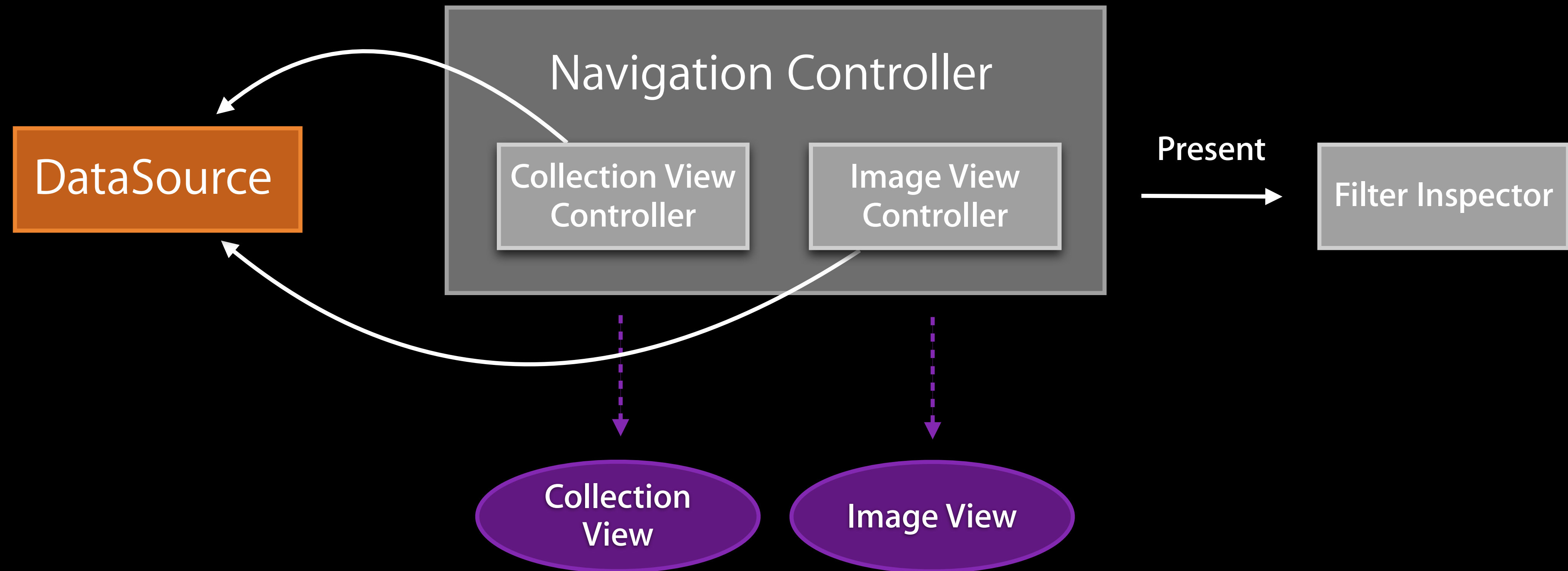
Example Application Structure



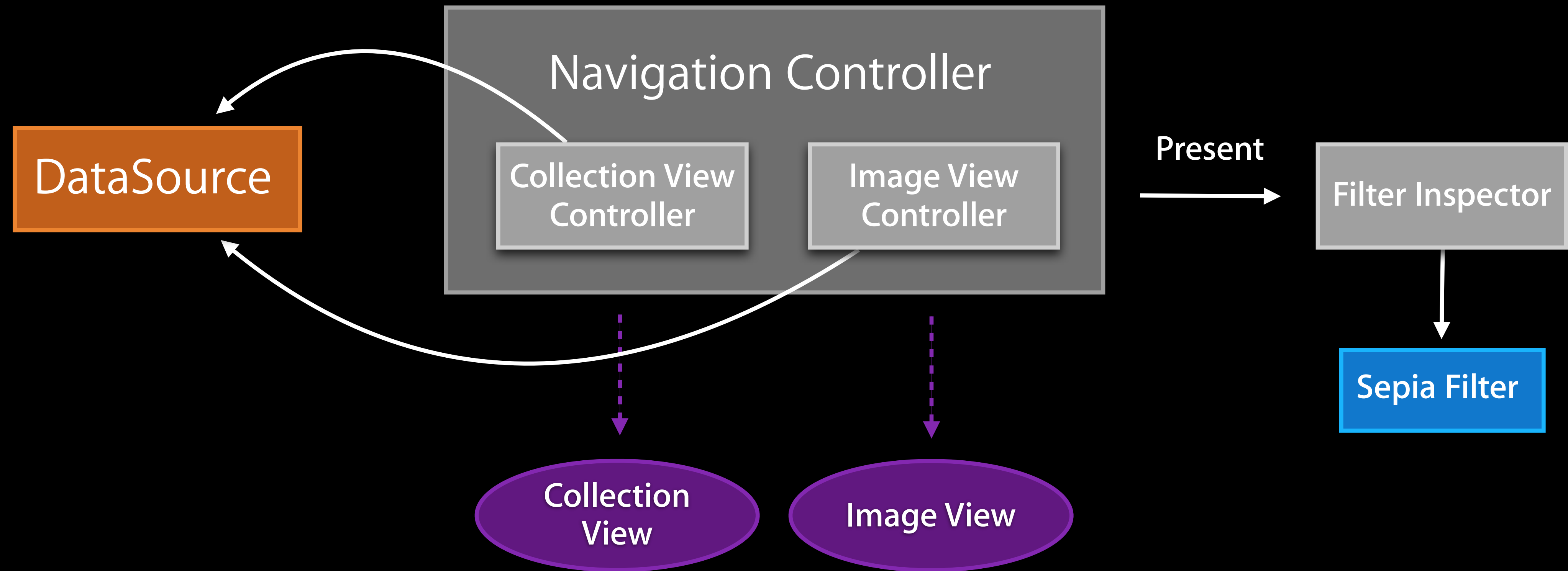
Example Application Structure



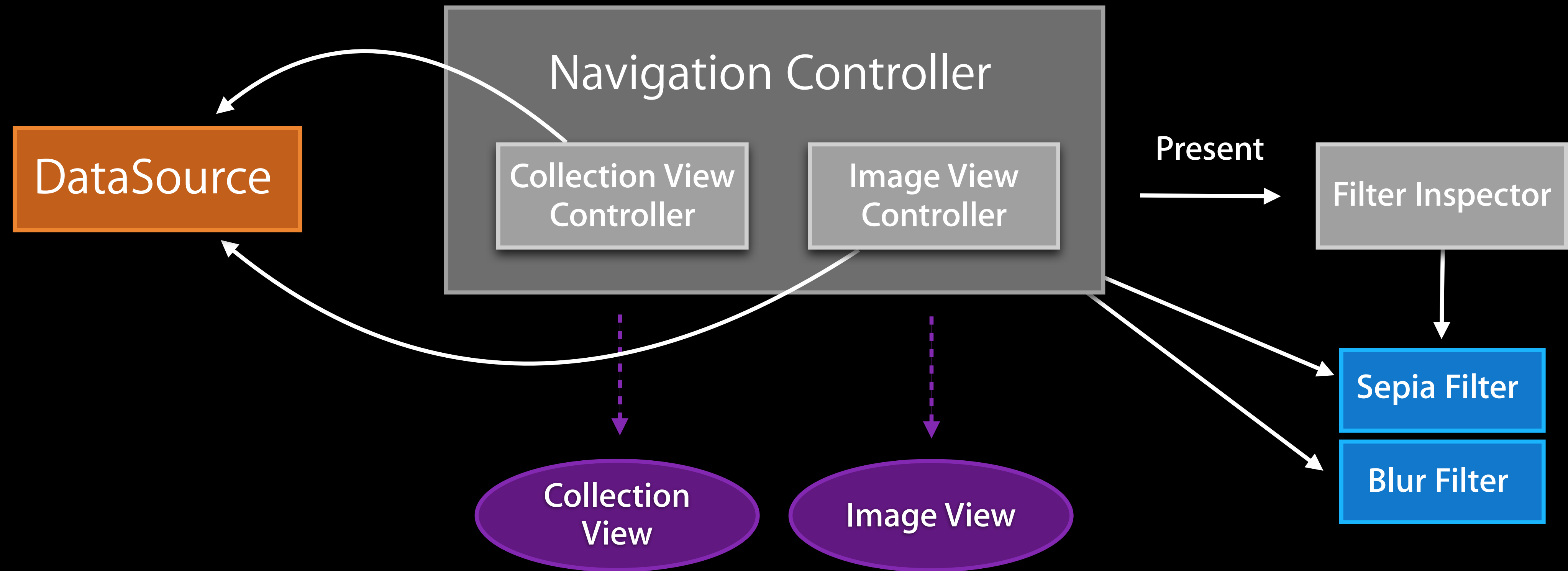
Example Application Structure



Example Application Structure



Example Application Structure



Example Application Structure

DataSource

Navigation Controller

Collection View
Controller

Image View
Controller

Filter Inspector

Sepia Filter

Blur Filter

Collection
View

Image View

Registering Objects

Registering Objects

- UIApplication class method

Registering Objects

- UIApplication class method
 - `registerObjectForStateRestoration:restorationIdentifier:`

Registering Objects

- UIApplication class method
 - `registerObjectForStateRestoration:restorationIdentifier:
id<UIStateRestoring> object`

Registering Objects

- UIApplication class method
 - `registerObjectForStateRestoration:restorationIdentifier:`
 `id<UIStateRestoring> object`
 `NSString *restorationIdentifier`

UIStateRestoring Protocol

UIStateRestoring Protocol

- encode/decode methods

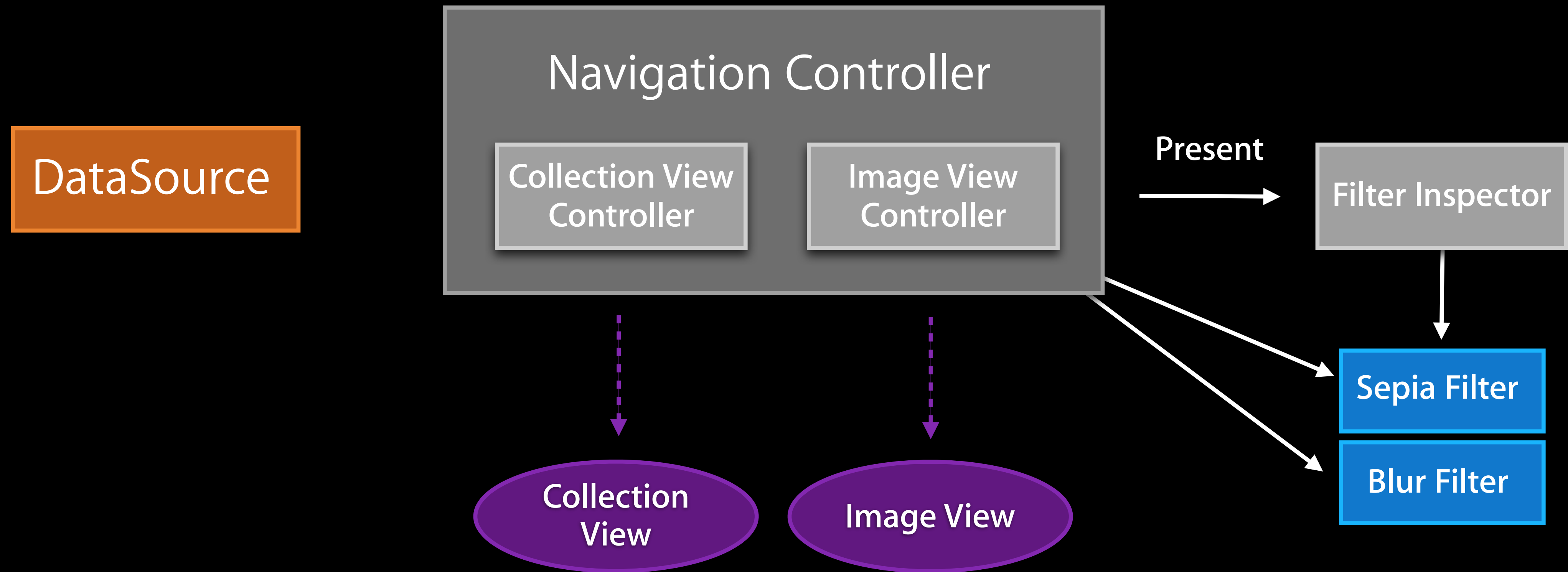
UIStateRestoring Protocol

- encode/decode methods
- restorationParent property

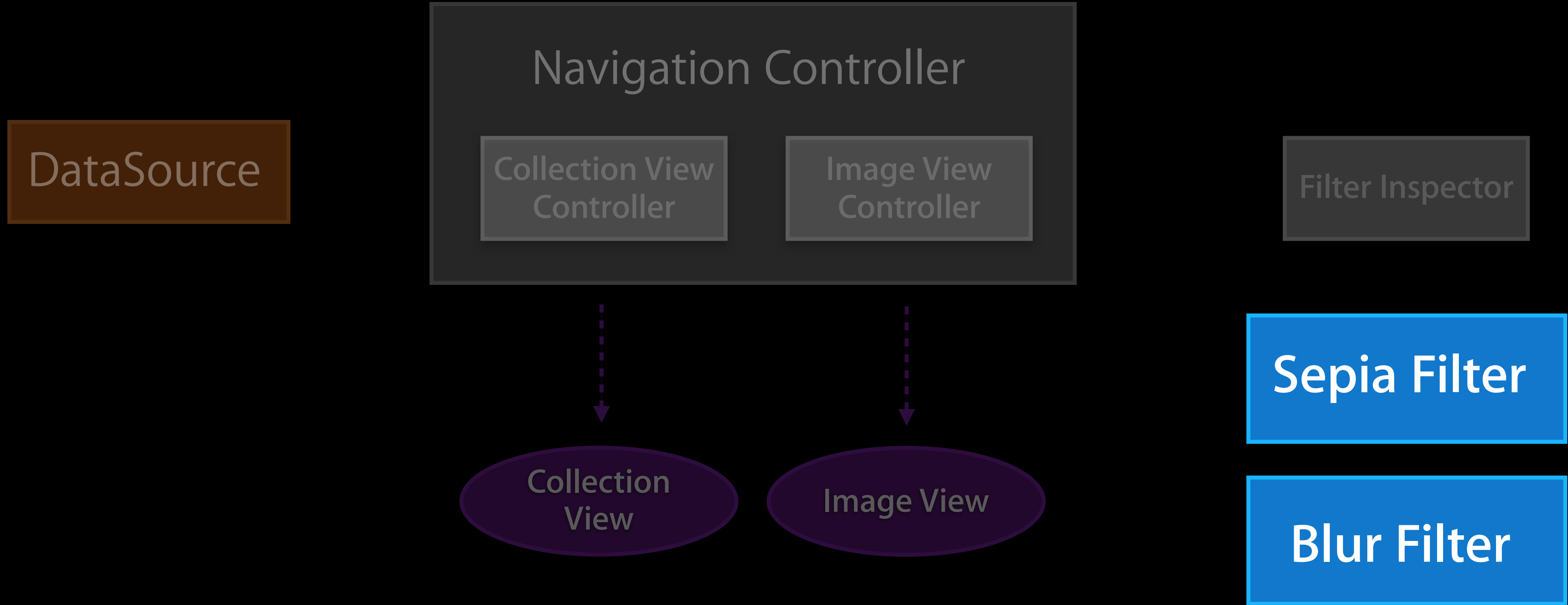
UIStateRestoring Protocol

- encode/decode methods
- restorationParent property
- objectRestorationClass property

Example Application Structure



Example Application Structure



UIObjectRestoration Protocol

UIObjectRestoration Protocol

+ `objectWithRestorationIdentifierPath:coder:`

UIObjectRestoration Protocol

```
+ objectWithRestorationIdentifierPath:coder:  
    NSArray *identifierComponents
```

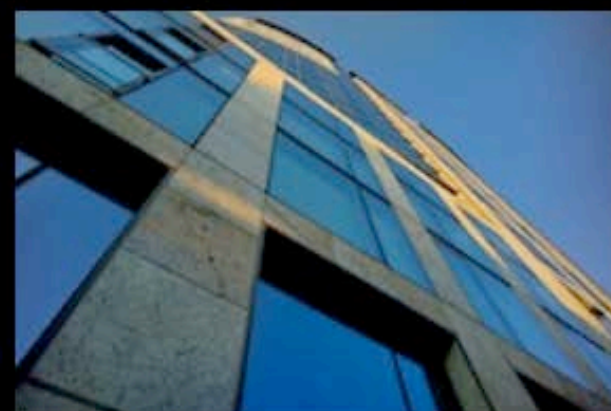
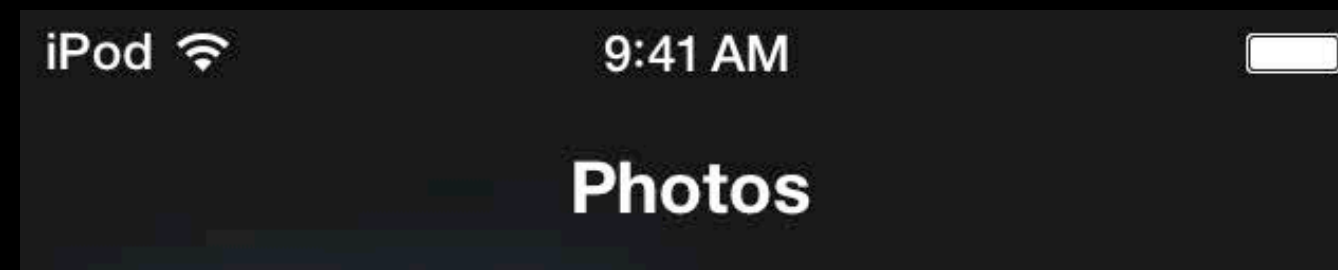
UIObjectRestoration Protocol

```
+ objectWithRestorationIdentifierPath:coder:  
    NSArray *identifierComponents  
    NSCoder *coder (NSKeyedUnarchiver)
```

UIObjectRestoration Protocol

```
+ objectWithRestorationIdentifierPath:coder:  
    NSArray *identifierComponents  
    NSCoder *coder (NSKeyedUnarchiver)  
    Returns id<UIStateRestoring>
```

Application Delegate Launch



San Jose Sunset



White Orchid



Rainbow Rose



Kyoto Sunset



Sunset Porsche

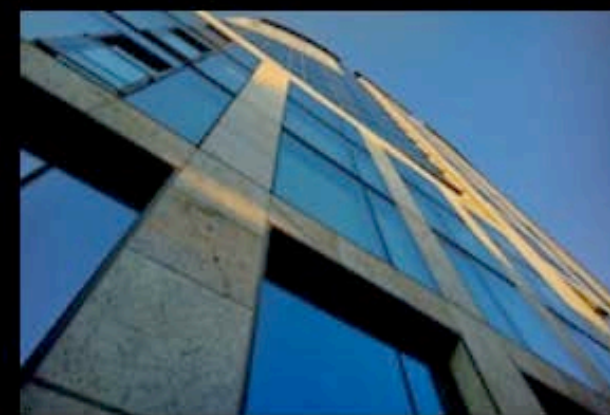
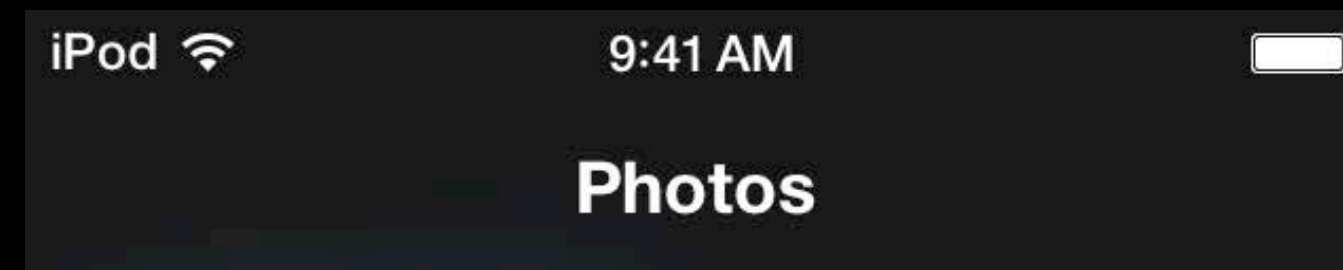


Autumn Leaves



Application Delegate Launch

DataSource



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Kyoto Sunset



Sunset Porsche



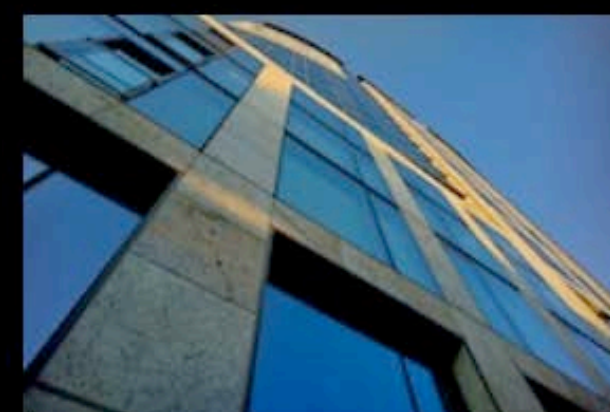
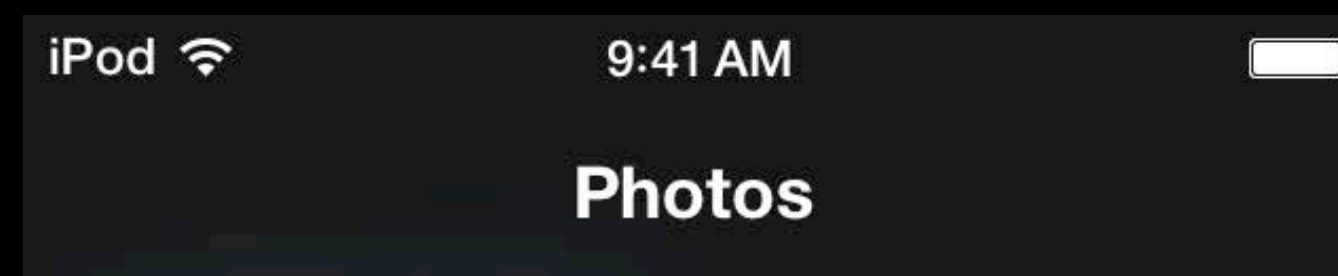
Autumn Leaves



Application Delegate Launch

```
- (BOOL)application:(UIApplication *)application  
    willFinishLaunchingWithOptions:(NSDictionary *)launchOptions  
// ...  
[UIApplication registerObjectForStateRestoration:self.dataSource  
    restorationIdentifier:@"DataSource"];  
// ...
```

DataSource



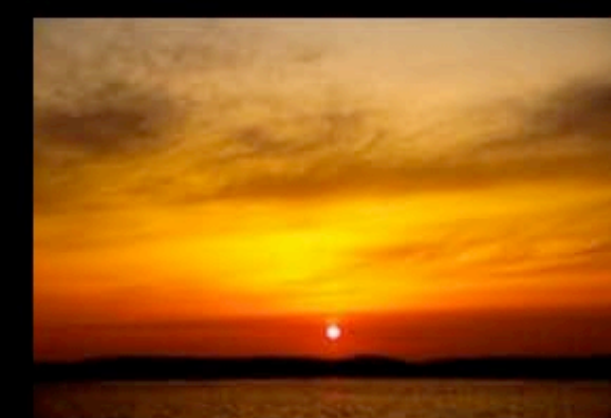
San Jose Sunset



White Orchid



Rainbow Rose

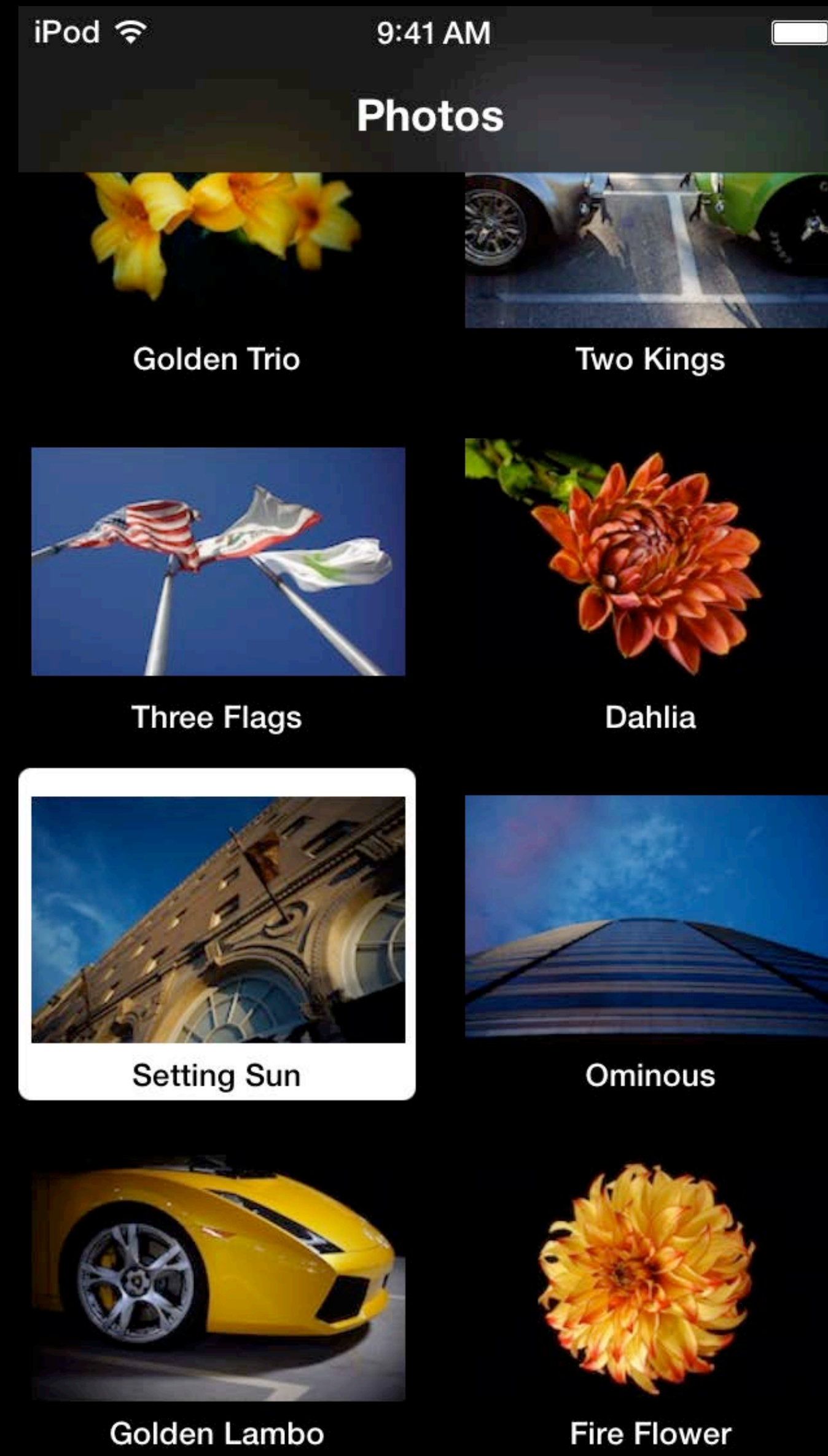


Kyoto Sunset



Segue to Image View Controller

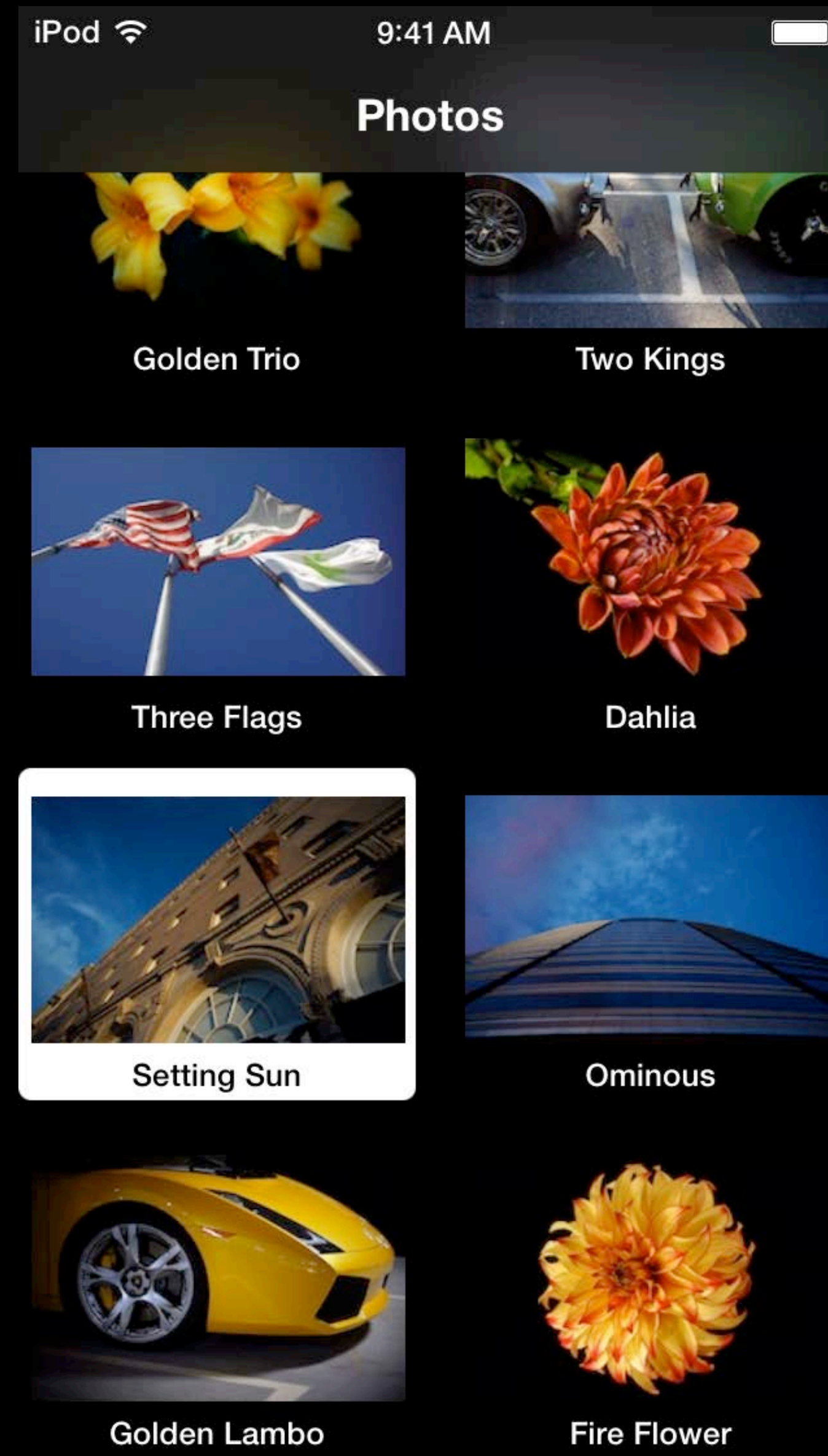
– (void)prepareForSegue:(UIStoryboardSegue *)segue sender:(id)sender



Segue to Image View Controller

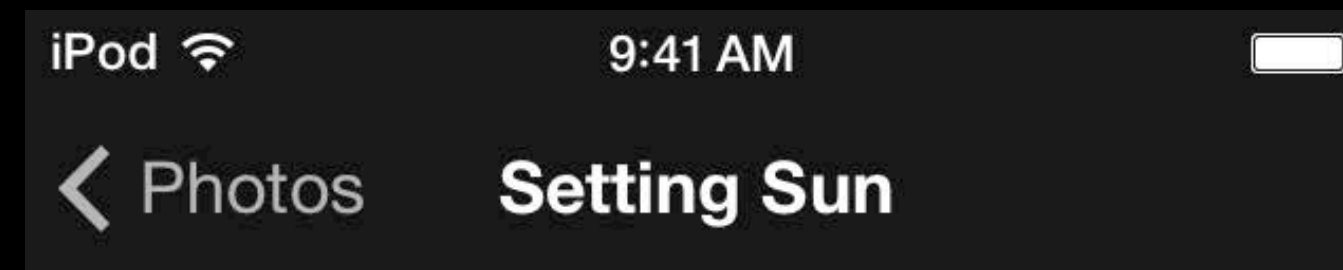
– (void)prepareForSegue:(UIStoryboardSegue *)segue sender:(id)sender

DataSource



Segue to Image View Controller

– (void)prepareForSegue:(UIStoryboardSegue *)segue sender:(id)sender



DataSource



blur sepia

Image Controller Save

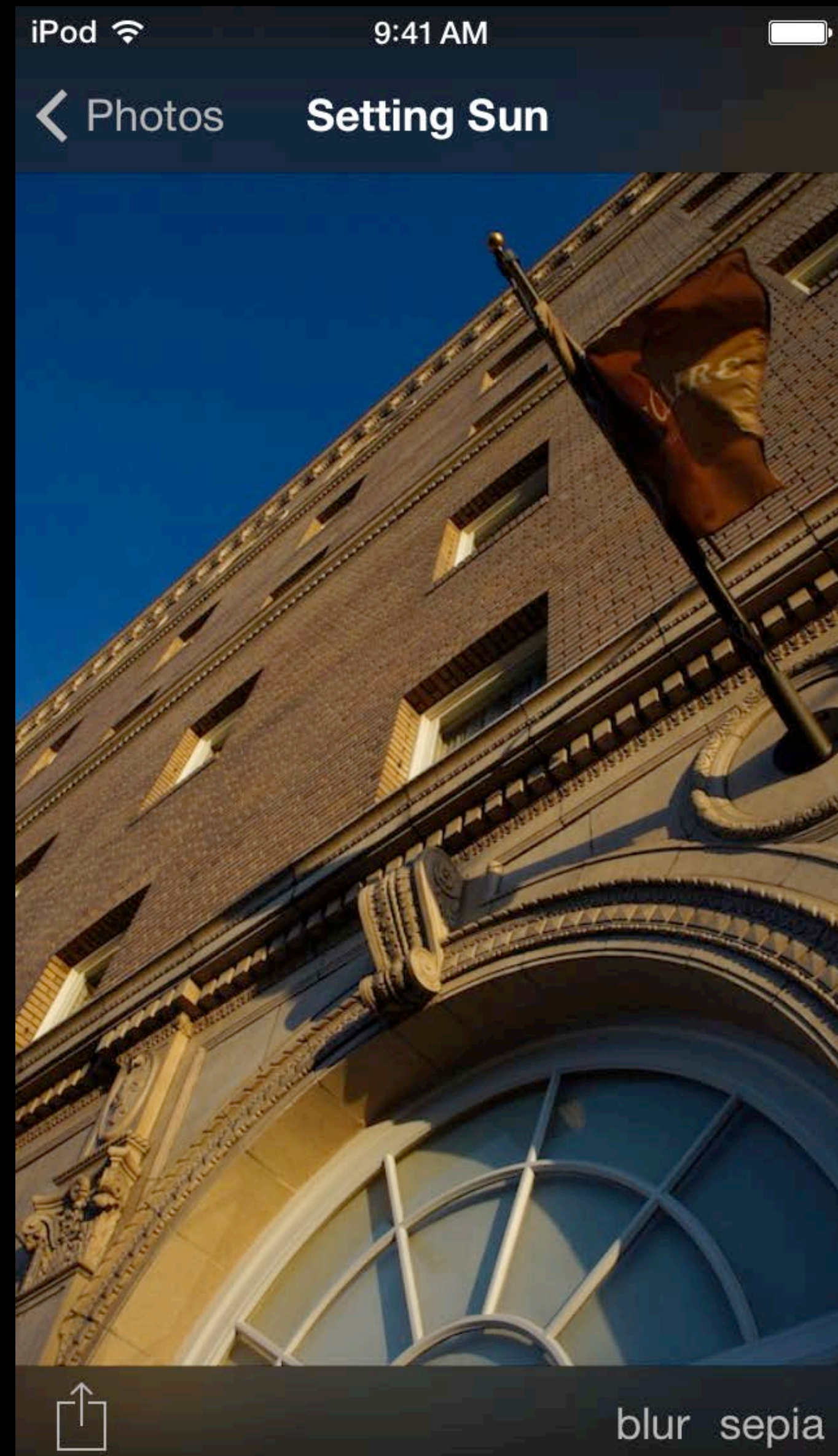


Image Controller Save

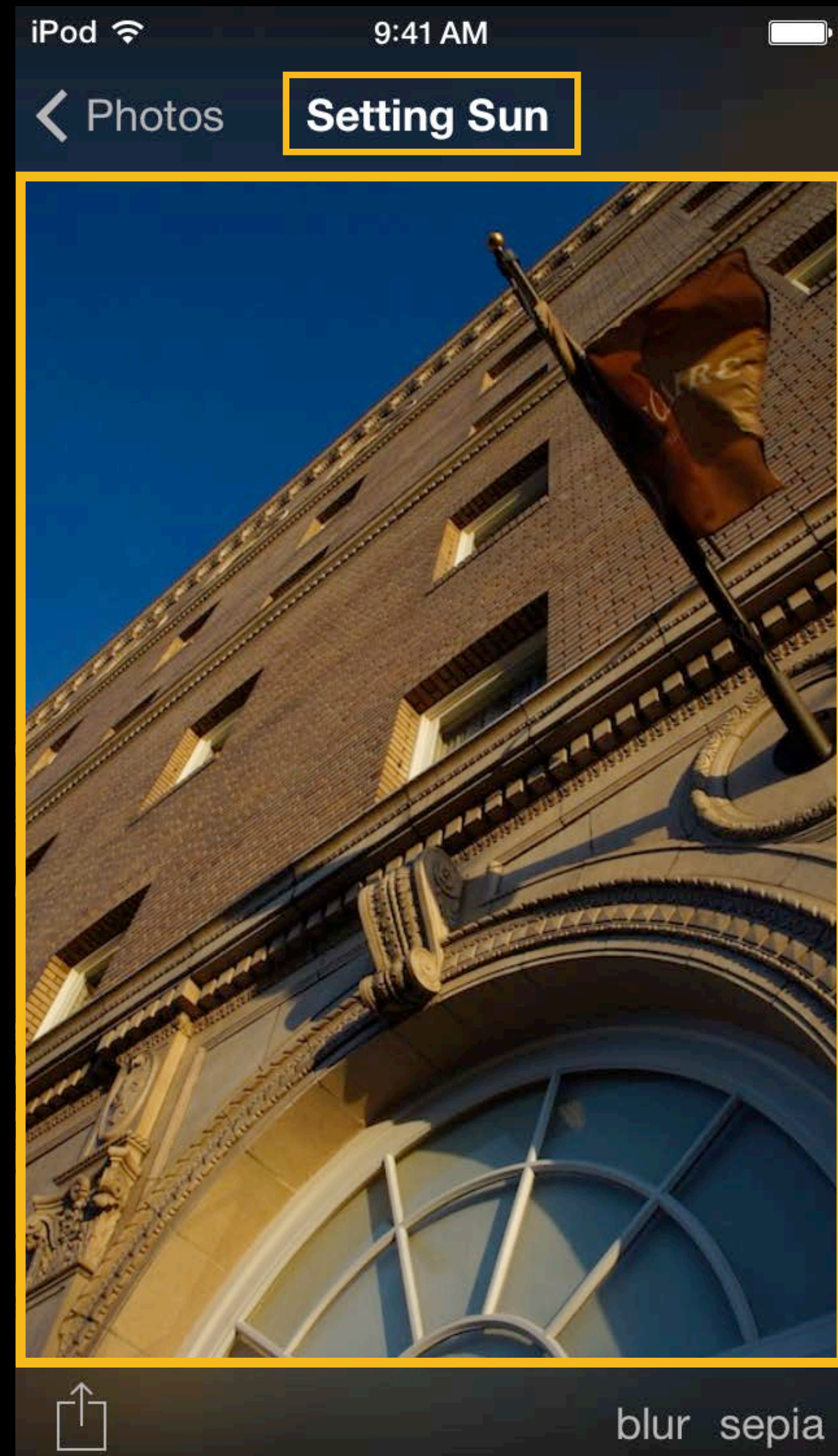


Image Controller Save

DataSource

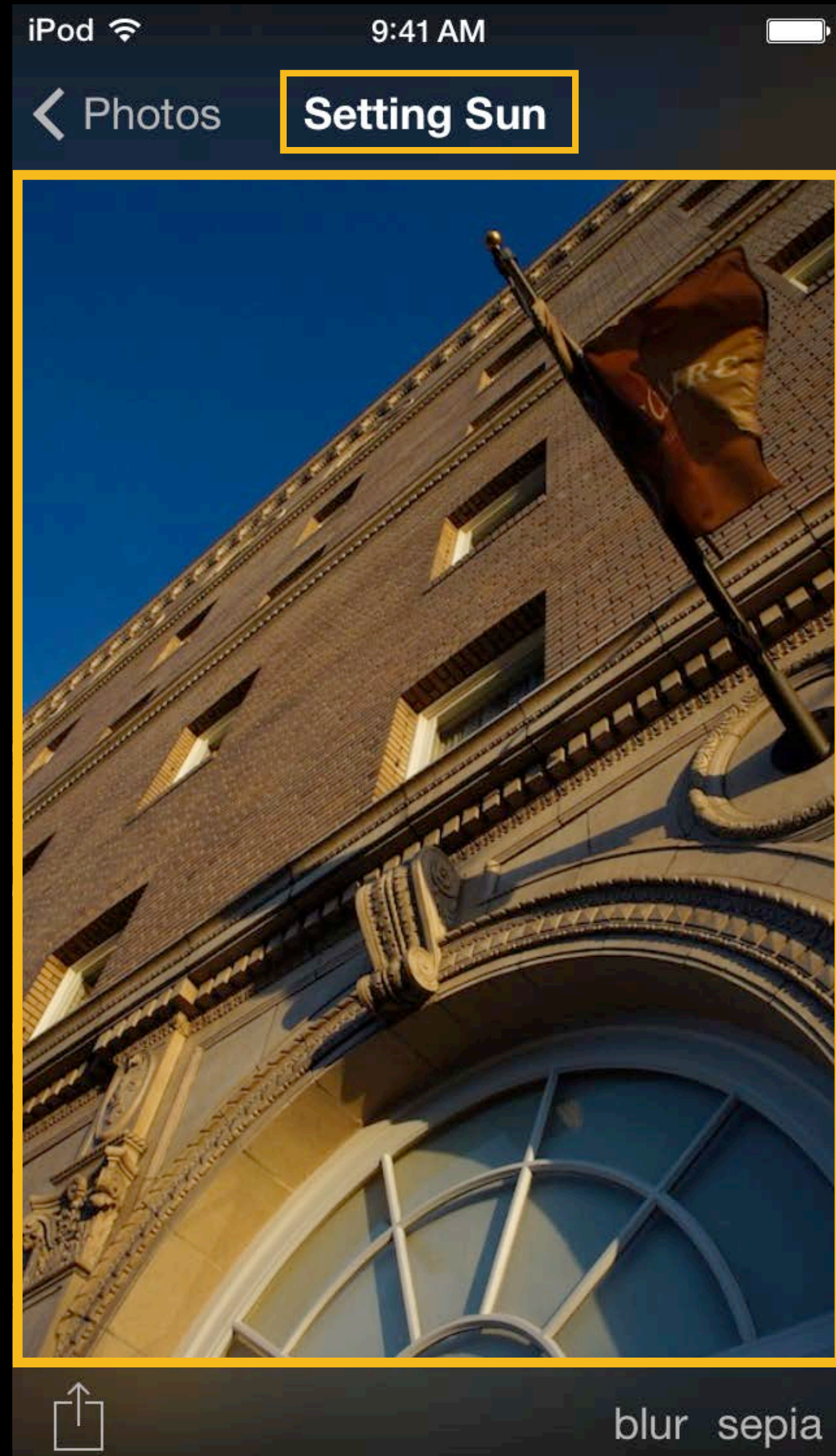
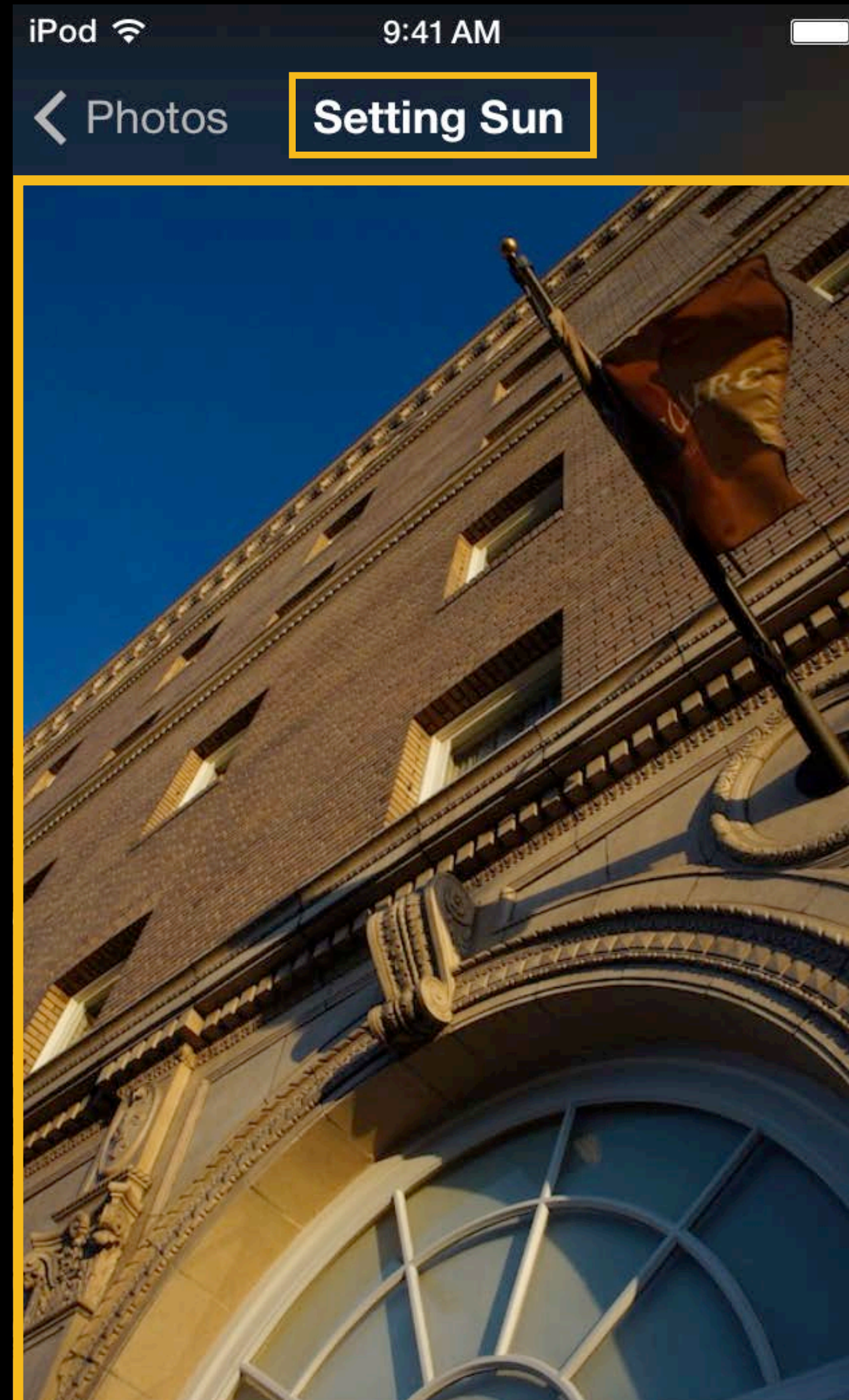


Image Controller Save

– (void) encodeRestorableStateWithCoder: (NSCoder *) coder

DataSource



```
[coder encodeObject:dataSource  
forKey:dataSourceKey];
```



blur sepia

Image Controller Restore

– (void) decodeRestorableStateWithCoder: (NSCoder *) coder

Image Controller Restore

– (void) decodeRestorableStateWithCoder:(NSCoder *)coder



Image Controller Restore

– (void) decodeRestorableStateWithCoder: (NSCoder *) coder

DataSource

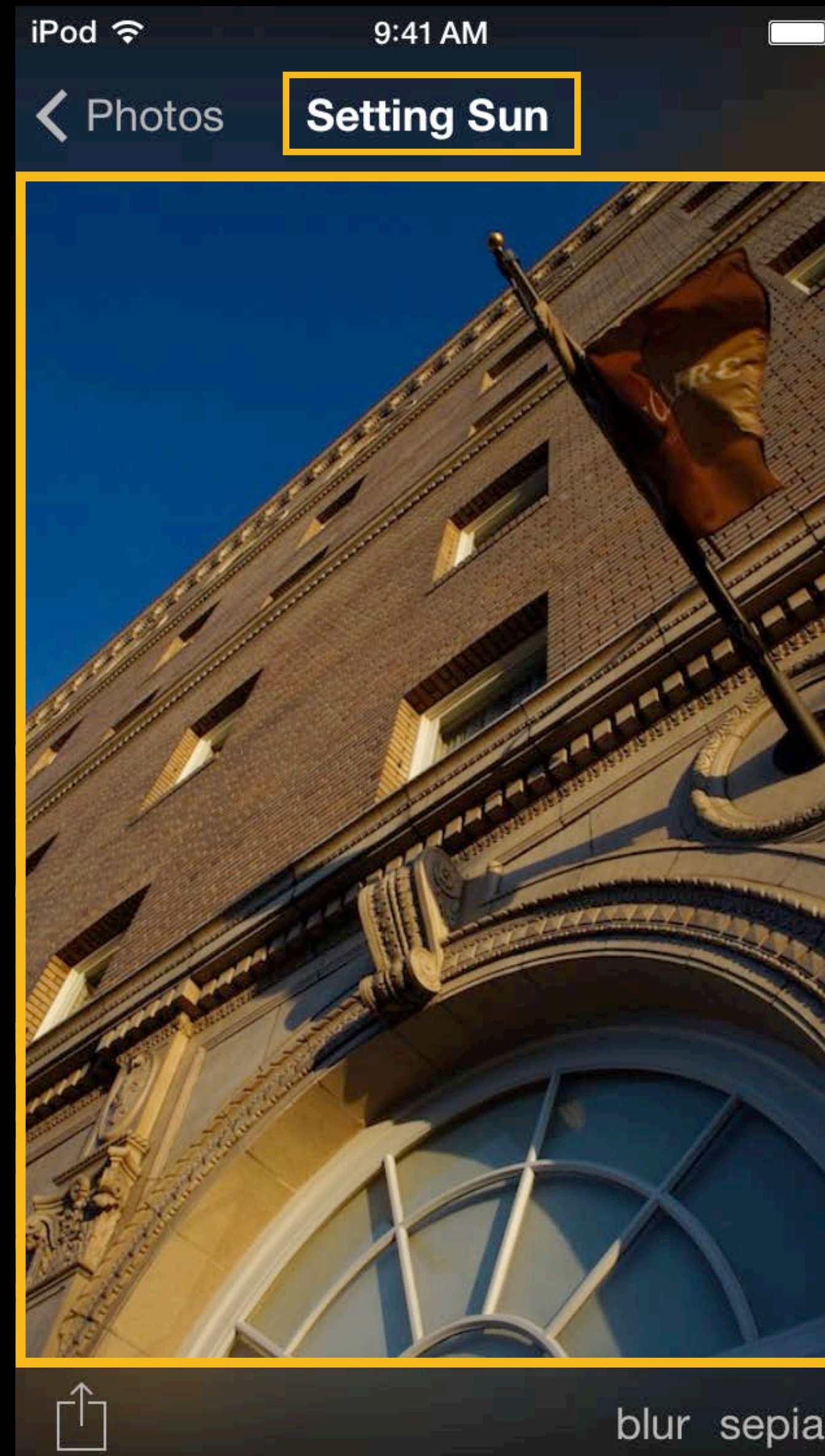


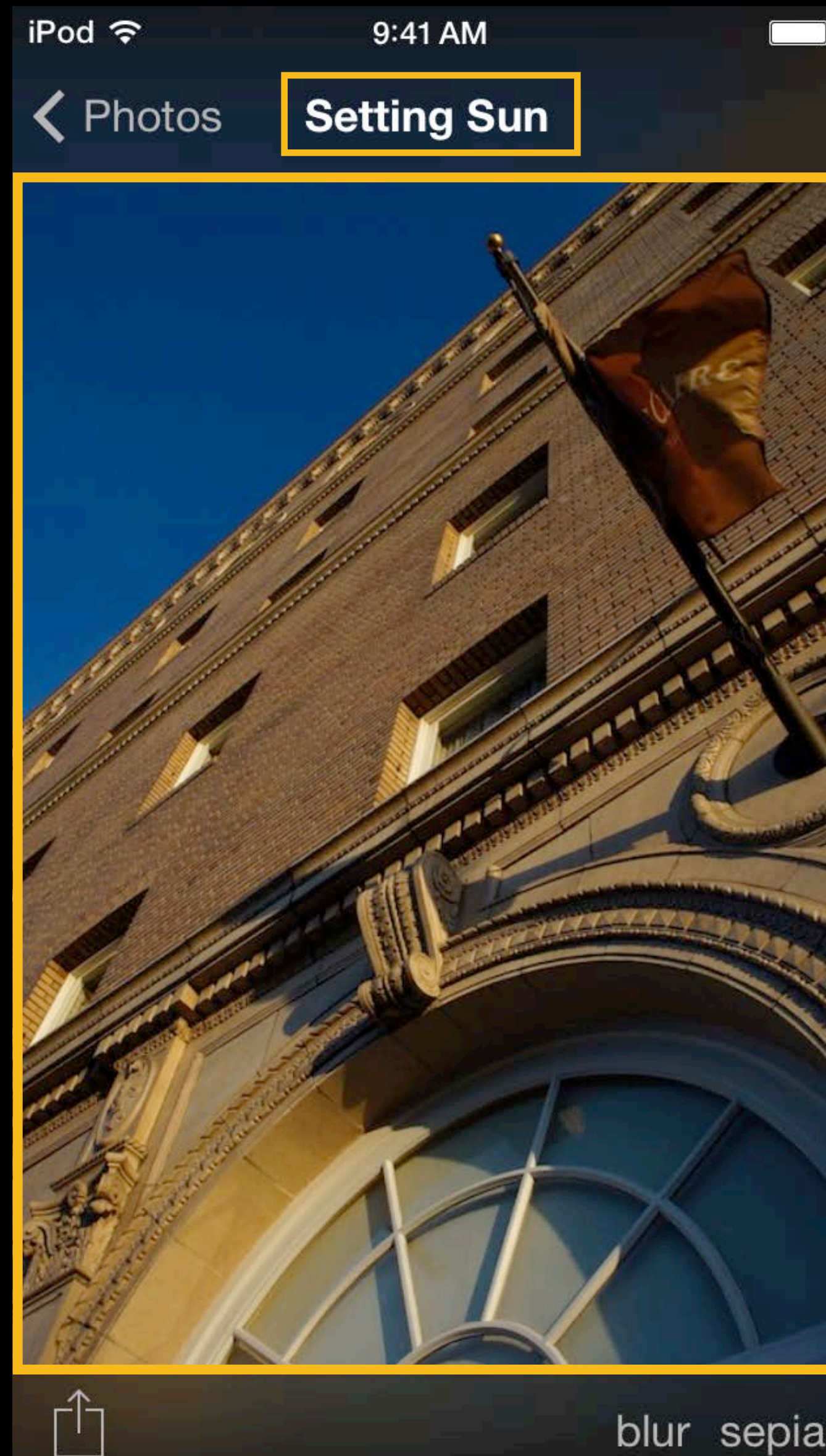
Image Controller Restore

– (void) decodeRestorableStateWithCoder: (NSCoder *) coder

DataSource



```
dataSource =  
    [coder decodeObjectForKey:  
        dataSourceKey];
```

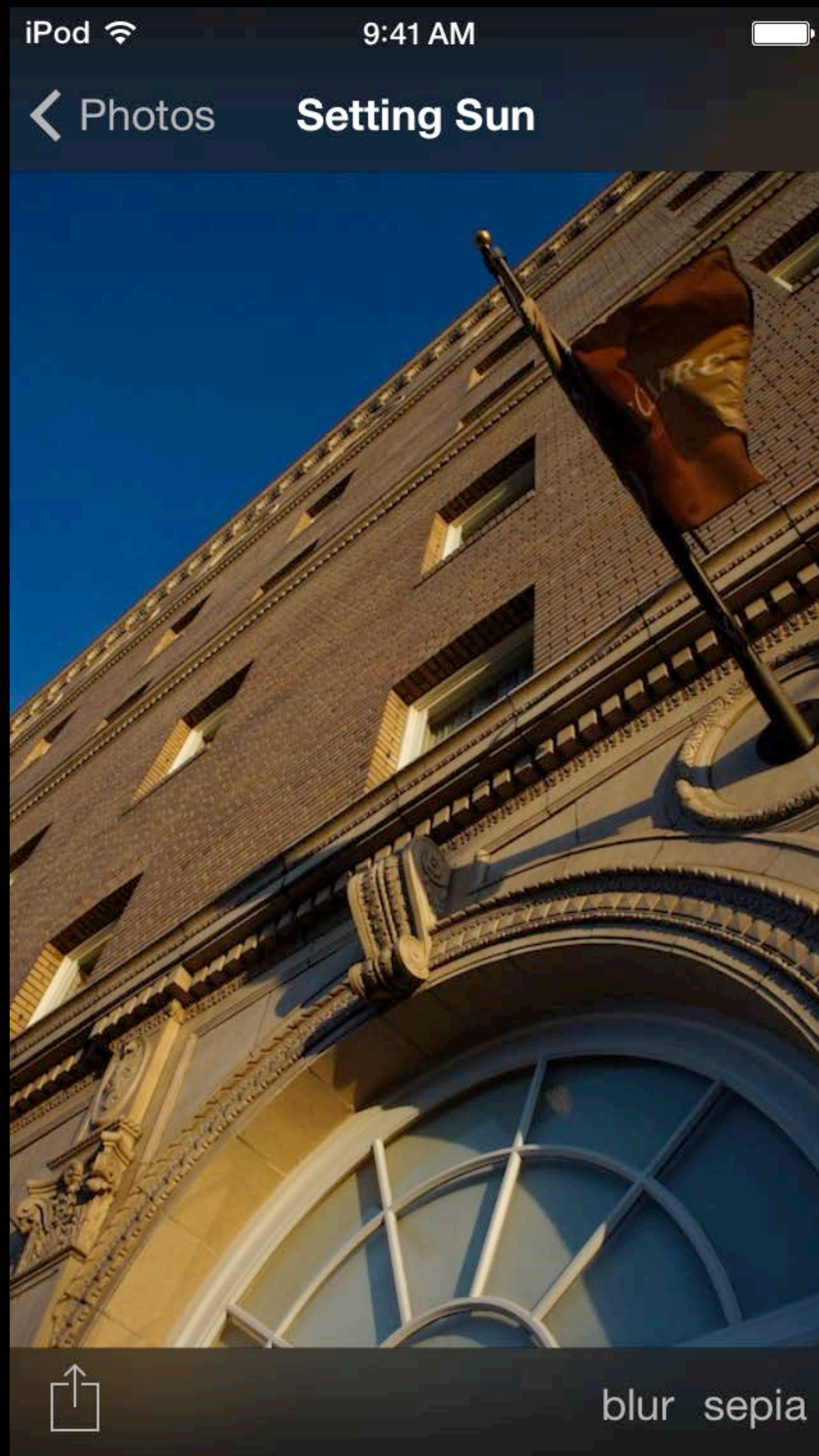


Demo

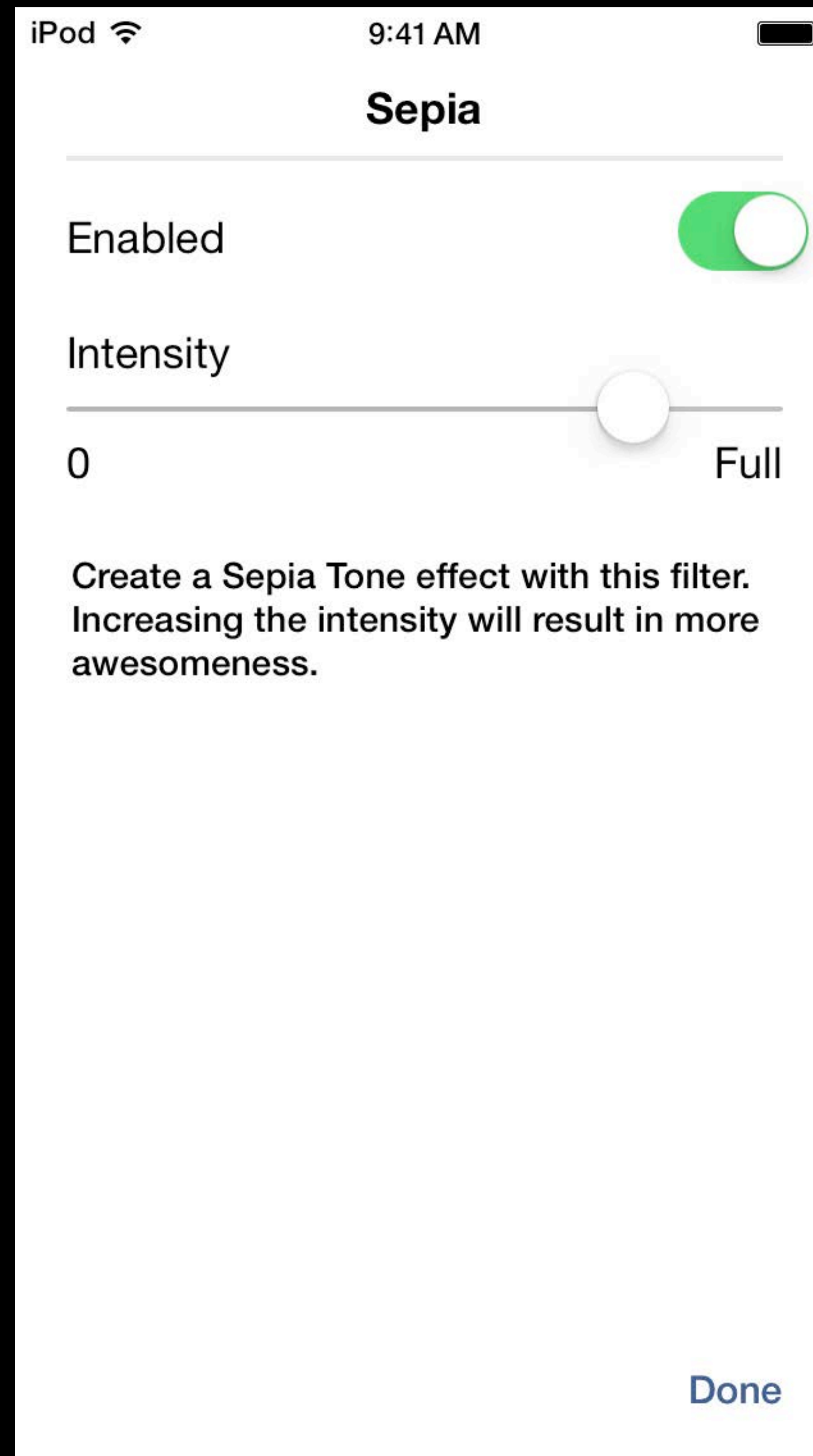
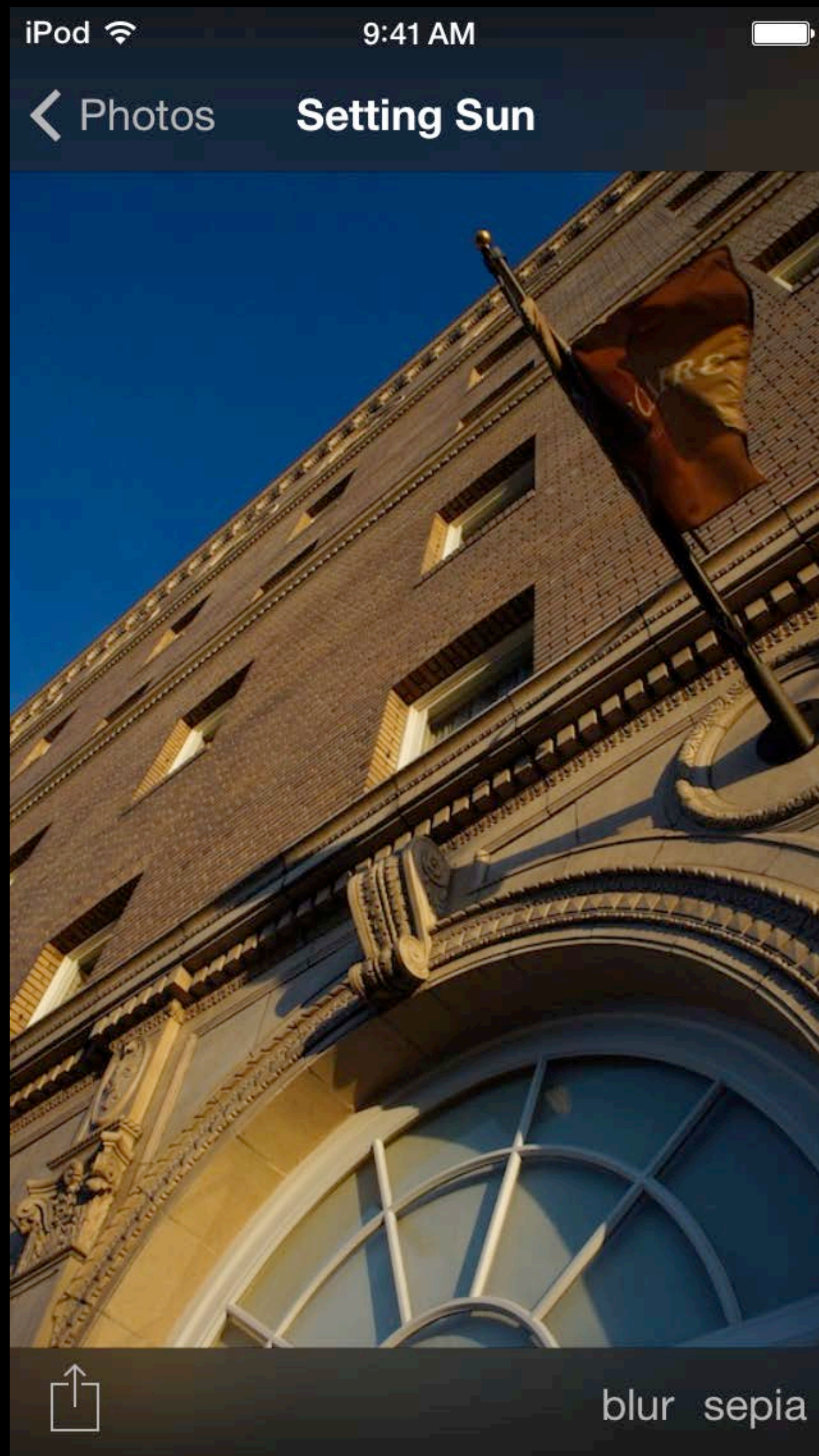
Image Viewer: filters

What Was Restored?

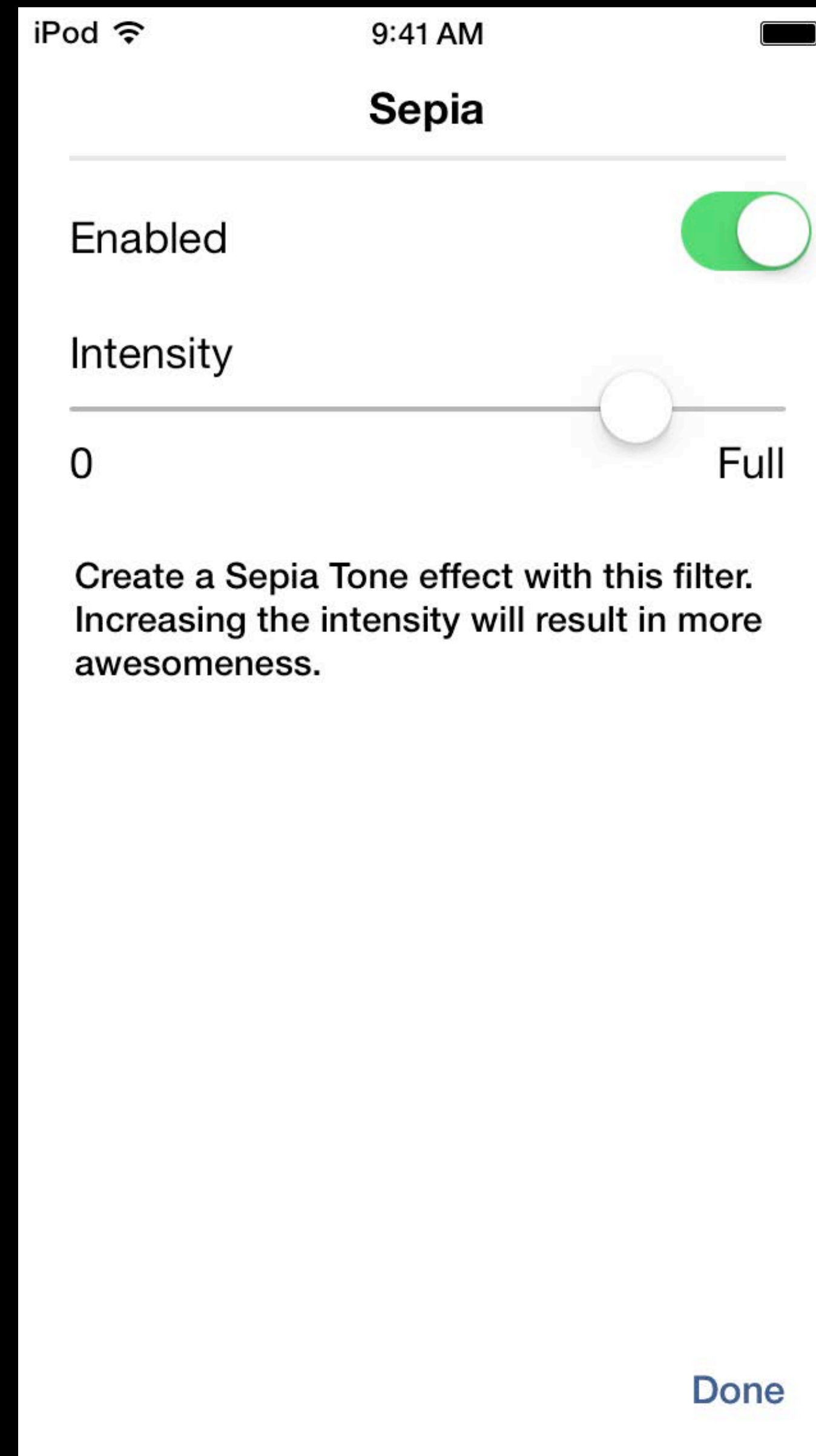
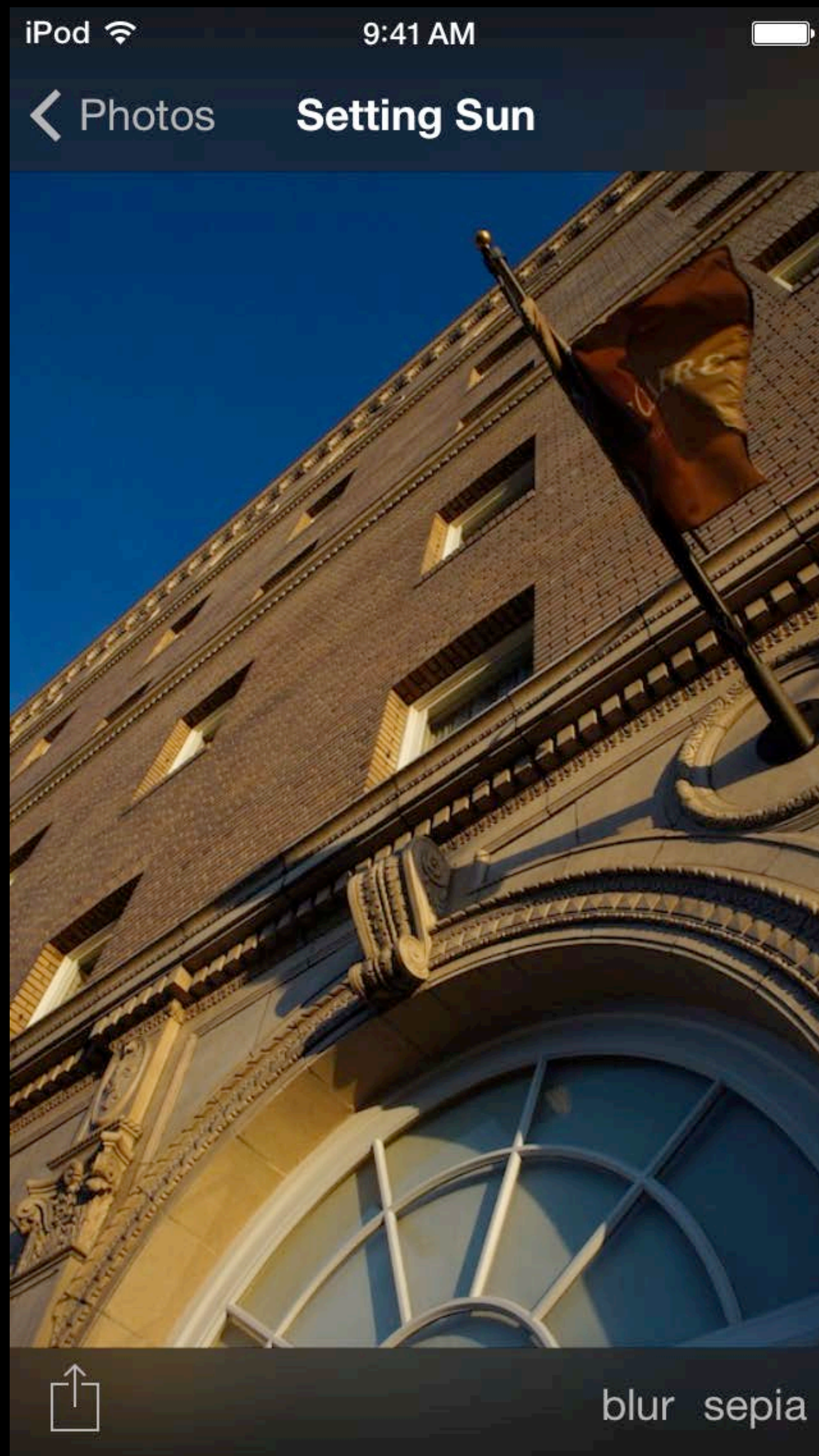
What Was Restored?



What Was Restored?



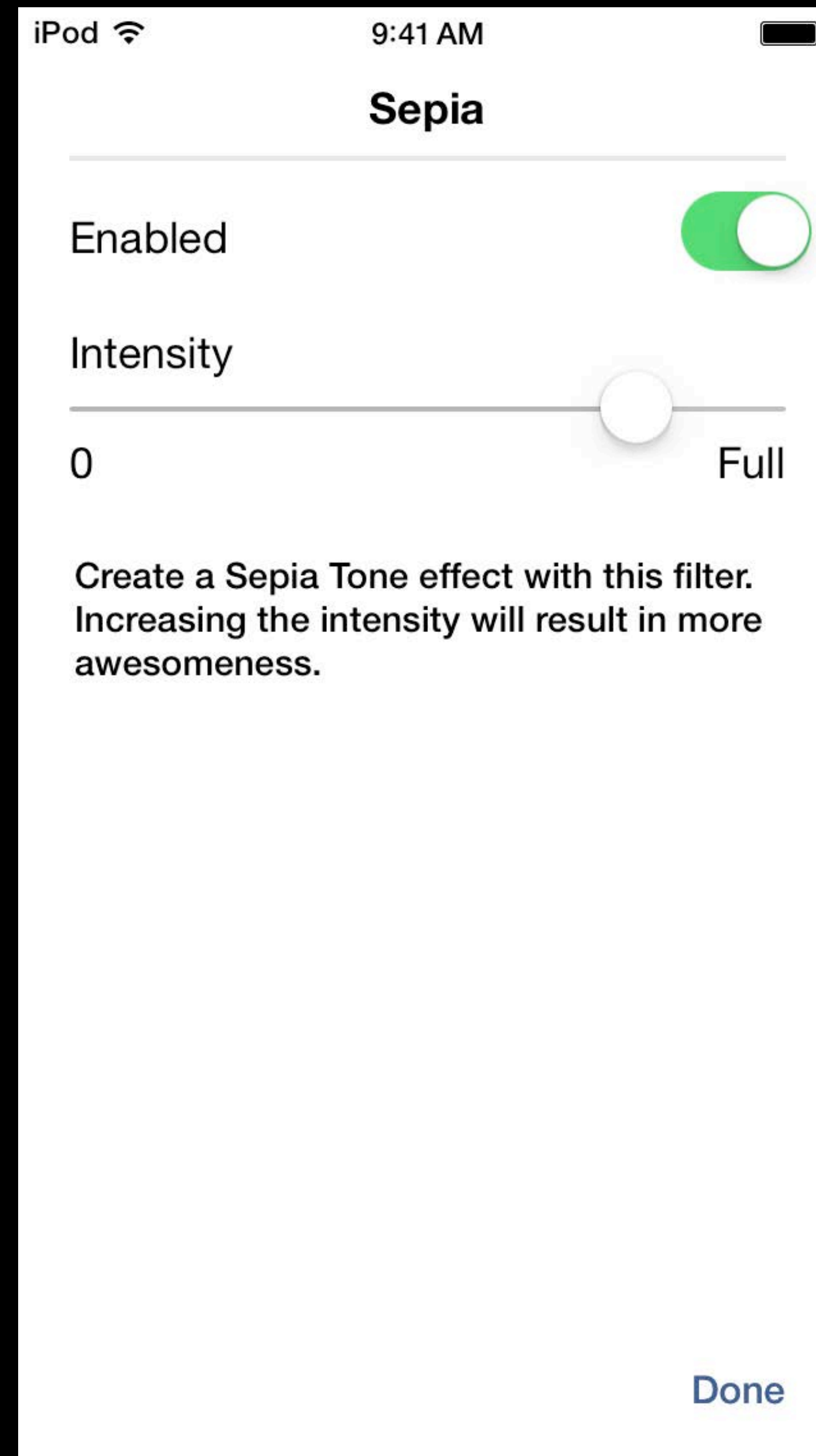
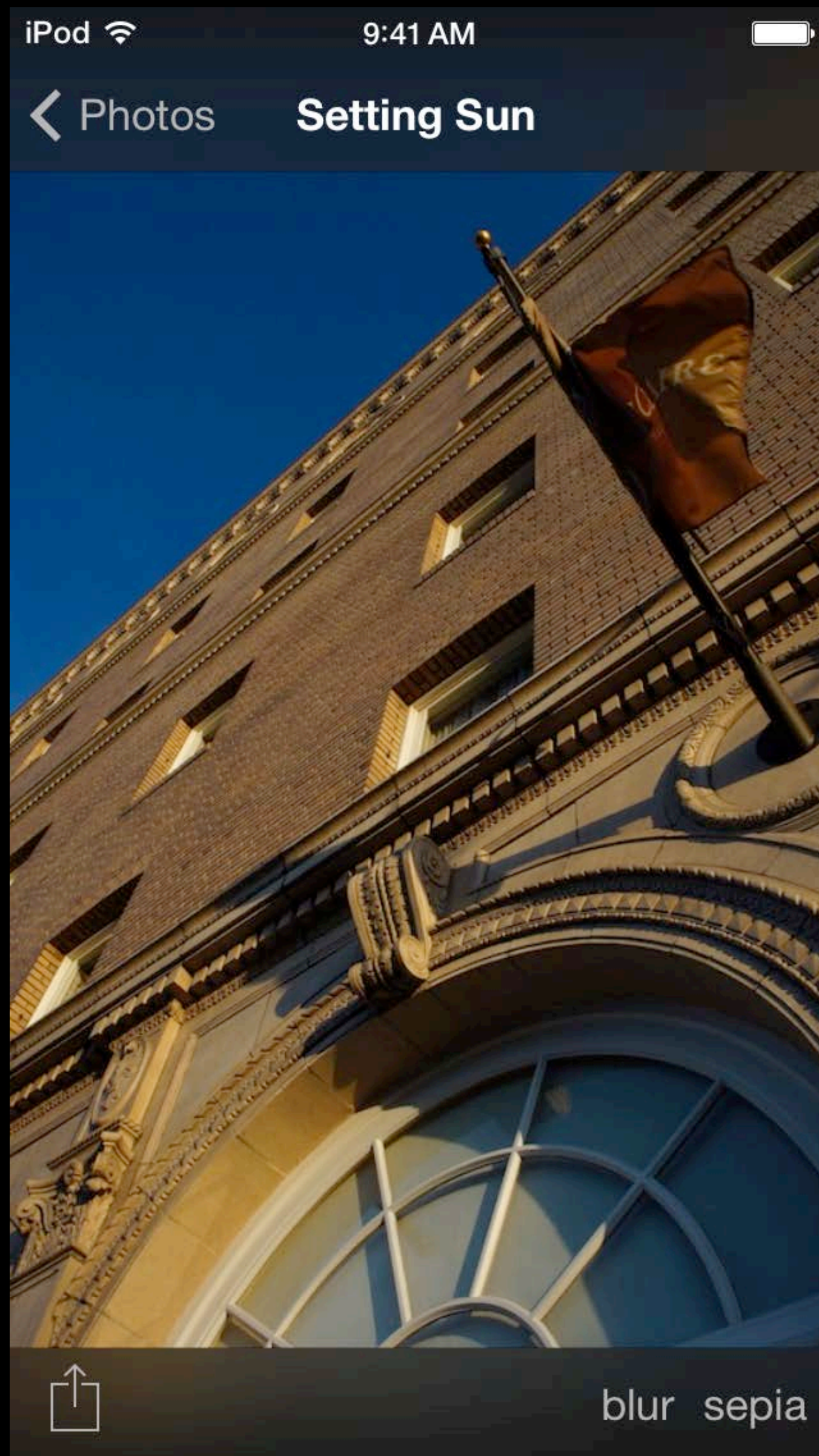
What Was Restored?



Sepia Filter

Blur Filter

What Was Restored?



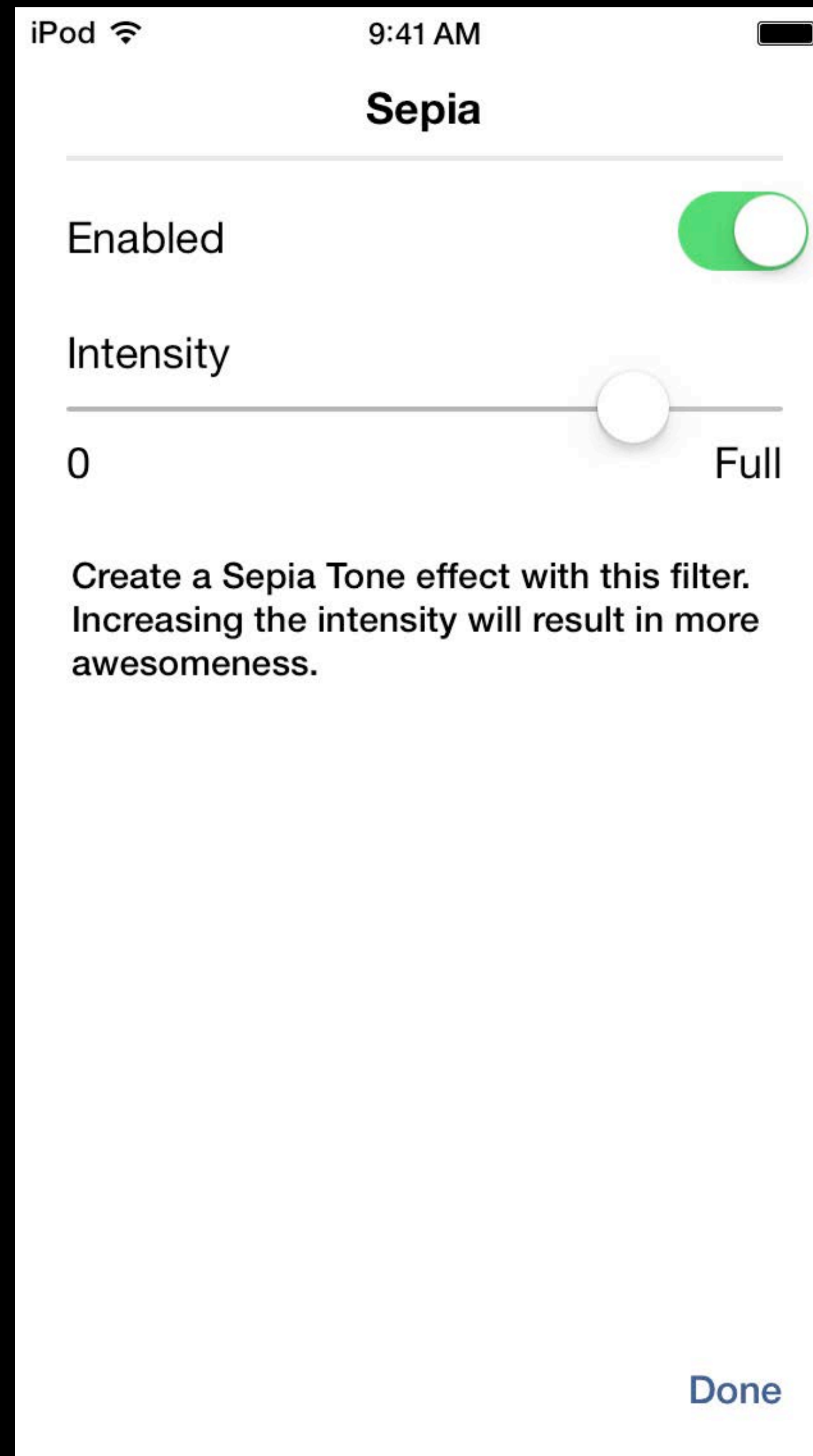
Sepia Filter

Enabled
Intensity

Blur Filter

Enabled
Intensity

What Was Restored?



Sepia Filter

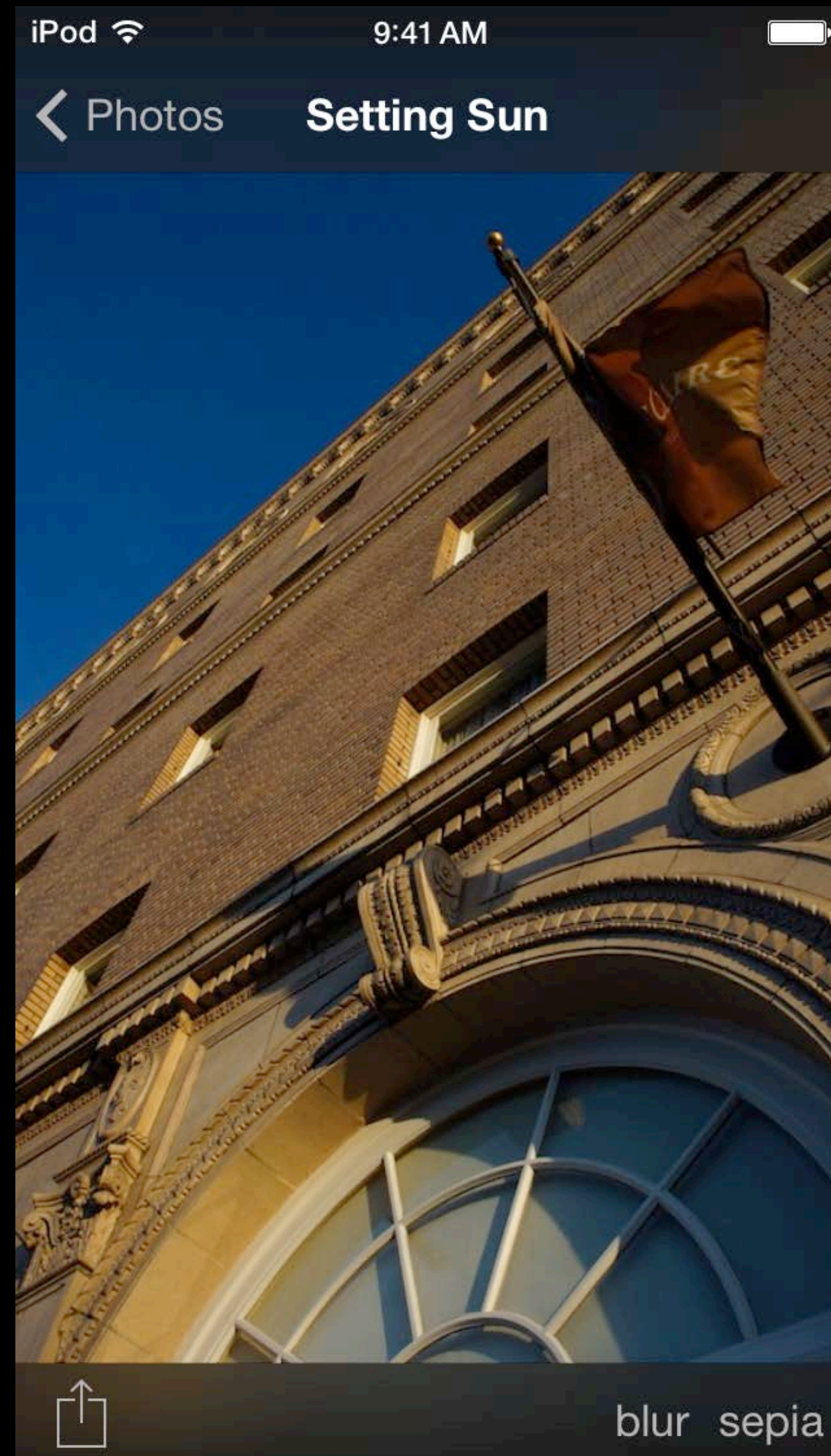
Enabled
Intensity

Blur Filter

Enabled
Intensity

Segue to Filter Inspector

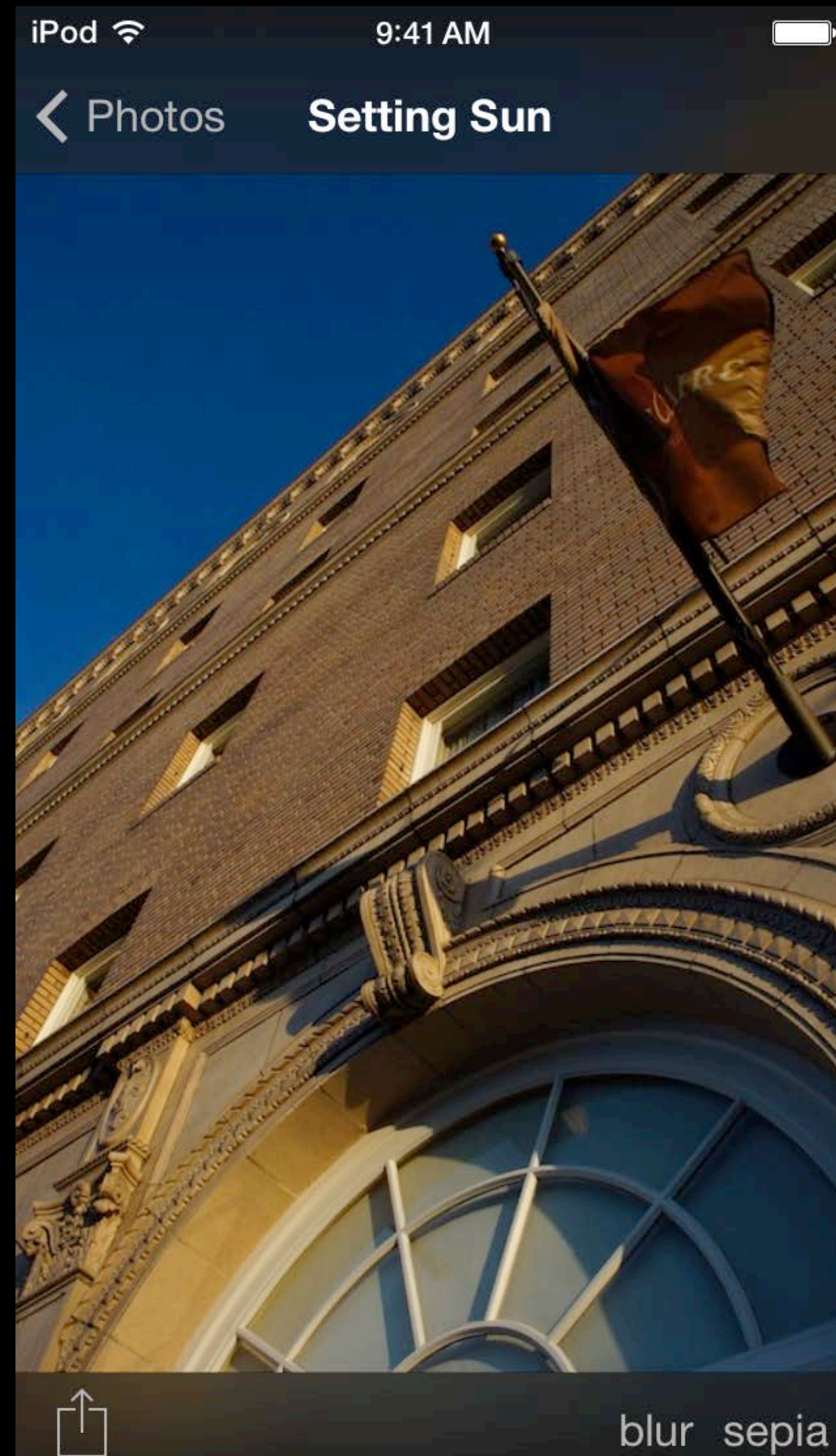
– (void)prepareForSegue:(UIStoryboardSegue *)segue sender:(id)sender



Segue to Filter Inspector

– (void)prepareForSegue:(UIStoryboardSegue *)segue sender:(id)sender

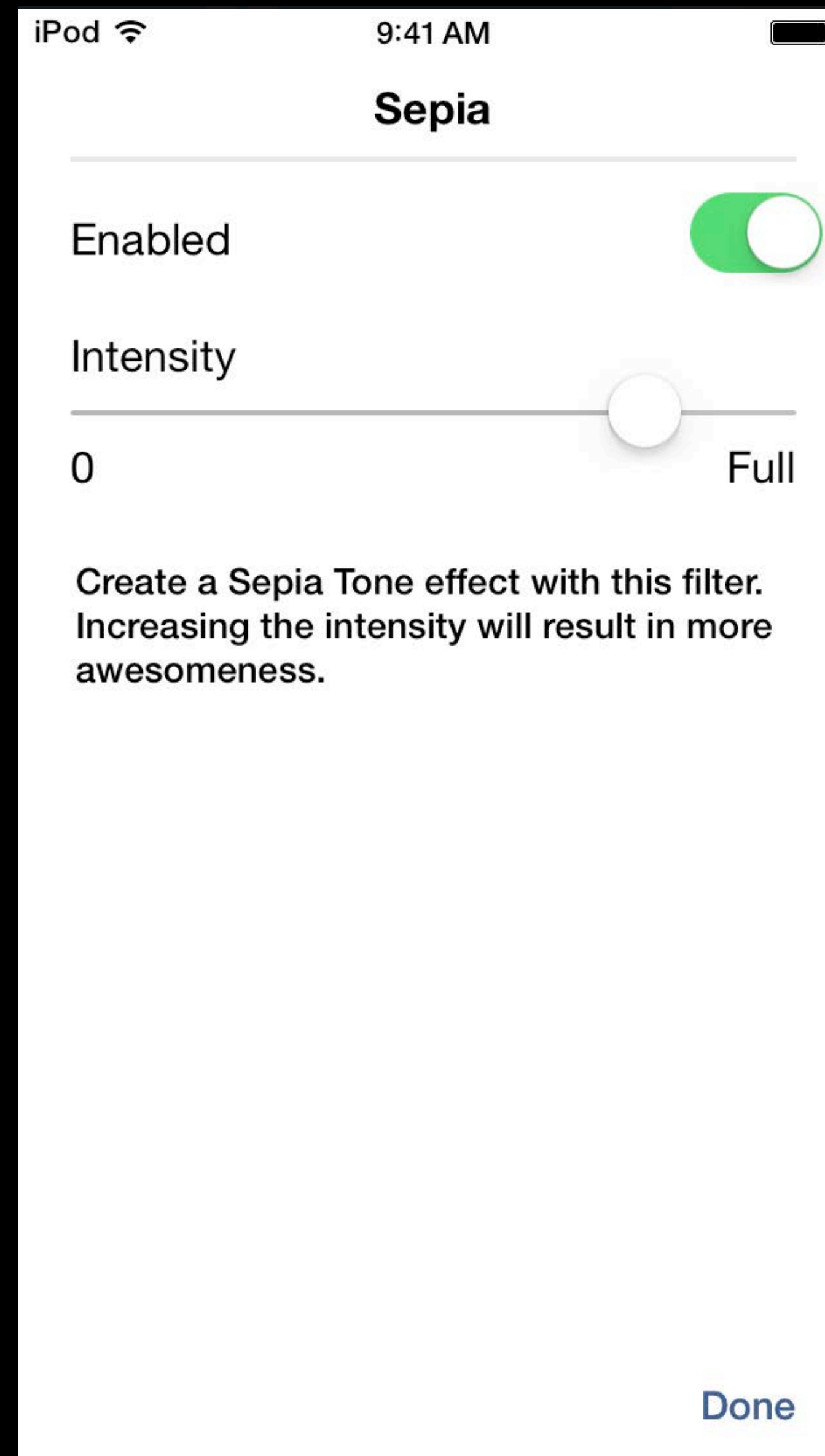
Sepia Filter



Segue to Filter Inspector

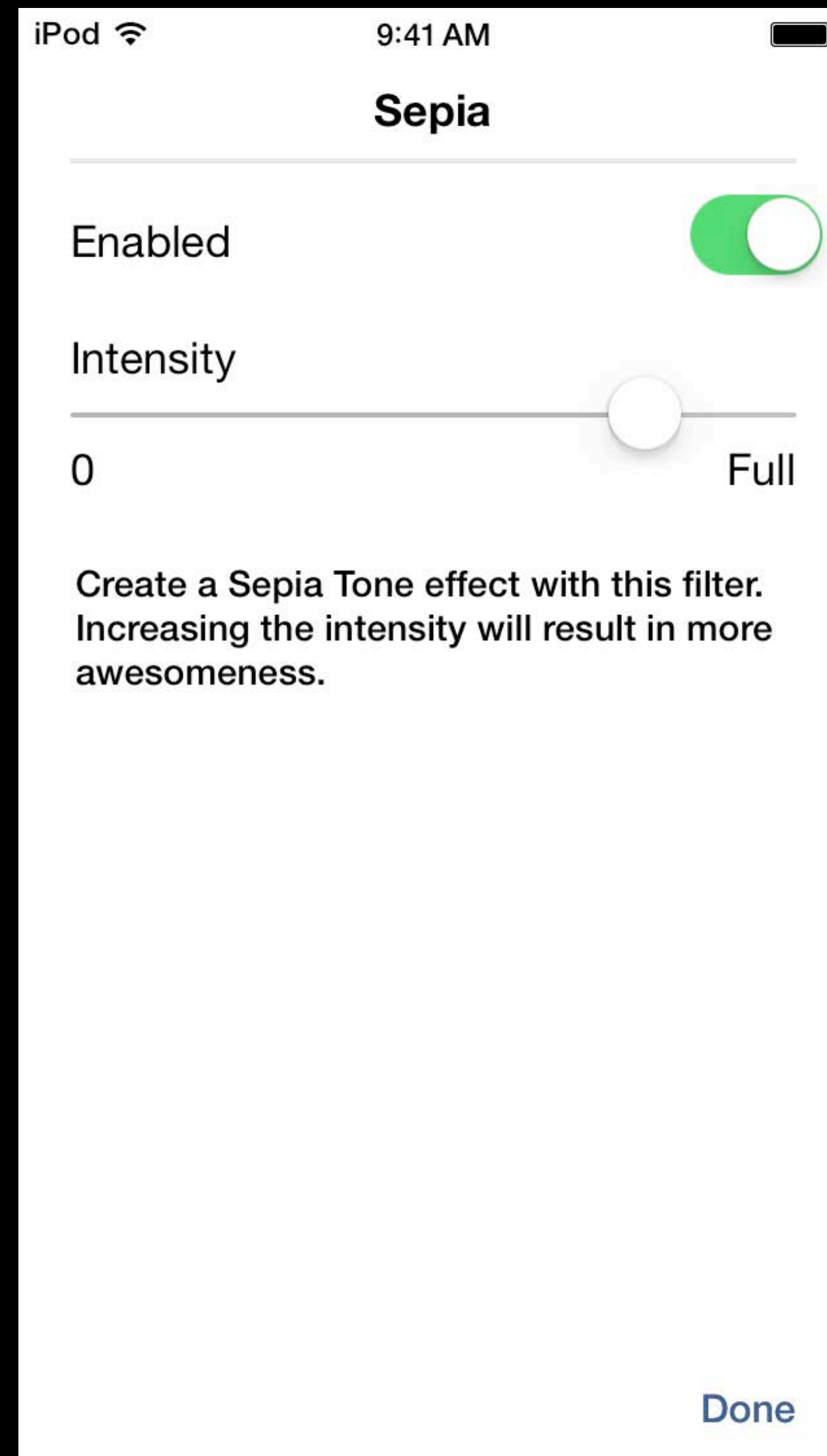
– (void)prepareForSegue:(UIStoryboardSegue *)segue sender:(id)sender

Sepia Filter



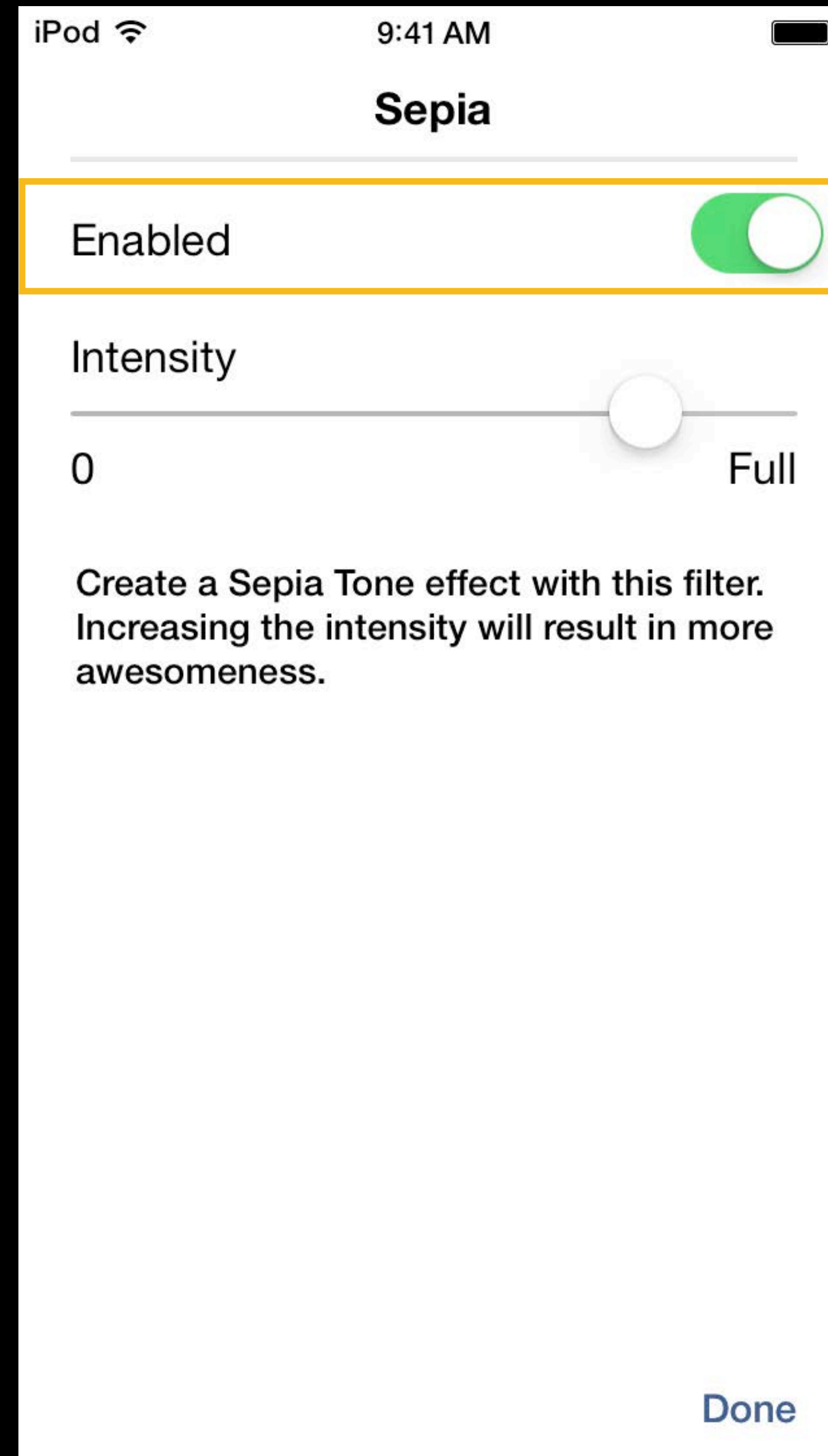
Filter Save

– (void) `encodeRestorableStateWithCoder:(NSCoder *)coder;`



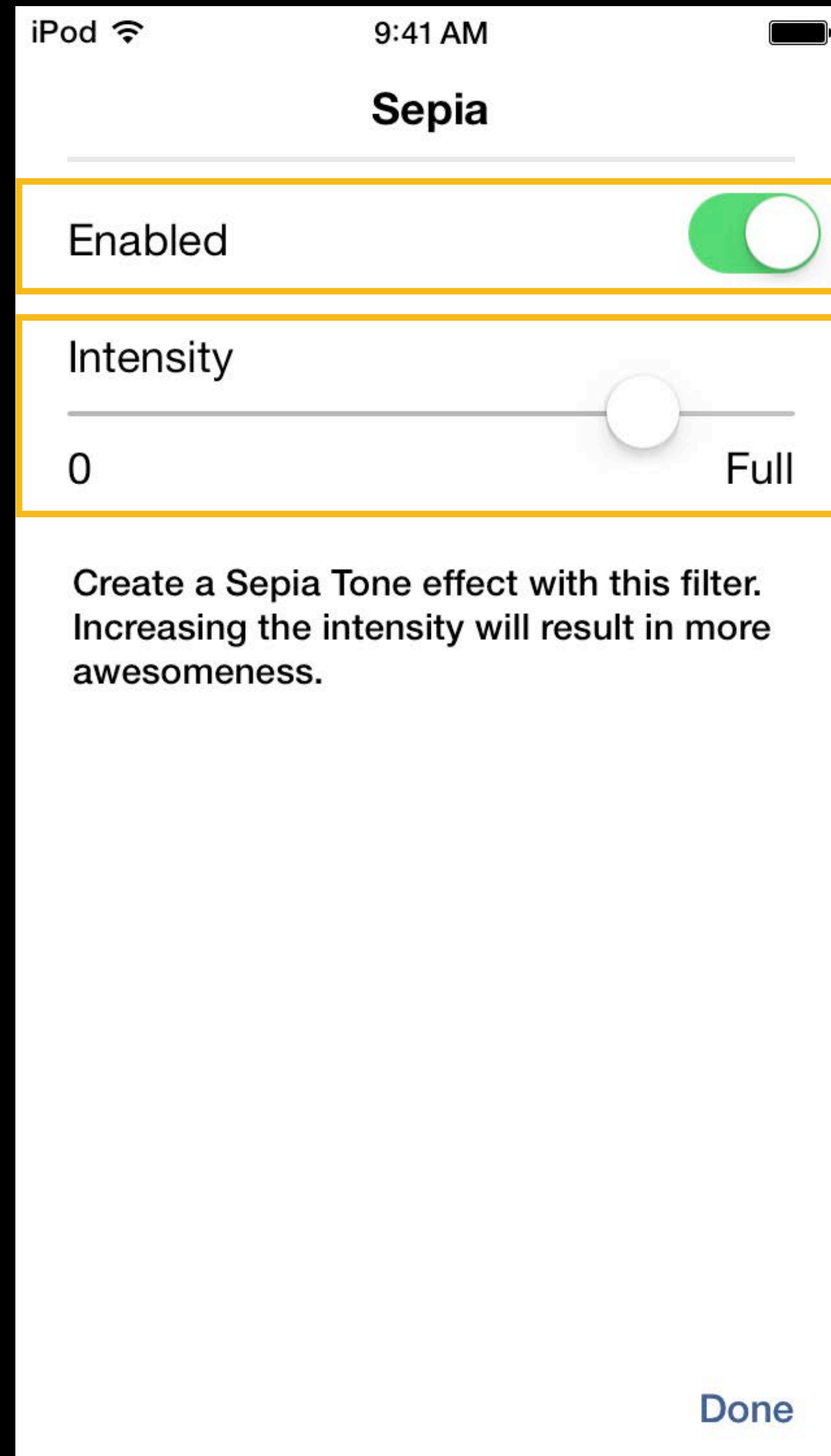
Filter Save

– (void) `encodeRestorableStateWithCoder:(NSCoder *)coder;`



Filter Save

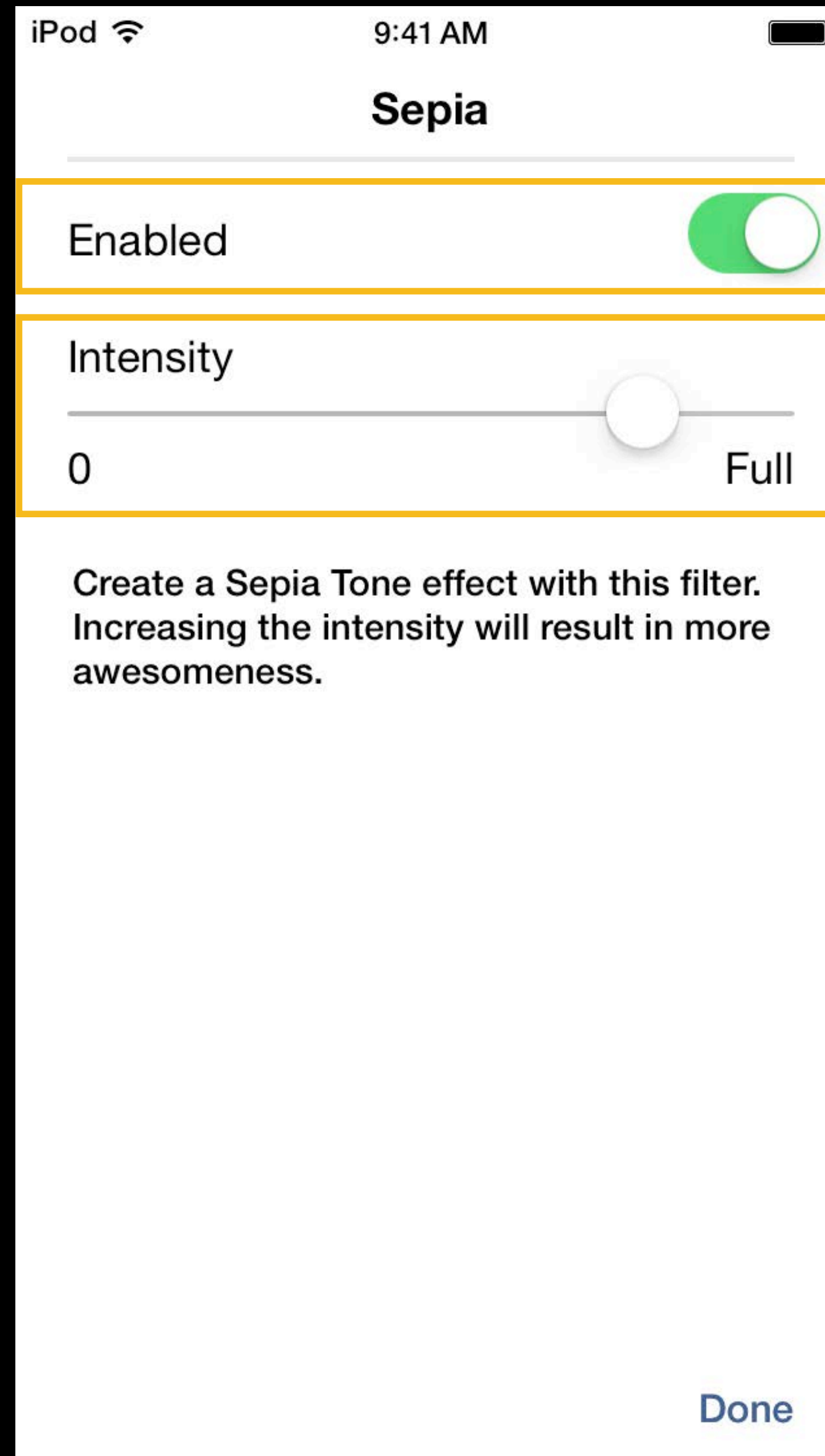
– (void) `encodeRestorableStateWithCoder:(NSCoder *)coder;`



Filter Save

– (void) `encodeRestorableStateWithCoder:(NSCoder *)coder;`

Sepia Filter

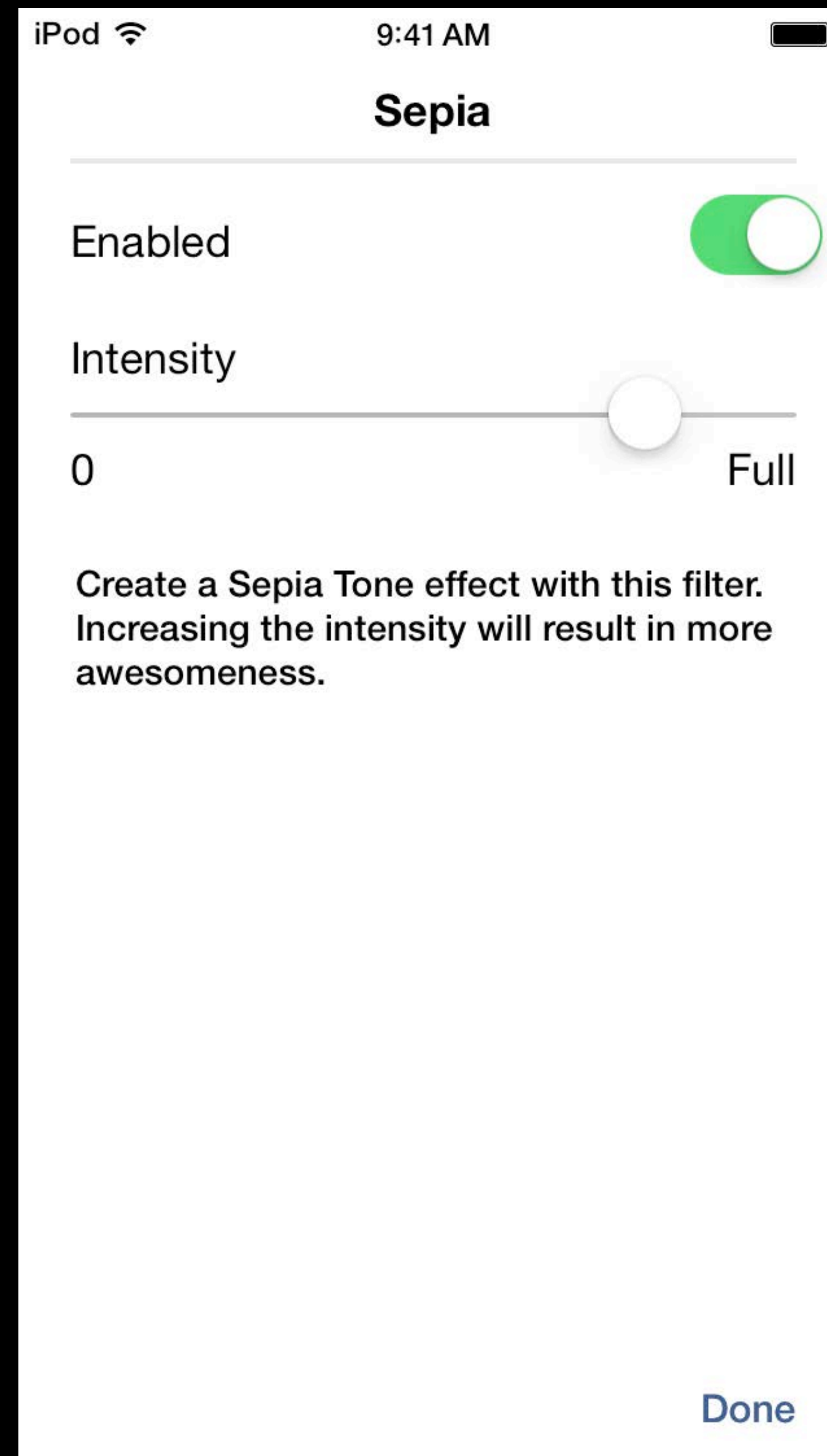


Filter Save

– (void) `encodeRestorableStateWithCoder:` (NSCoder *) coder;

Sepia Filter

Enabled
Intensity



Filter Save

– (void) `encodeRestorableStateWithCoder:(NSCoder *)coder;`

Sepia Filter

Enabled
Intensity



Filter Save

– (void) `encodeRestorableStateWithCoder:(NSCoder *)coder;`

Sepia Filter

Enabled
Intensity



Filter Object is shared

Saving State

- Register Filters with State Restoration
- Save references to Filters
- Save specific Filter info

Sepia Filter

Blur Filter

Saving State

- Register Filters with State Restoration
- Save references to Filters
- Save specific Filter info

Call `registerObjectForStateRestoration`

Sepia Filter

Blur Filter

Saving State

- Register Filters with State Restoration
- Save references to Filters
- Save specific Filter info

Call `registerObjectForStateRestoration`
Set `objectRestorationClass` property

Sepia Filter

Blur Filter

Saving State

- Register Filters with State Restoration
- Save references to Filters

Sepia Filter

Blur Filter

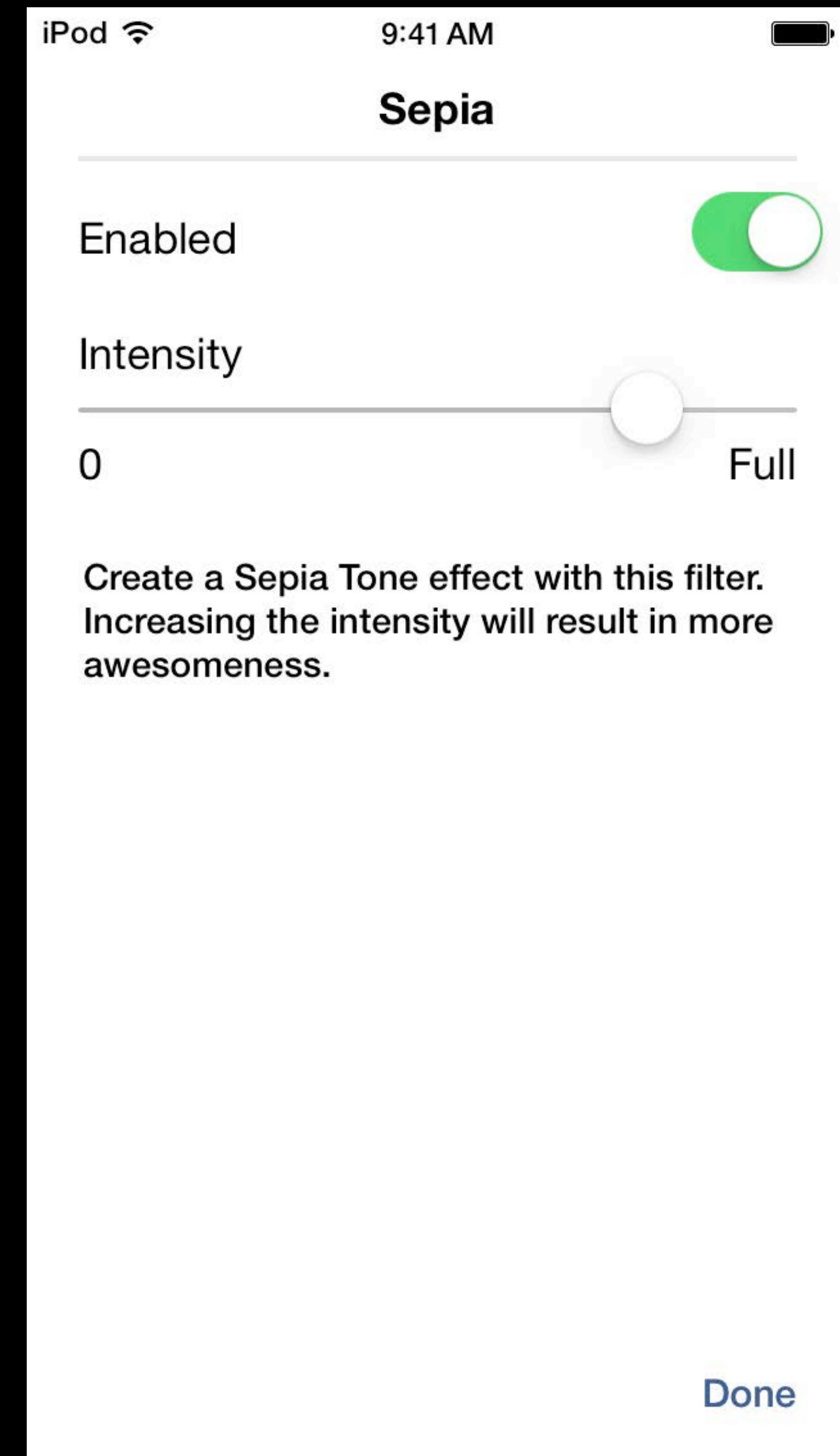
Saving State

- Register Filters with State Restoration
- Save references to Filters



Saving State

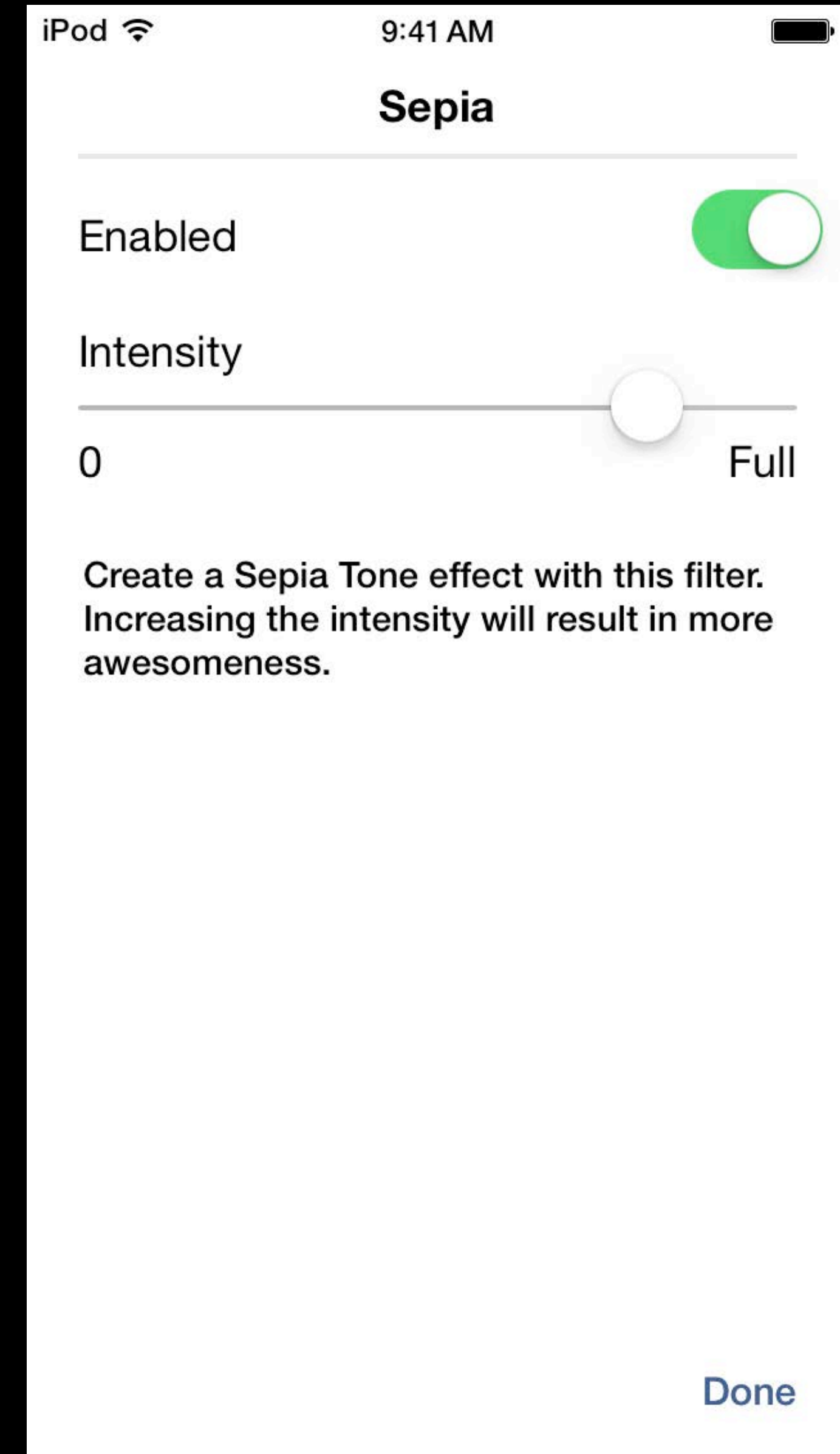
- Register Filters with State Restoration
- Save references to Filters



Saving State

- Register Filters with State Restoration
- Save references to Filters
- Save specific Filter info

Sepia Filter

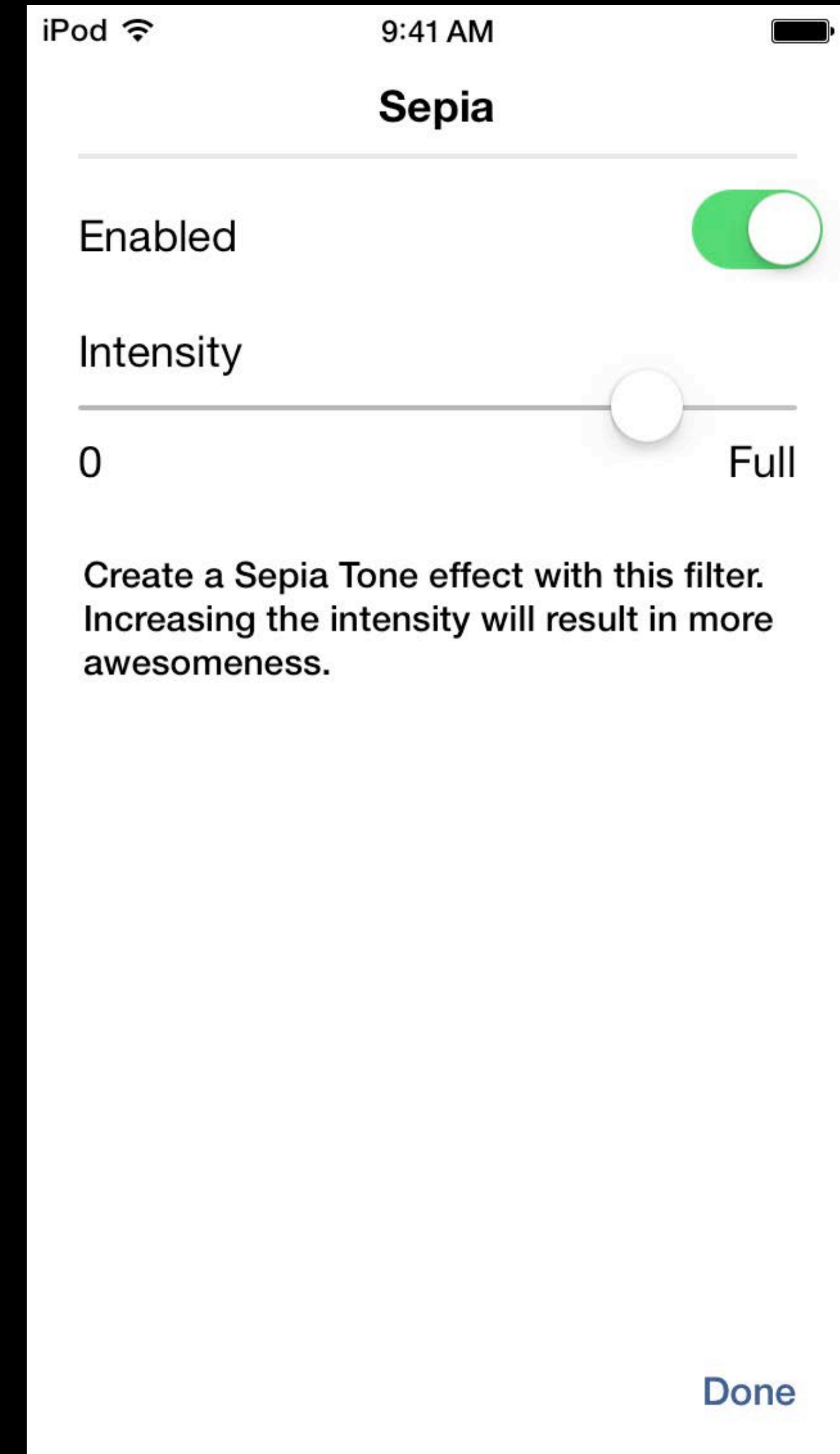


Saving State

- Register Filters with State Restoration
- Save references to Filters
- Save specific Filter info

Sepia Filter

Enabled
Intensity



Restoring State

- Recreate Filters as needed
- Restore references to Filters
- Restore Filter info
- Apply Filters

Restoring State

- Recreate Filters as needed
- Restore references to Filters
- Restore Filter info
- Apply Filters

`objectWithRestorationIdentifierPath`

Restoring State

- Recreate Filters as needed
- Restore references to Filters
- Restore Filter info
- Apply Filters

`objectWithRestorationIdentifierPath`

Sepia Filter

Blur Filter

Restoring State

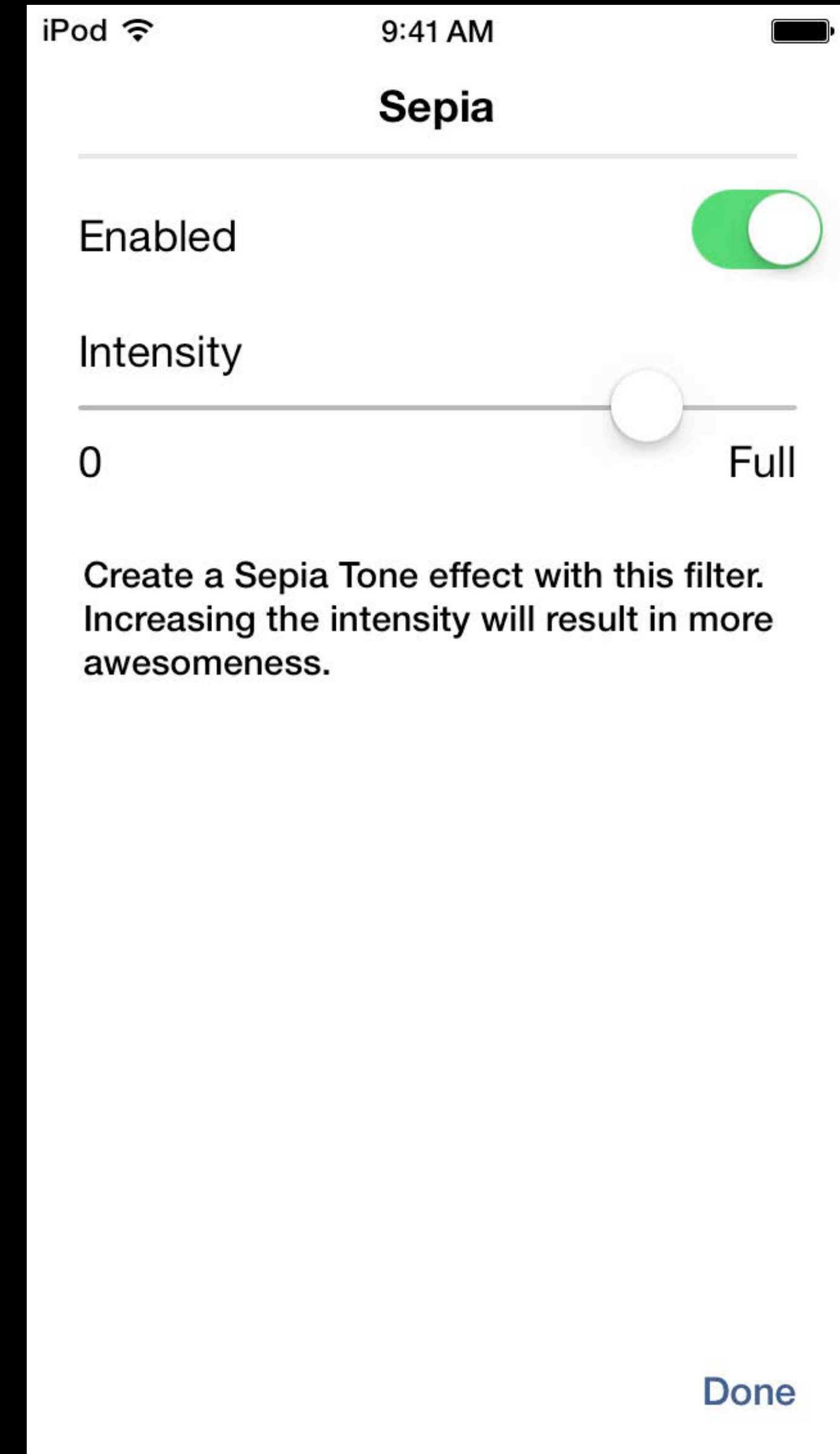
- Recreate Filters as needed
- Restore references to Filters

Sepia Filter

Blur Filter

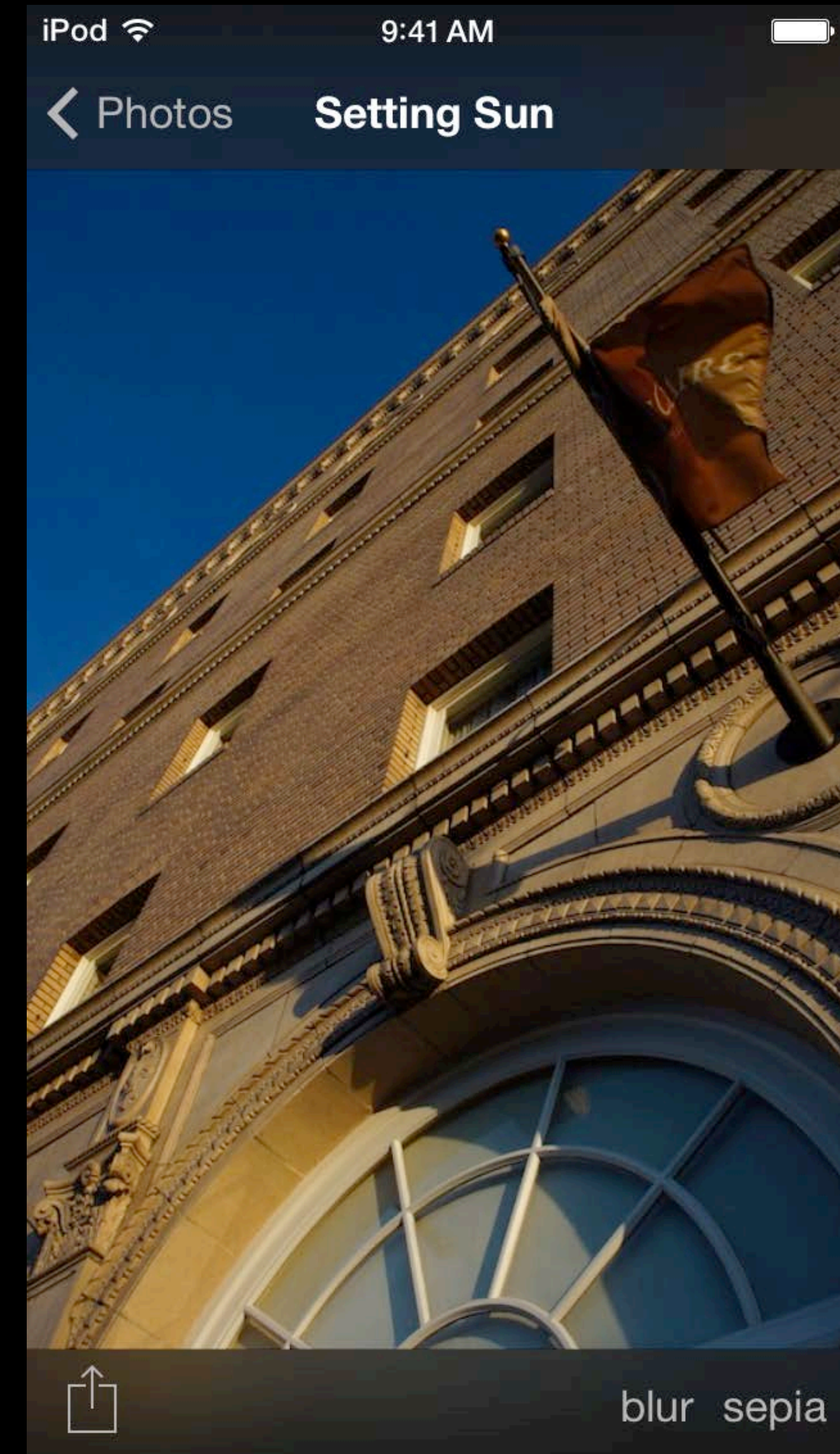
Restoring State

- Recreate Filters as needed
- Restore references to Filters



Restoring State

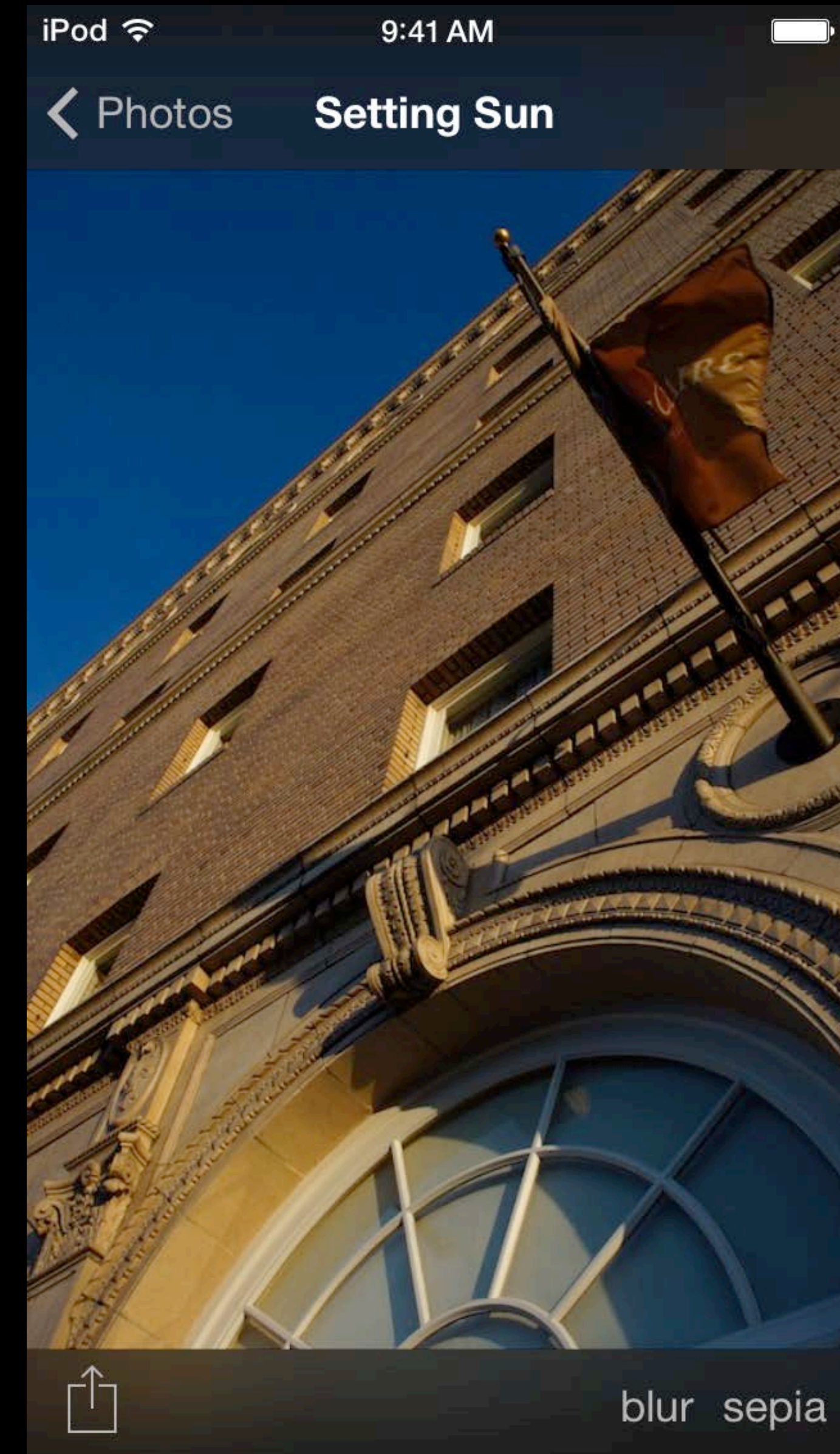
- Recreate Filters as needed
- Restore references to Filters



Restoring State

- Recreate Filters as needed
- Restore references to Filters
- Restore Filter info

Sepia Filter

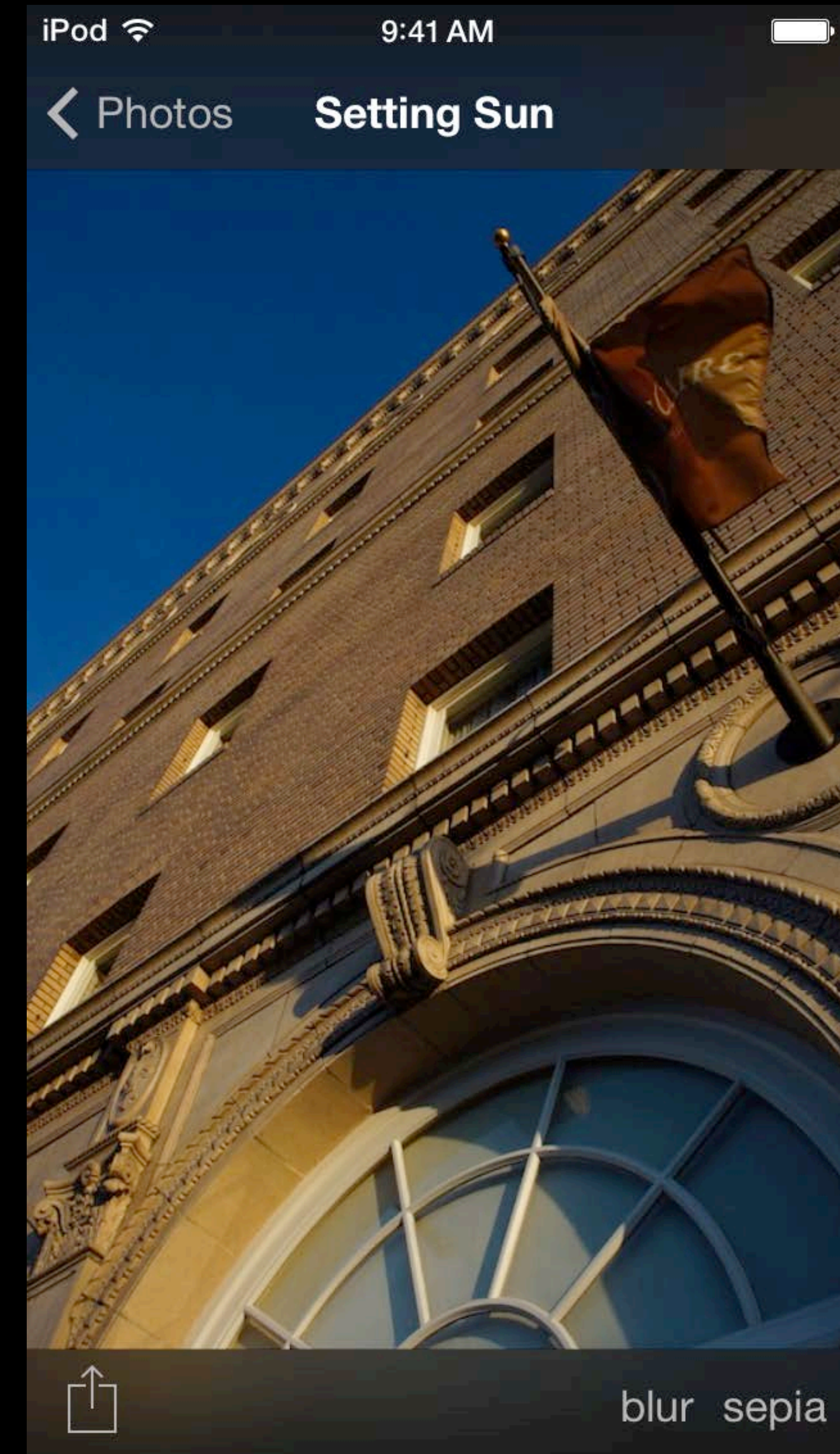


Restoring State

- Recreate Filters as needed
- Restore references to Filters
- Restore Filter info

Sepia Filter

Enabled
Intensity



Restoring State

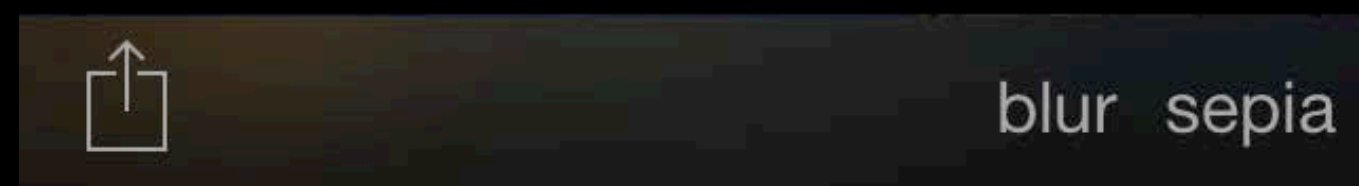
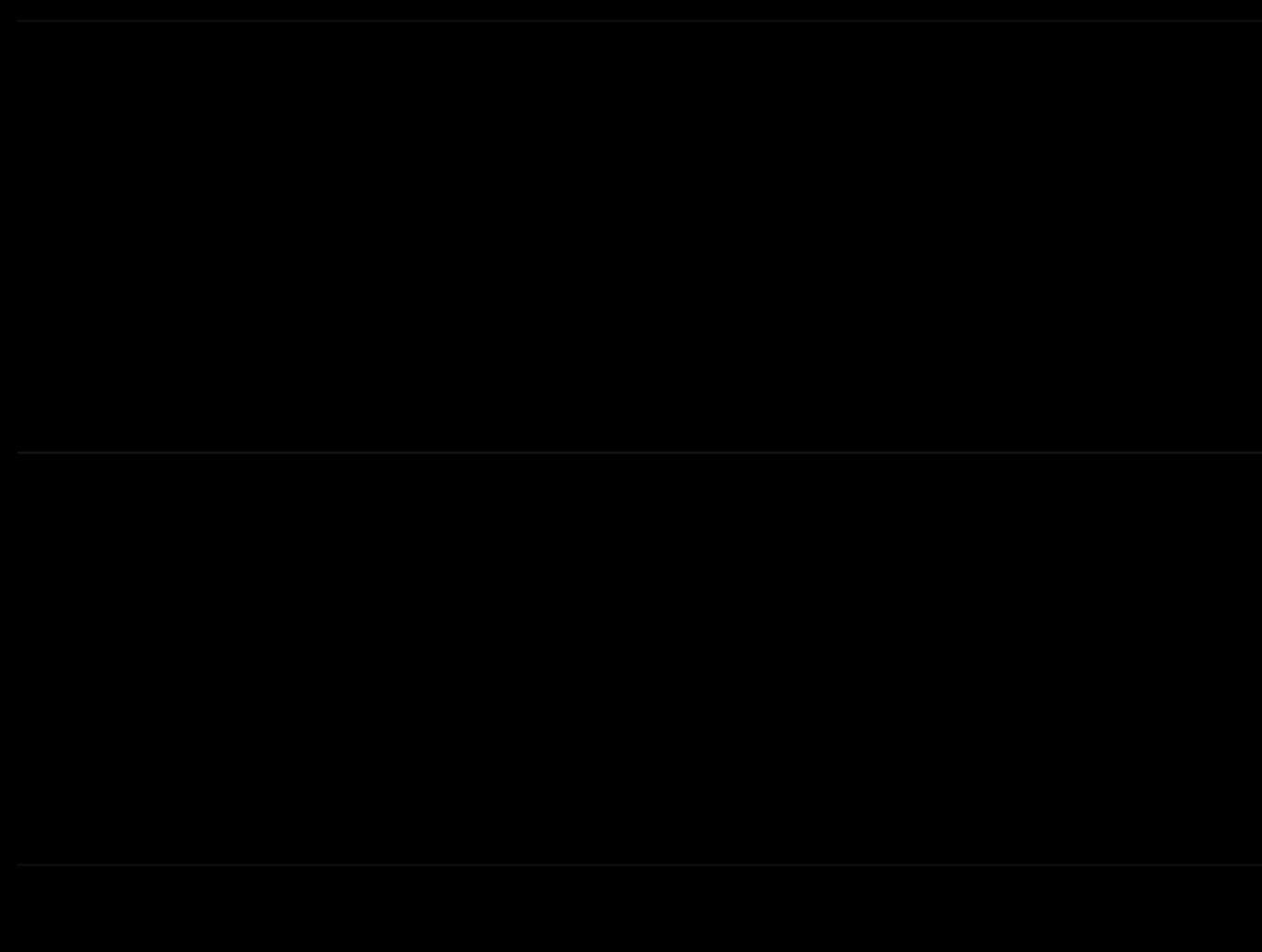
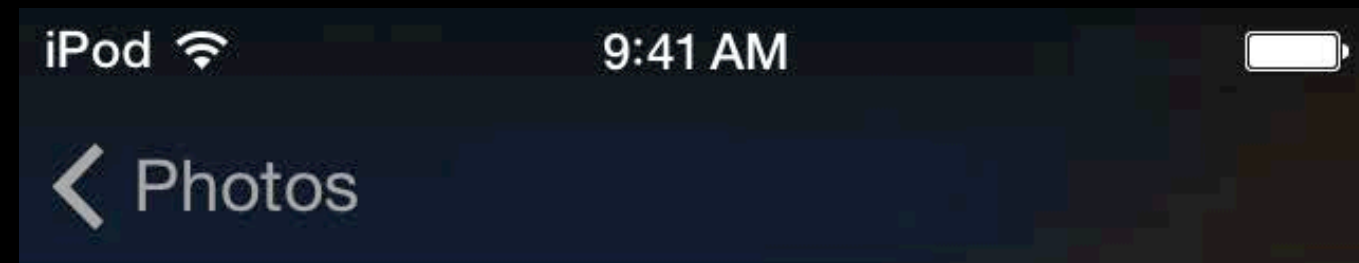
- Recreate Filters as needed
- Restore references to Filters
- Restore Filter info
- Apply Filters

Sepia Filter

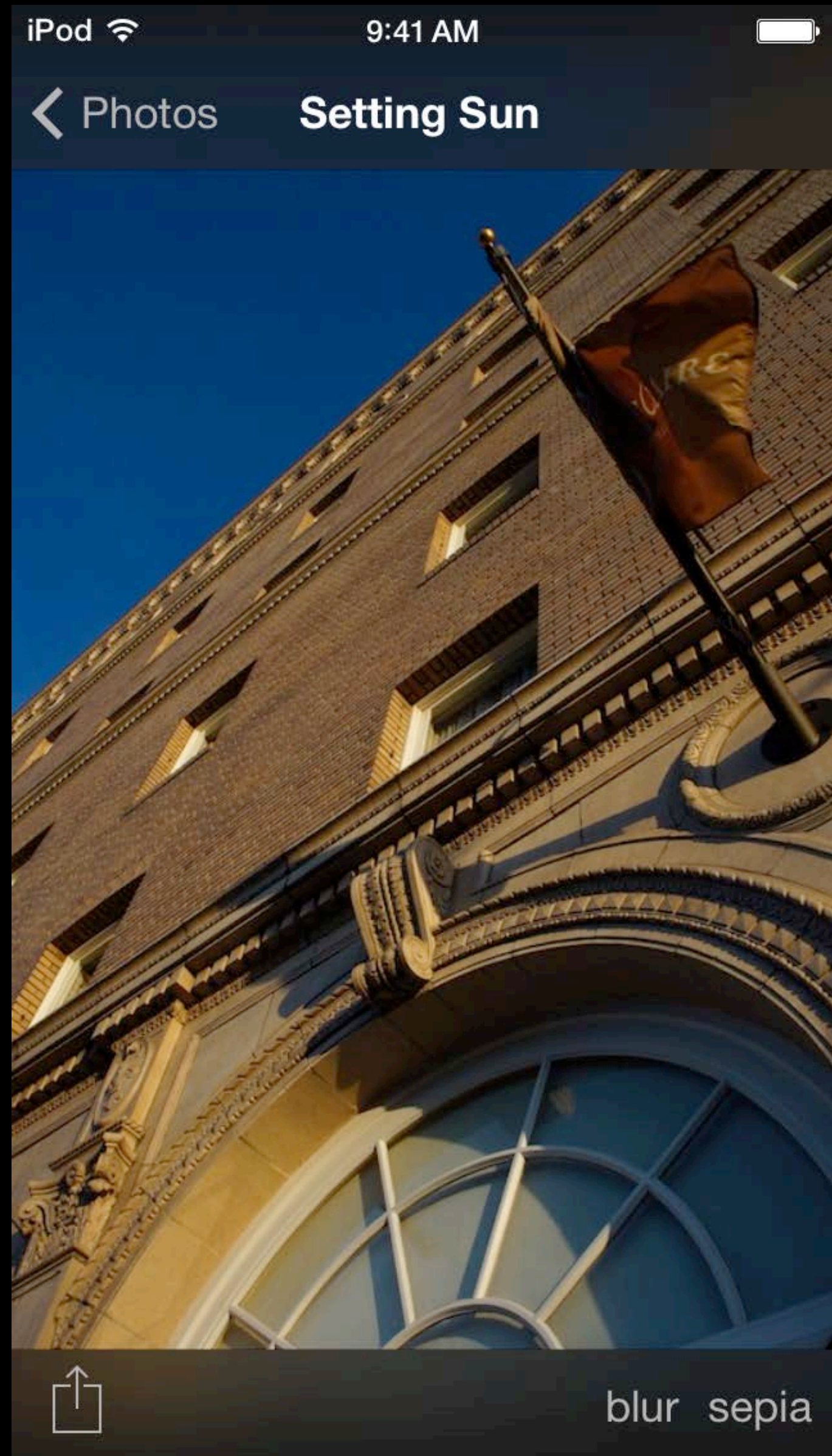
Enabled
Intensity



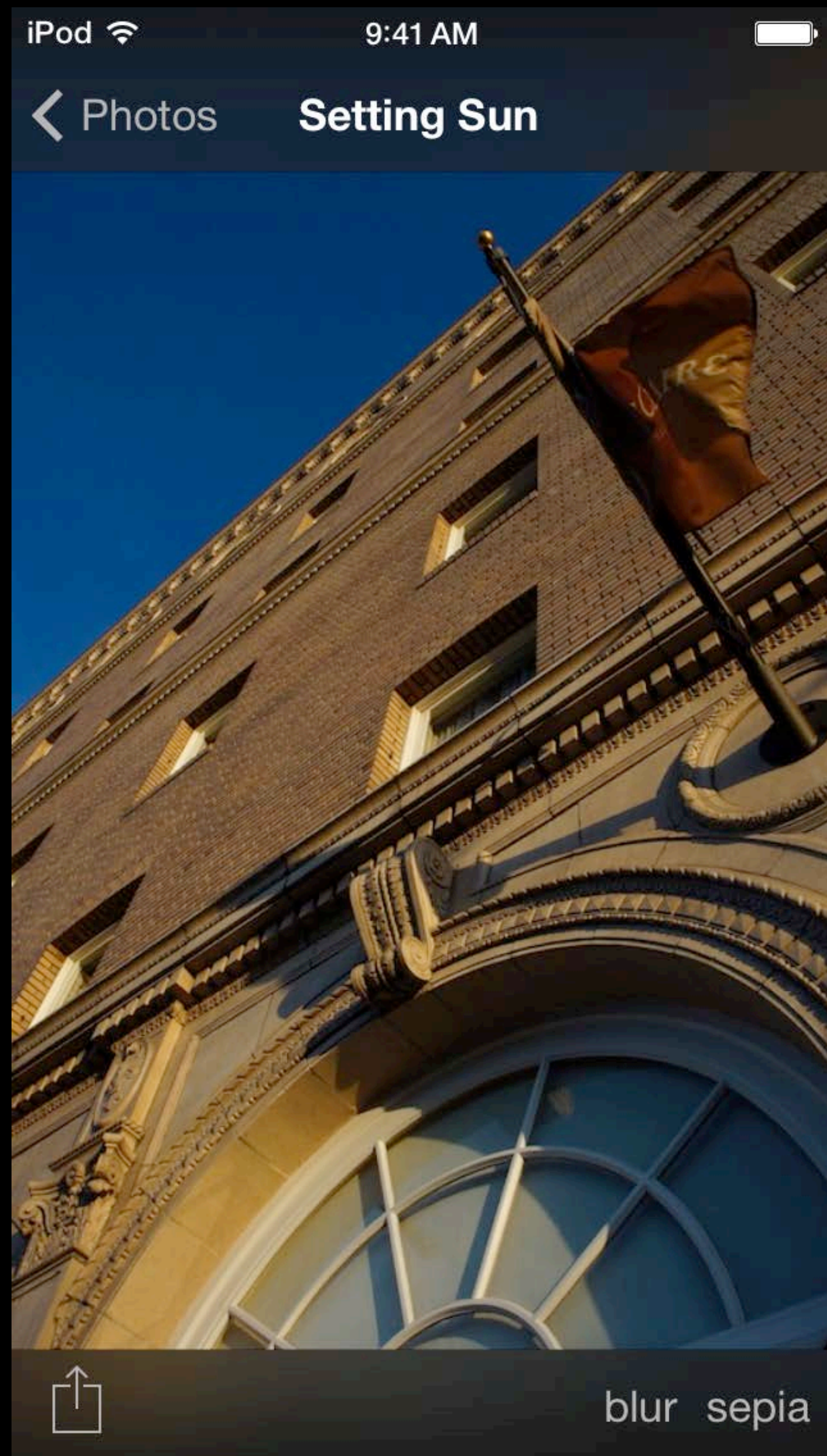
Applying Filter State



Applying Filter State



Applying Filter State



Sepia Filter

Enabled
Intensity

Applying Filter State



Sepia Filter

Enabled
Intensity

Applying Restored State



Applying Restored State



- New method for ViewControllers and UIStateRestoring

Applying Restored State



- New method for ViewControllers and UIStateRestoring
 - (void) applicationFinishedRestoringState;

Image Controller Restore

```
- (void) decodeRestorableStateWithCoder:(NSCoder *)coder {  
    // Restore state  
    [self updateImage];  
}
```

Image Controller Restore

```
- (void) decodeRestorableStateWithCoder:(NSCoder *)coder {  
    // Restore state  
    [self updateImage];  
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```

Image Controller Restore

```
- (void) decodeRestorableStateWithCoder:(NSCoder *)coder {  
    // Restore state  
    [self updateImage];  
}  
  
- (void) applicationFinishedRestoringState {  
    [self updateImage];  
}
```

Object Lifecycle

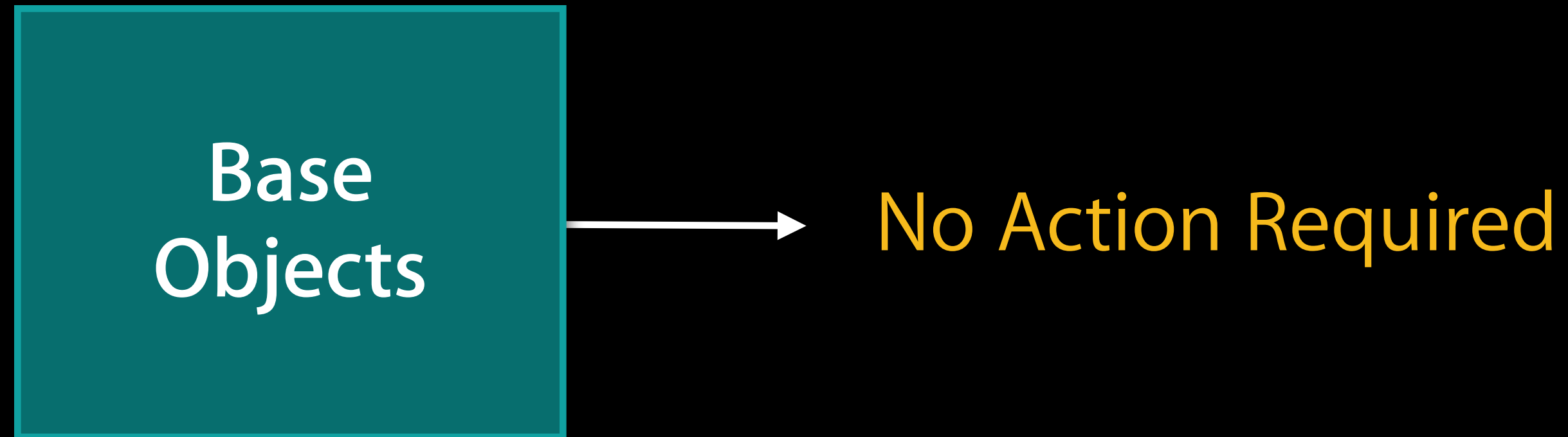
Application Objects

Application Objects

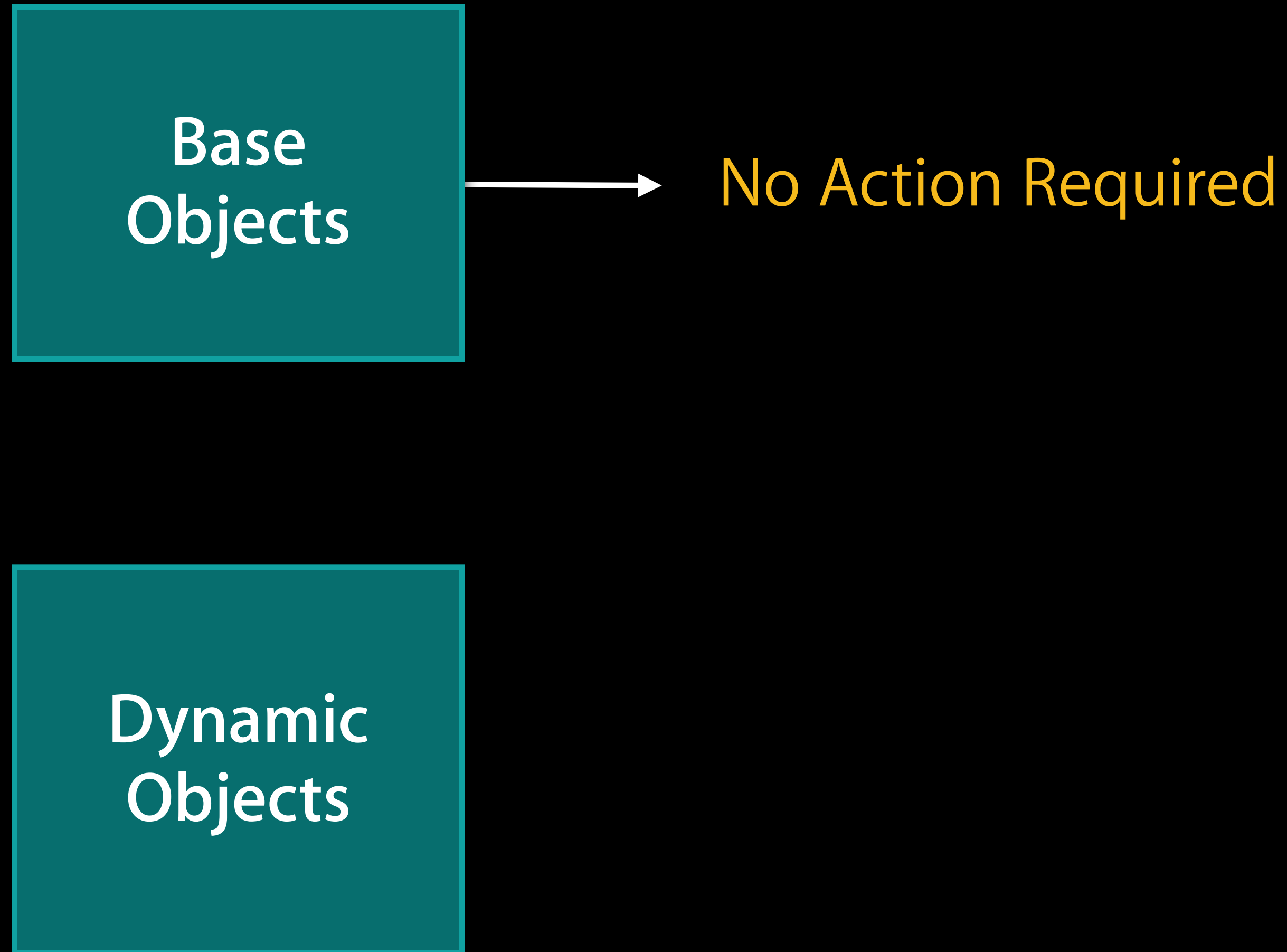


Base
Objects

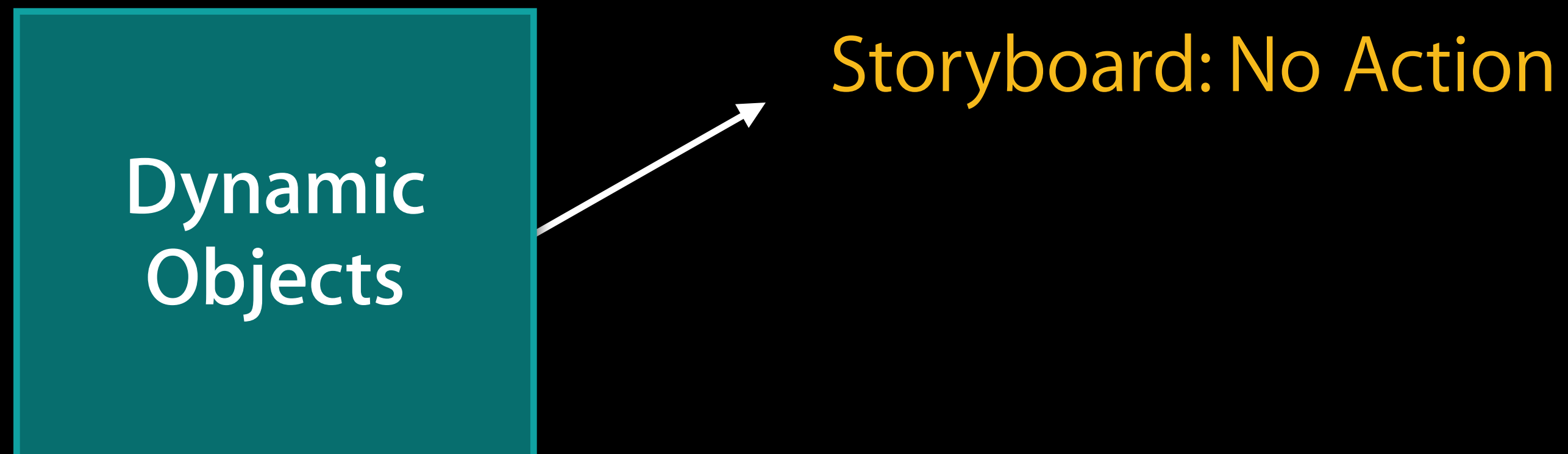
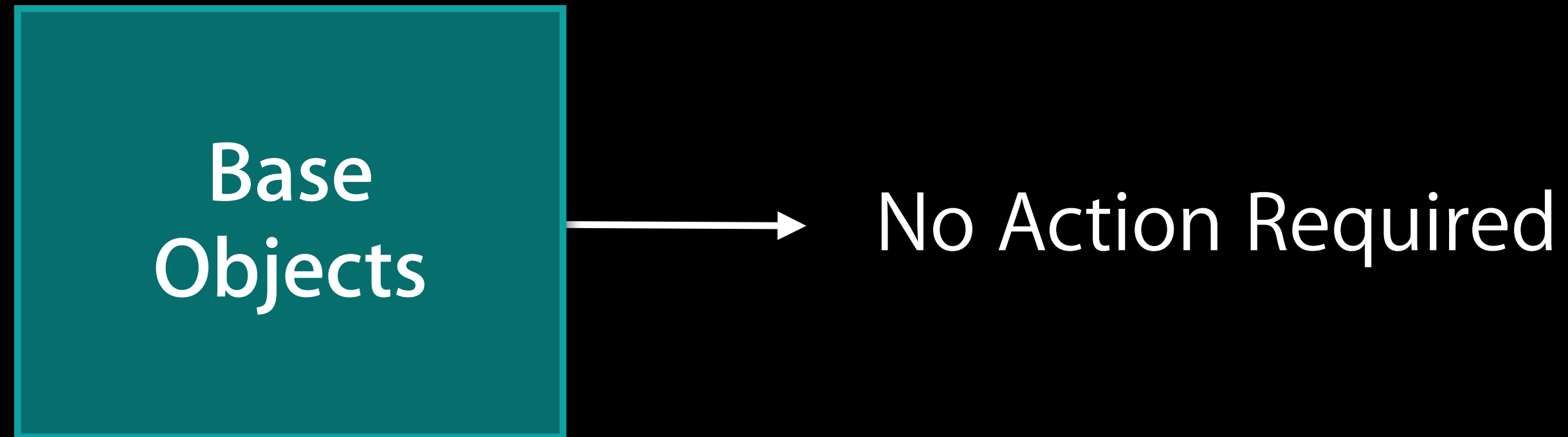
Application Objects



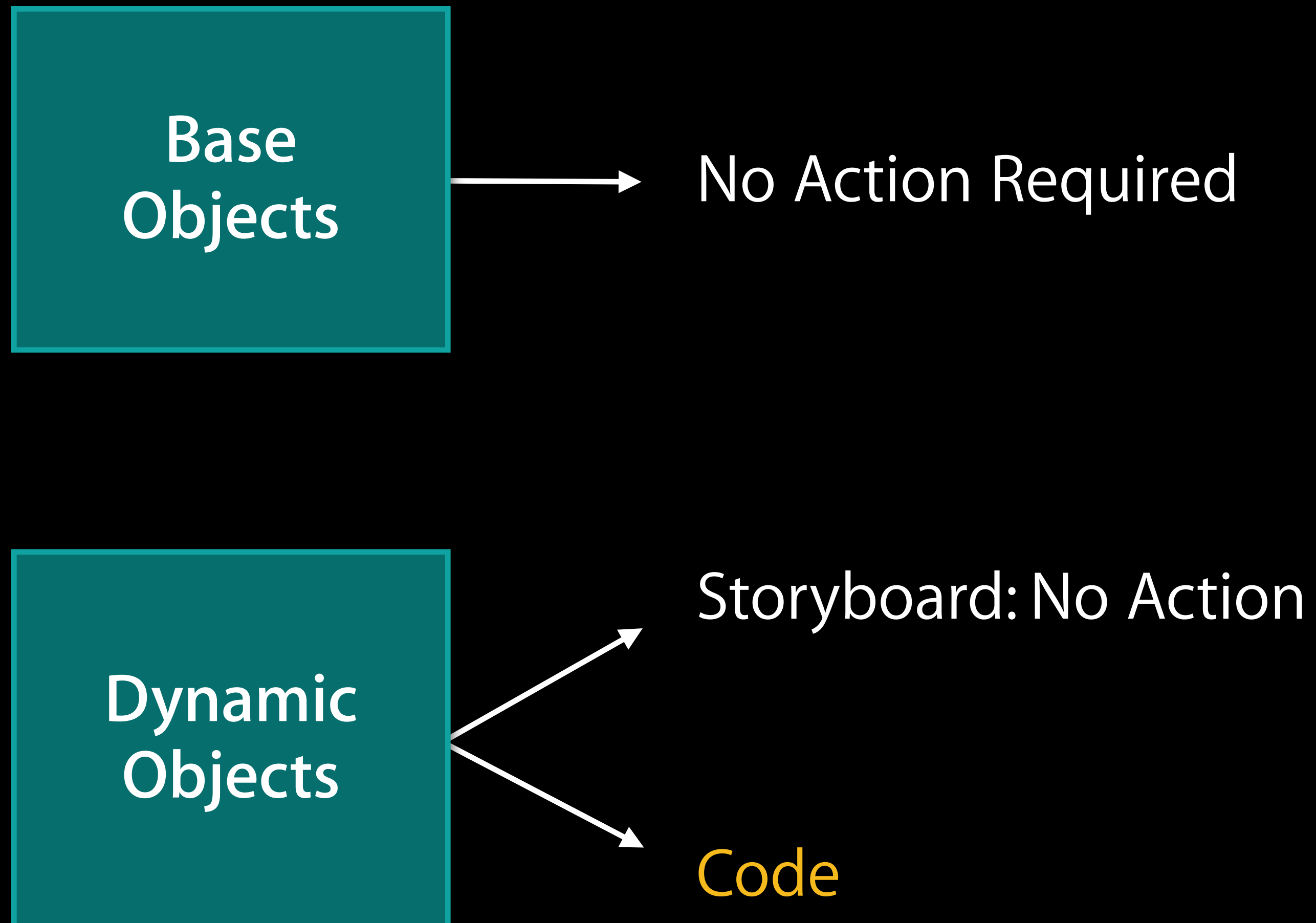
Application Objects



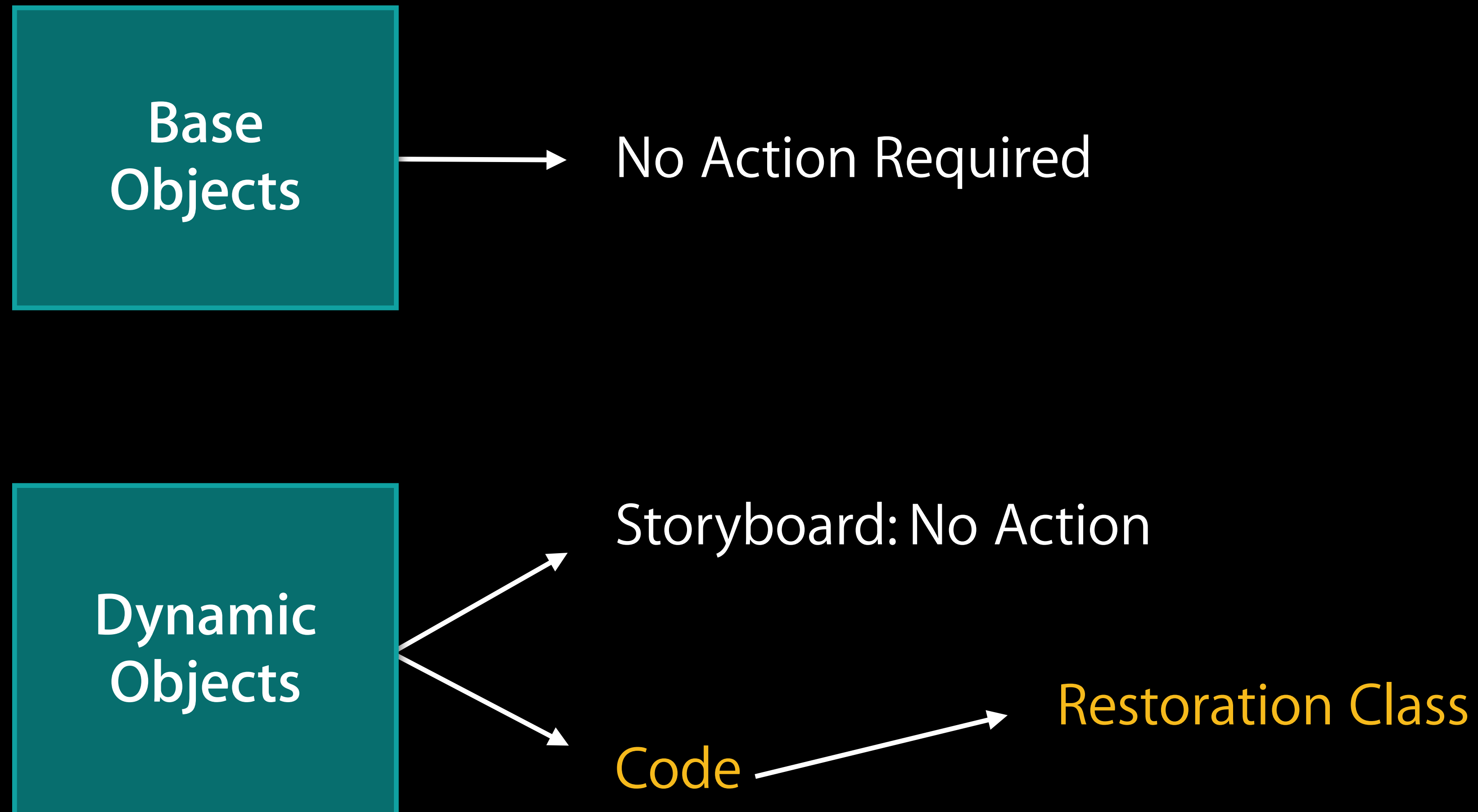
Application Objects



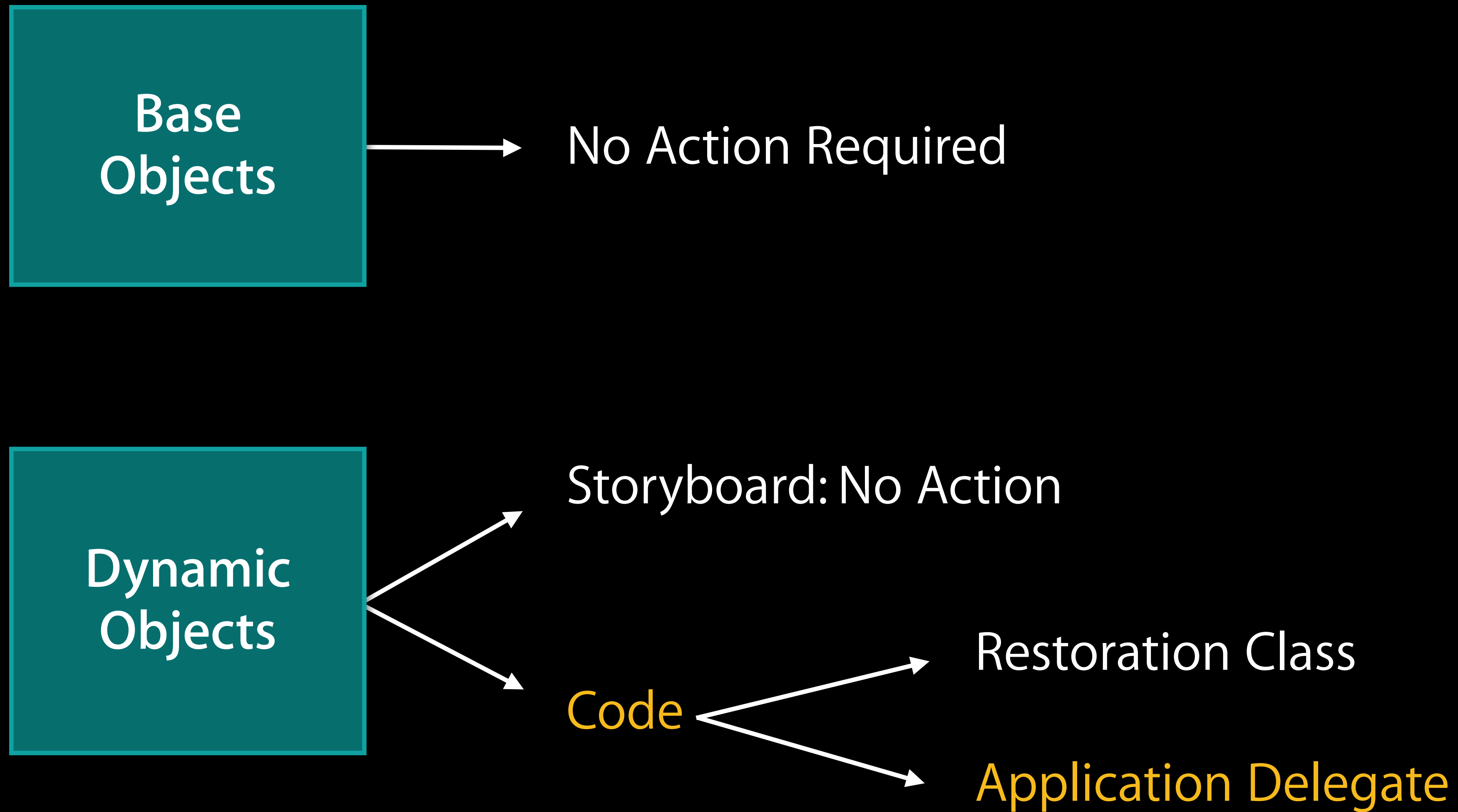
Application Objects



Application Objects



Application Objects

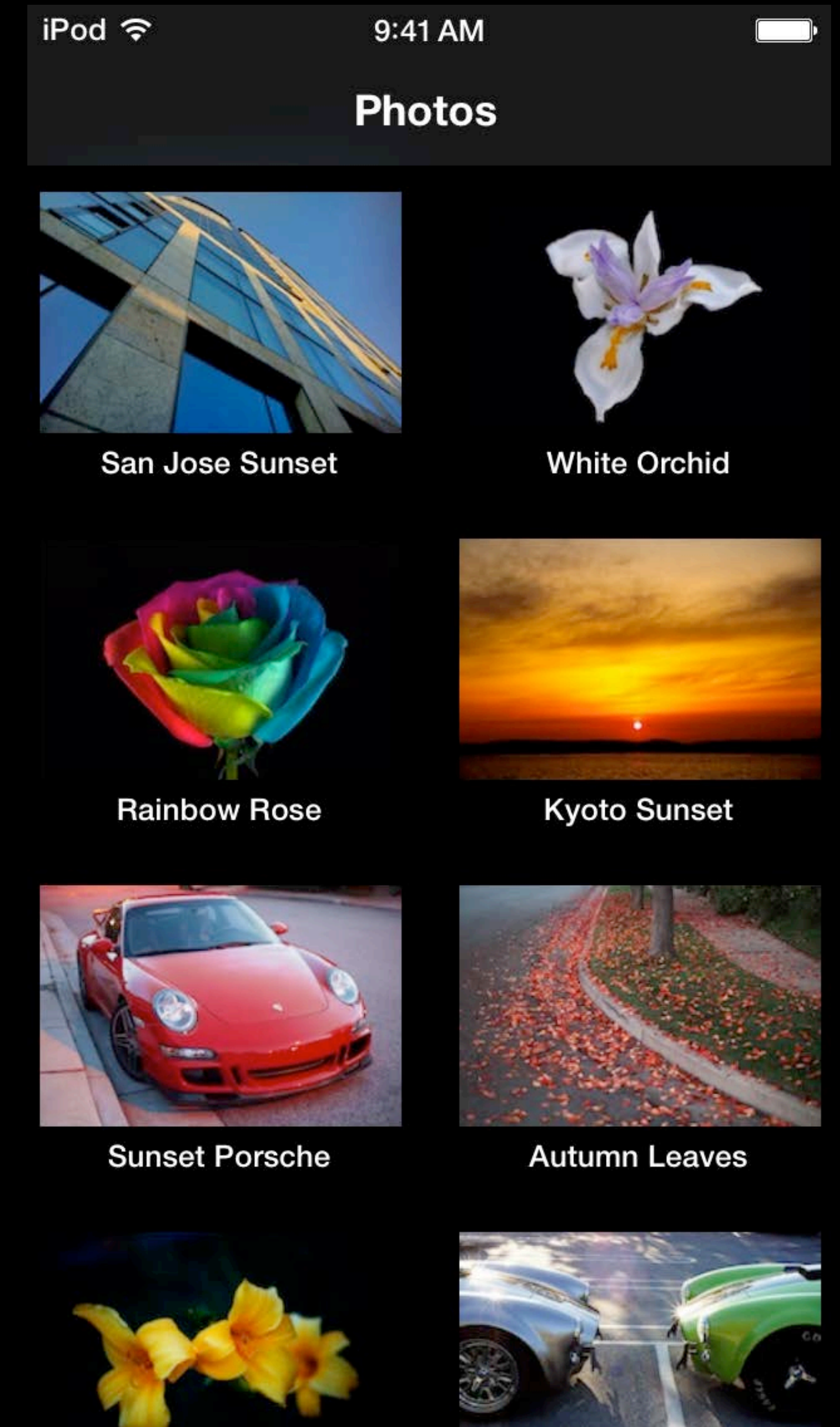


Base Objects

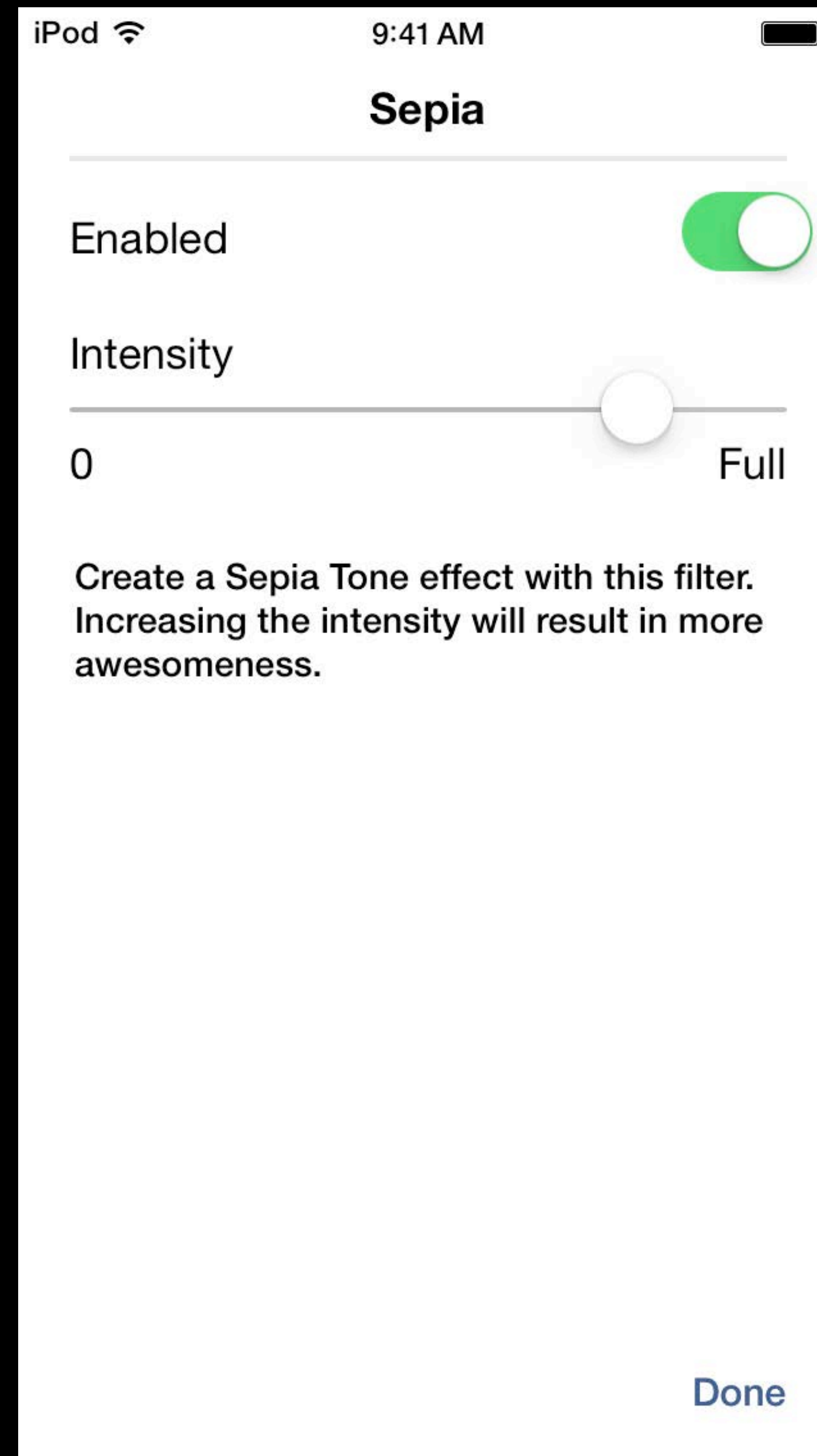
DataSource



Navigation Controller



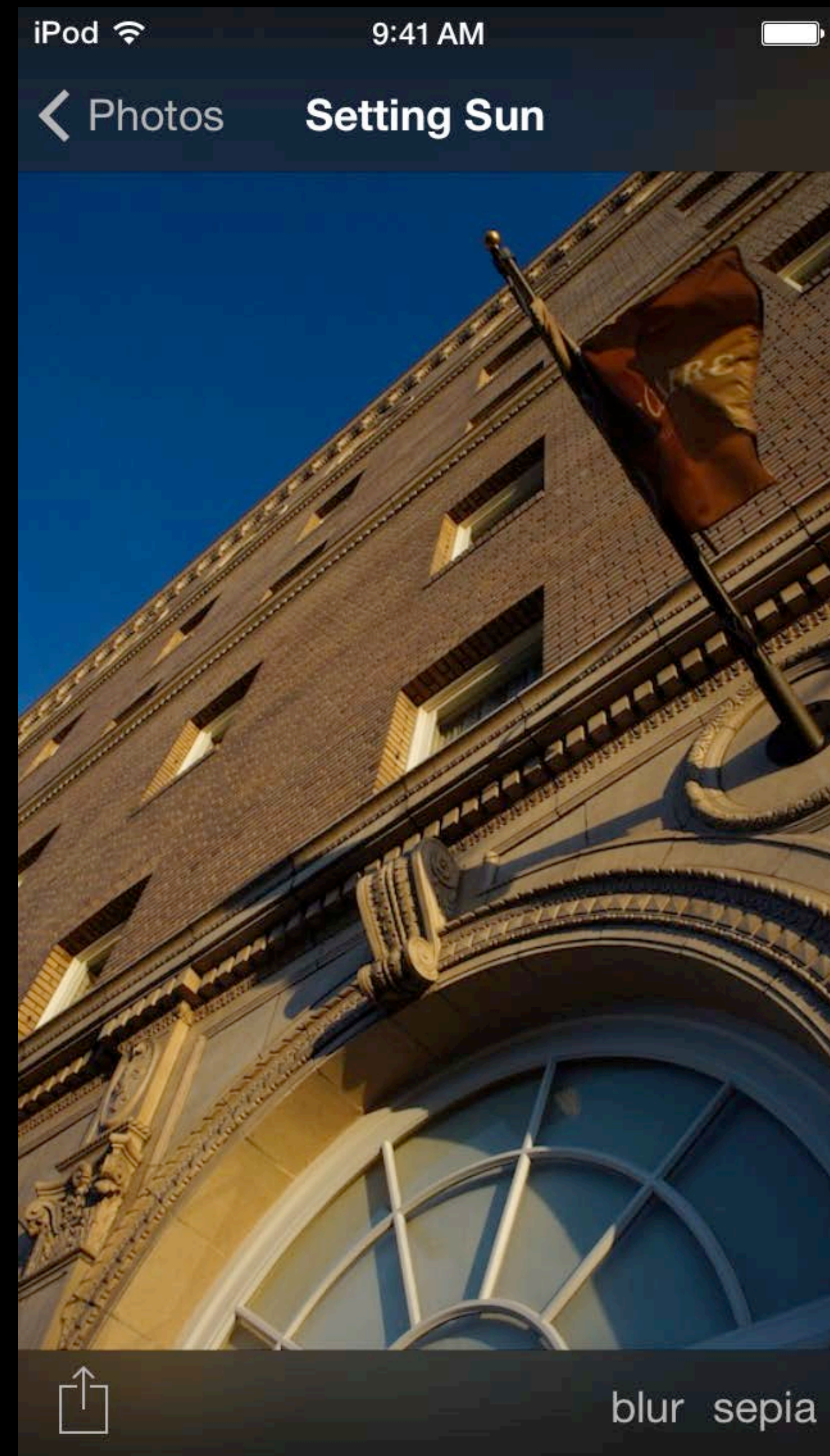
Storyboard Objects



RestorationClass Objects

Blur Filter

Sepia Filter



Snapshot Handling

Snapshot Handling

Snapshot Handling

- Using snapshot more aggressively on launch

Snapshot Handling

- Using snapshot more aggressively on launch
 - `(void)ignoreSnapshotOnNextApplicationLaunch;`

Snapshot Handling

- Using snapshot more aggressively on launch
 - `(void)ignoreSnapshotOnNextApplicationLaunch;`
- When to ignore snapshot

Snapshot Handling

- Using snapshot more aggressively on launch
 - `(void)ignoreSnapshotOnNextApplicationLaunch;`
- When to ignore snapshot
 - Network error presentation

Snapshot Handling

- Using snapshot more aggressively on launch
 - `(void)ignoreSnapshotOnNextApplicationLaunch;`
- When to ignore snapshot
 - Network error presentation
 - Things that can change dynamically

Snapshot Handling

- Using snapshot more aggressively on launch
 - `(void)ignoreSnapshotOnNextApplicationLaunch;`
- When to ignore snapshot
 - Network error presentation
 - Things that can change dynamically
- Implicit cases to ignore snapshot

Snapshot Handling

- Using snapshot more aggressively on launch
 - `(void)ignoreSnapshotOnNextApplicationLaunch;`
- When to ignore snapshot
 - Network error presentation
 - Things that can change dynamically
- Implicit cases to ignore snapshot
 - No restoration identifier

Snapshot Handling

- Using snapshot more aggressively on launch
 - `(void)ignoreSnapshotOnNextApplicationLaunch;`
- When to ignore snapshot
 - Network error presentation
 - Things that can change dynamically
- Implicit cases to ignore snapshot
 - No restoration identifier
 - Things Cocoa Touch doesn't restore

Demo

Snapshot cases

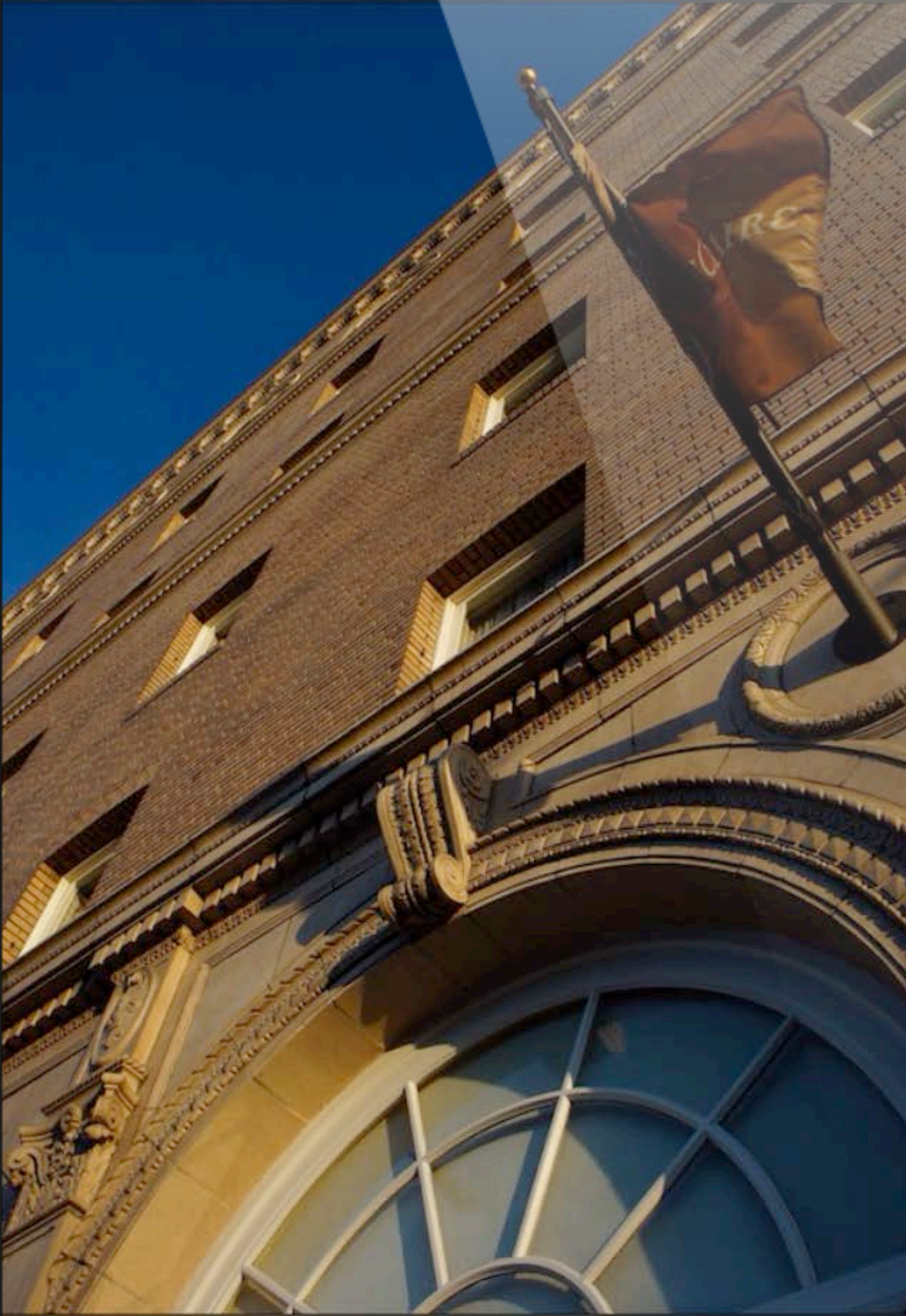
iPod

2:31 PM



< Photos

Setting Sun



blur sepia



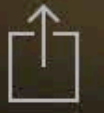
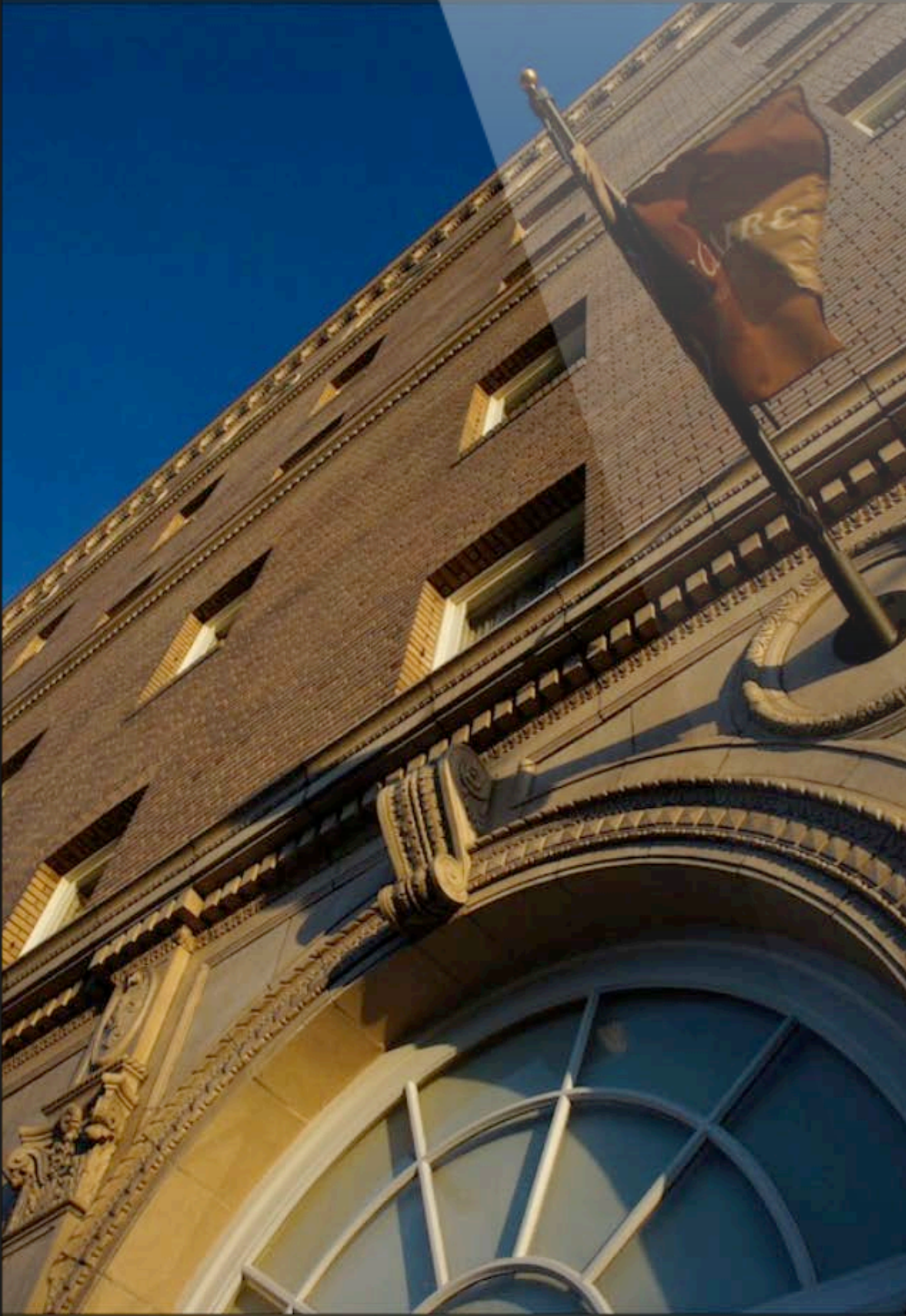
iPod

6:29 PM



< Photos

Setting Sun



blur sepia













iPod 6:30 PM

 Messages	 Calendar	 Photos	 Camera
 Passbook	 Stocks	 Maps	 Weather
 Videos	 iTunes Store	 App Store	 Settings
 Notes	 Game Center	 Newsstand	 Reminders
 Podcasts	 Clock	 iBooks	 CollViewSmpI

FaceTime Mail Safari Music



Enhancements

Enhancements

- System Version/Timestamp keys

Enhancements

- System Version/Timestamp keys
- Improved UITableView support

Enhancements

- System Version/Timestamp keys
- Improved UITableView support
- UICollectionView support

Enhancements

- System Version/Timestamp keys
- Improved UITableView support
- UICollectionView support
- Mail Activity Controller

Security Considerations

Security

Security

- State Restoration archive is data protected

Security

- State Restoration archive is data protected
- Why protected?

Security

- State Restoration archive is data protected
- Why protected?
 - Could leak via covert channel

Security

- State Restoration archive is data protected
- Why protected?
 - Could leak via covert channel
 - App could have protected data

Background Operation

Background Operation



Background Operation



Background Operation



Background Operation

Be prepared for app to start up with changes to data

Testing/Diagnosis

State Restoration Archive Tool

State Restoration Archive Tool

```
Restoration class map is {  
    SepiaFilter = ImageViewController;  
}
```

Top Level

```
UIApplicationStateRestorationBundleVersion.....1.1  
UIApplicationStateRestorationTimestamp.....2013-05-12 01:22:07 +0000  
UIApplicationStateRestorationSystemVersion...7  
...
```

State Restoration Archive Tool

```
Restoration class map is {
    SepiaFilter = ImageViewController;
}
Top Level
-----
UIApplicationStateRestorationBundleVersion.....1.1
UIApplicationStateRestorationTimestamp.....2013-05-12 01:22:07 +0000
UIApplicationStateRestorationSystemVersion...7
...
```


State Restoration Archive Tool

```
Restoration class map is {  
    SepiaFilter = ImageViewController;  
}
```

Top Level

UIApplicationStateRestorationBundleVersion.....1.1

UIApplicationStateRestorationTimestamp.....2013-05-12 01:22:07 +0000

UIApplicationStateRestorationSystemVersion...7

...

State Restoration Archive Tool

```
Restoration class map is {  
    SepiaFilter = ImageViewController;  
}
```

Top Level

```
UIApplicationStateRestorationBundleVersion.....1.0  
UIApplicationStateRestorationTimestamp.....2013-05-12 01:22:07 +0000  
UIApplicationStateRestorationSystemVersion...7  
...
```

State Restoration Archive Tool

```
Restoration class map is {  
    SepiaFilter = ImageViewController;  
}
```

Top Level

```
UIApplicationStateRestorationBundleVersion.....1.1  
UIApplicationStateRestorationTimestamp.....2013-05-12 01:22:07 +0000  
UIApplicationStateRestorationSystemVersion...7  
...
```

State Restoration Archive Tool

```
Restoration class map is {  
    SepiaFilter = ImageViewController;  
}
```

Top Level

UIApplicationStateRestorationBundleVersion.....1.1

UIApplicationStateRestorationTimestamp.....2013-05-12 01:22:07 +0000

UIApplicationStateRestorationSystemVersion...7

...

State Restoration Archive Tool

```
Restoration class map is {  
    SepiaFilter = ImageViewController;  
}
```

Top Level

UIApplicationStateRestorationBundleVersion.....1.1

UIApplicationStateRestorationTimestamp.....2013-05-12 01:22:07 +0000

UIApplicationStateRestorationSystemVersion...7

...

Archive Tool: Image View Controller

[View Controller]

Class: ImageViewController

kDataSourceKey -> Object Identifier Proxy: DataSource

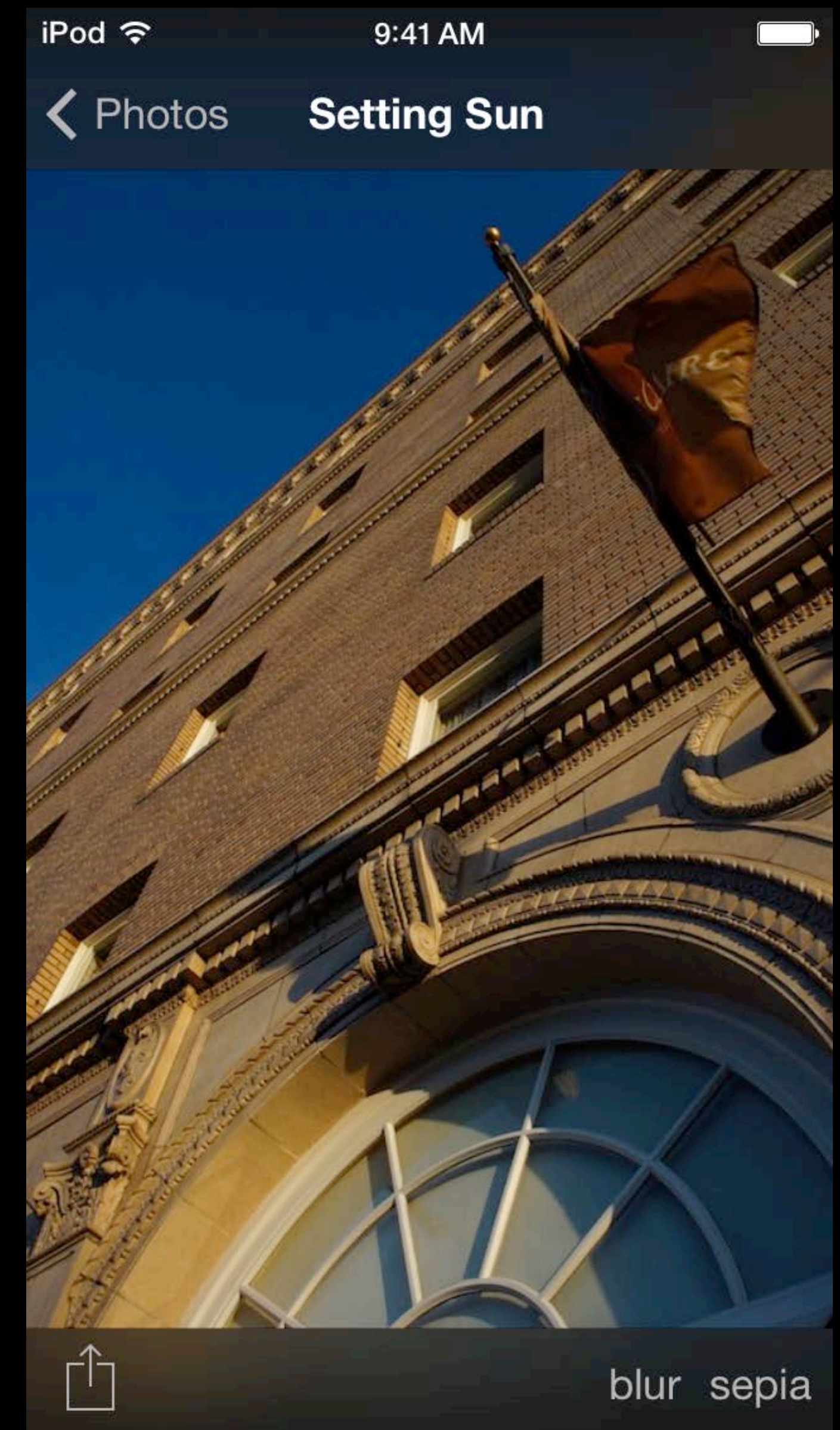
kImageFiltersKey -> {

 BlurFilter = Object Identifier Proxy: BlurFilter;

 ModifyFilter = Object Identifier Proxy: ModifyFilter;

}

kImageIdentifierKey -> 8993-455F-7D5C-2110



Archive Tool: Image View Controller

[View Controller]

Class: ImageViewController

kDataSourceKey -> Object Identifier Proxy: DataSource

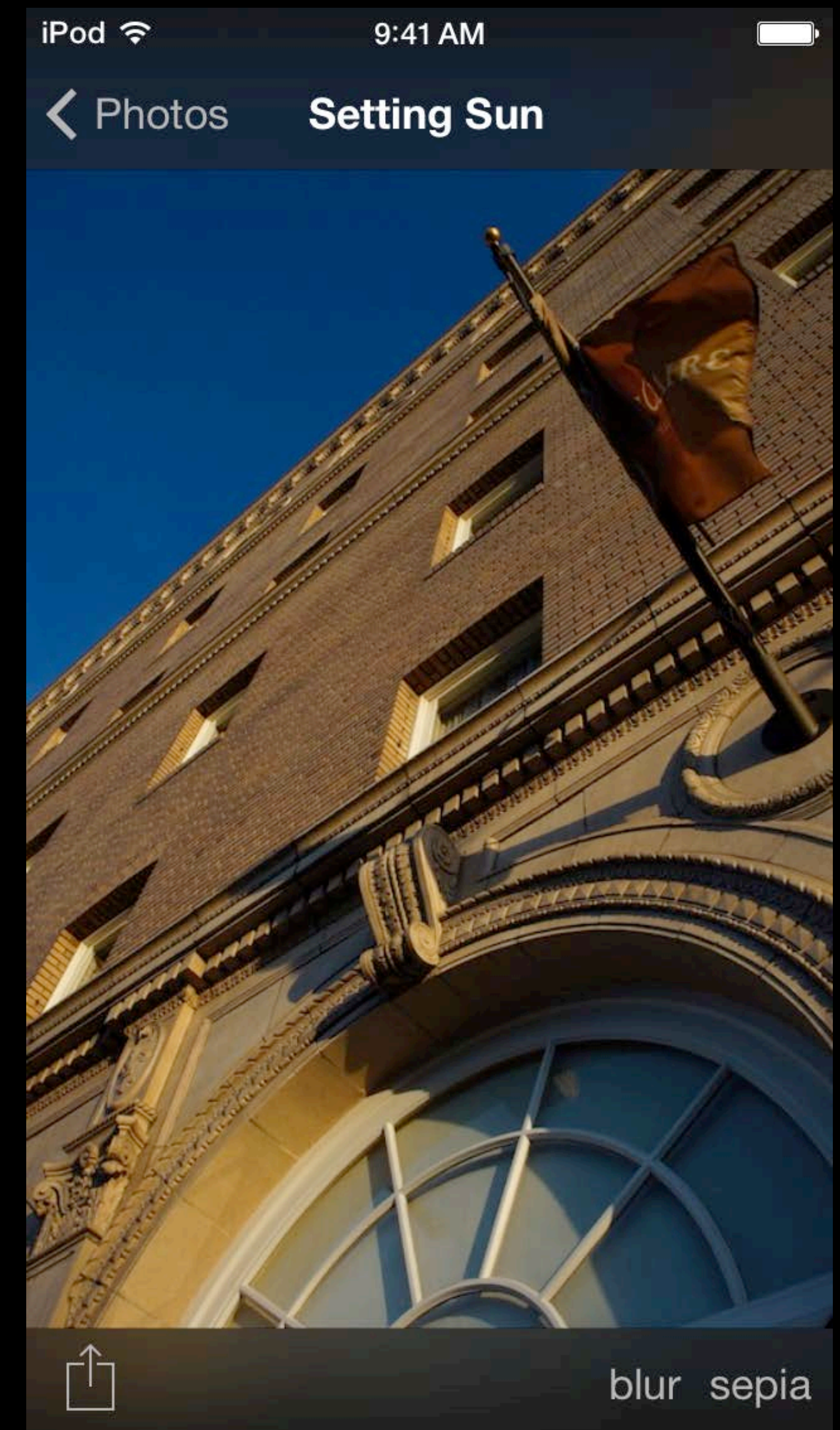
kImageFiltersKey -> {

 BlurFilter = Object Identifier Proxy: BlurFilter;

 ModifyFilter = Object Identifier Proxy: ModifyFilter;

}

kImageIdentifierKey -> 8993-455F-7D5C-2110



Archive Tool: Image View Controller

[View Controller]

Class: ImageViewController

kDataSourceKey -> Object Identifier Proxy: DataSource

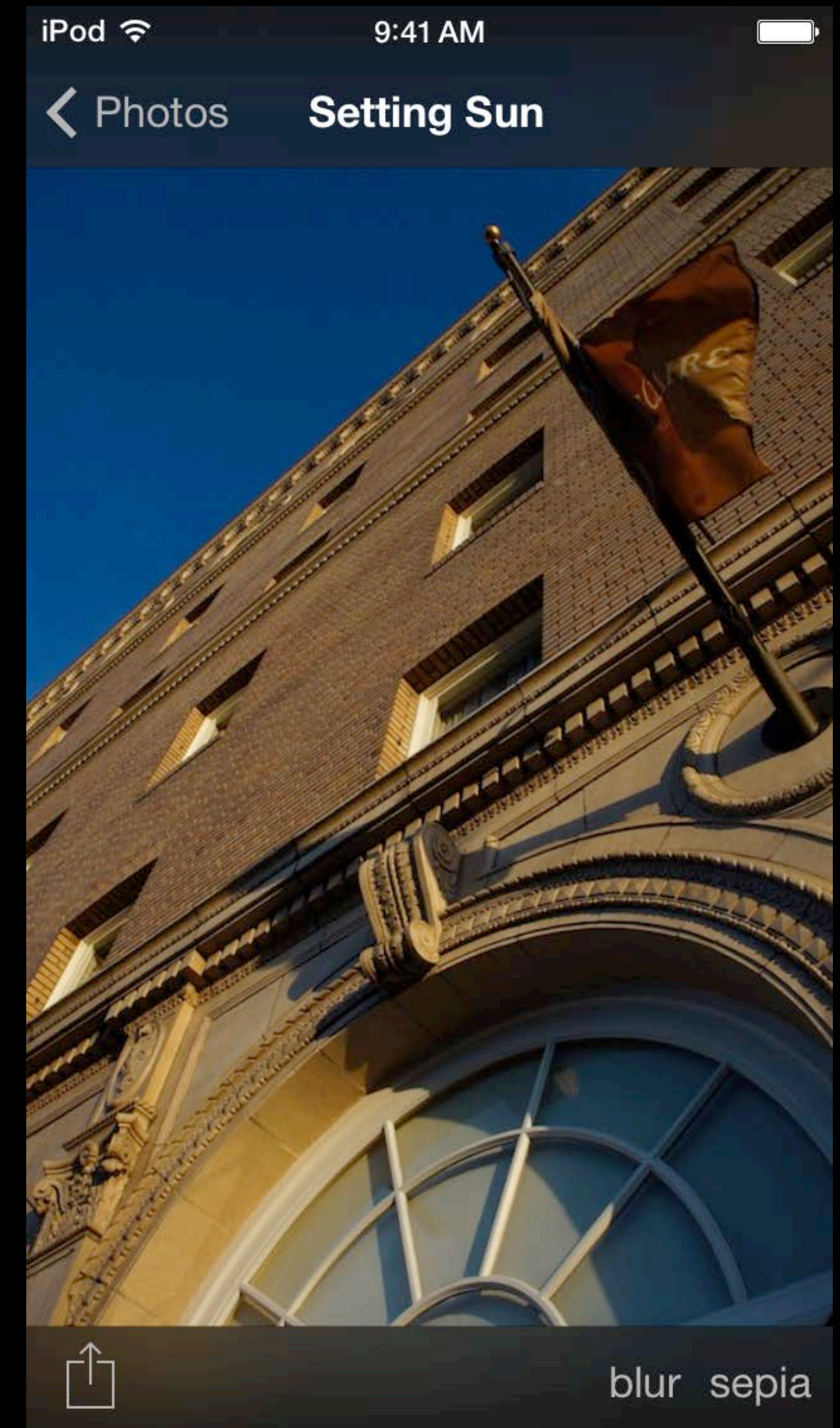
kImageFiltersKey -> {

 BlurFilter = Object Identifier Proxy: BlurFilter;

 ModifyFilter = Object Identifier Proxy: ModifyFilter;

}

kImageIdentifierKey -> 8993-455F-7D5C-2110



Archive Tool: Image View Controller

[View Controller]

Class: ImageViewController

kDataSourceKey -> Object Identifier Proxy: DataSource

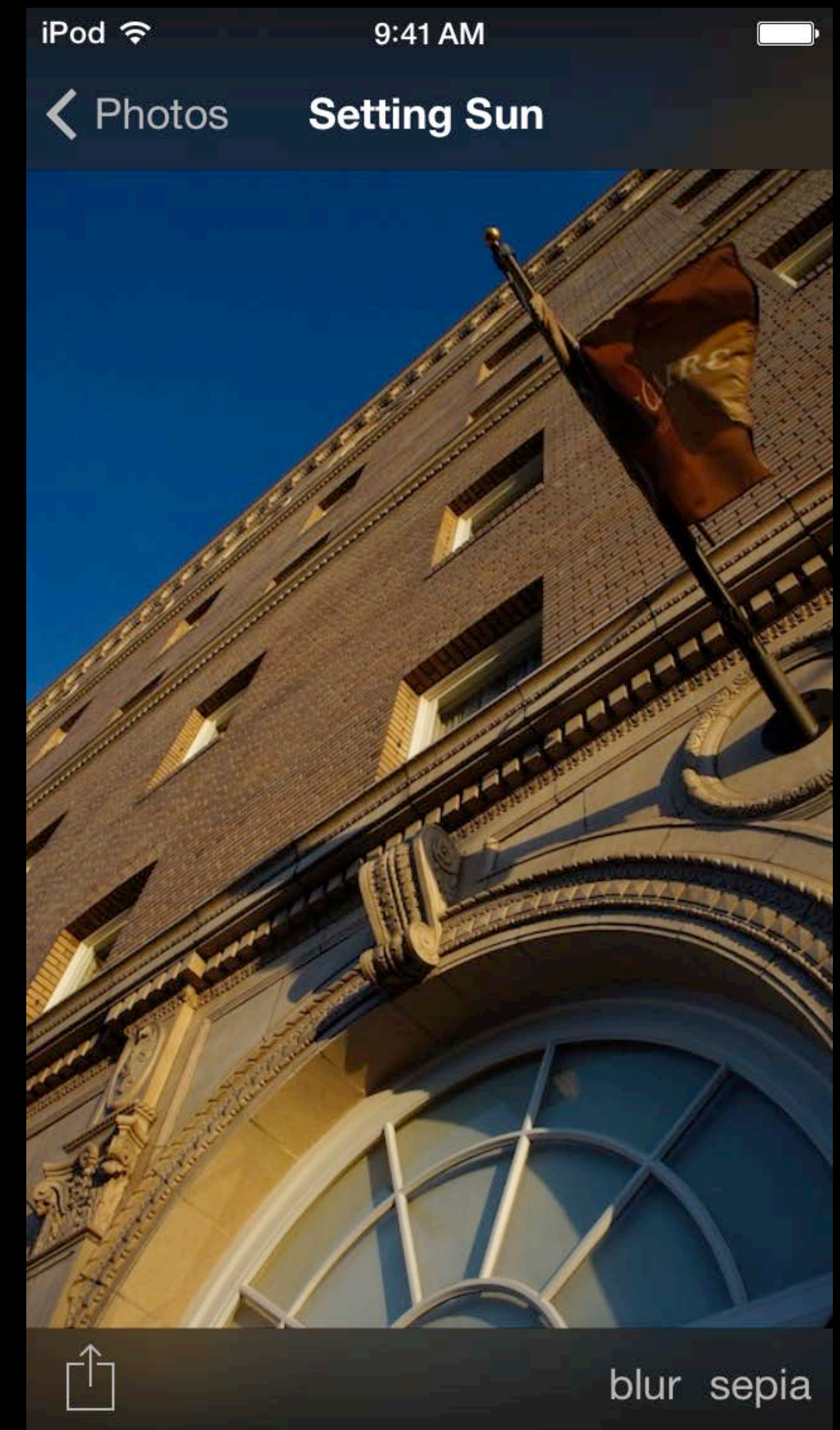
kImageFiltersKey -> {

 BlurFilter = Object Identifier Proxy: BlurFilter;

 ModifyFilter = Object Identifier Proxy: ModifyFilter;

}

kImageIdentifierKey -> 8993-455F-7D5C-2110



Archive Tool: Image View Controller

[View Controller]

Class: ImageViewController

kDataSourceKey -> Object Identifier Proxy: DataSource

kImageFiltersKey -> {

 BlurFilter = Object Identifier Proxy: BlurFilter;

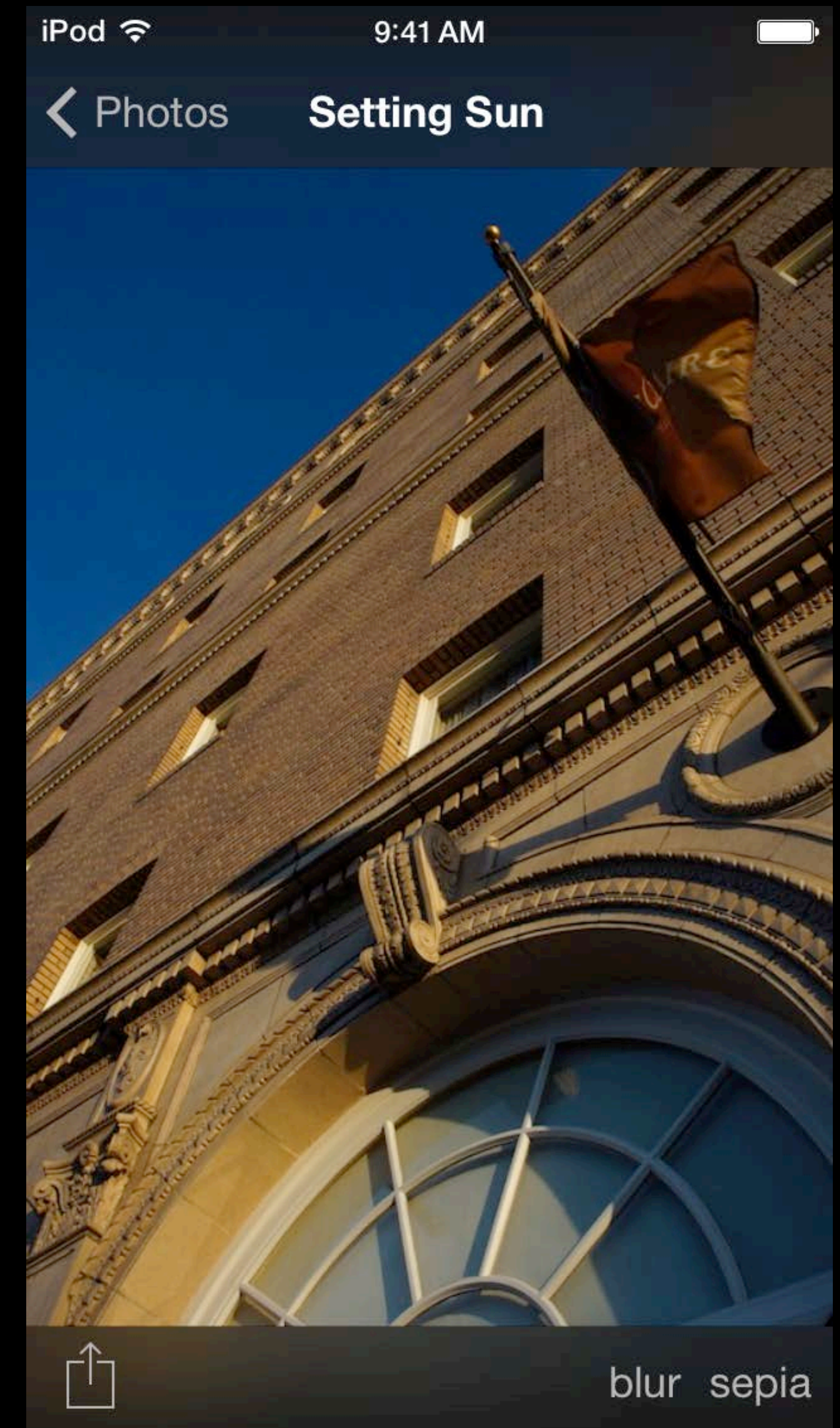
 ModifyFilter = Object Identifier Proxy: ModifyFilter;

}

kImageIdentifierKey -> 8993-455F-7D5C-2110

Storyboard: Main Bundle/MainStoryboard

StoryboardIdentifier -> DetailView



Archive Tool: Image View Controller

[View Controller]

Class: ImageViewController

kDataSourceKey -> Object Identifier Proxy: DataSource

kImageFiltersKey -> {

 BlurFilter = Object Identifier Proxy: BlurFilter;

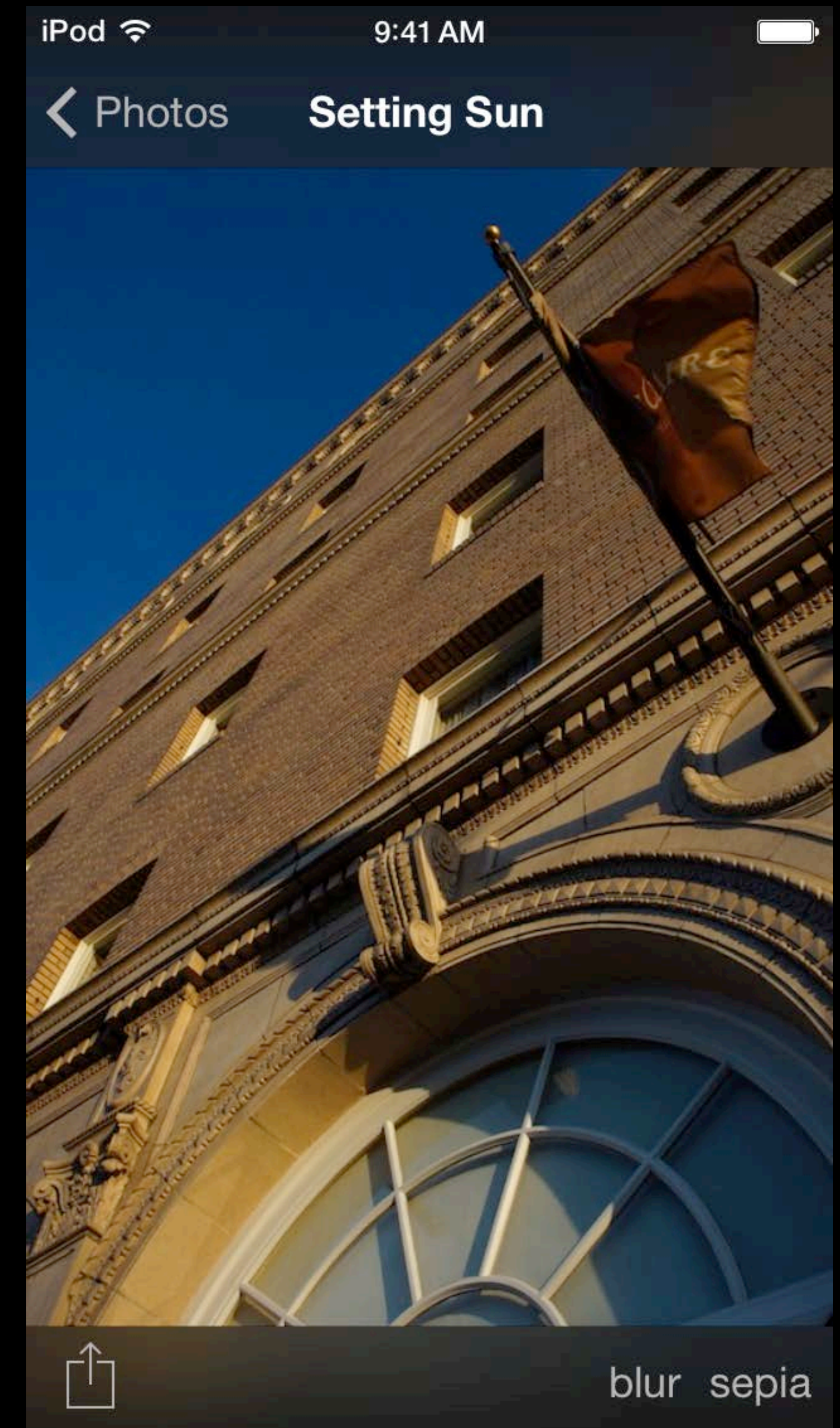
 ModifyFilter = Object Identifier Proxy: ModifyFilter;

}

kImageIdentifierKey -> 8993-455F-7D5C-2110

Storyboard: Main Bundle/MainStoryboard

StoryboardIdentifier -> DetailView



Archive Tool: Sepia Filter

[Restorable Object]
Class: SepiaFilter

ImageFilterActiveKey -> YES
ImageFilterIntensityKey -> 0.8485916



Sepia Filter

Archive Tool: Sepia Filter

[Restorable Object]
Class: SepiaFilter

ImageFilterActiveKey -> YES
ImageFilterIntensityKey -> 0.8485916

Sepia Filter

Enabled
Intensity

Archive Tool: Sepia Filter

[Restorable Object]
Class: SepiaFilter

ImageFilterActiveKey -> YES
ImageFilterIntensityKey -> 0.8485916

Sepia Filter

Enabled
Intensity

Profiles/Defaults

Profiles/Defaults

- Logging profile/default

Profiles/Defaults

- Logging profile/default
 - Play by play saving/restoring

Profiles/Defaults

- Logging profile/default
 - Play by play saving/restoring
- Developer Mode profile/default

Profiles/Defaults

- Logging profile/default
 - Play by play saving/restoring
- Developer Mode profile/default
 - Doesn't delete archives on error/kill

Summary



Summary



- Recap

Summary



- Recap
- New features

Summary



- Recap
- New features
- Security for Restoration Archives

Summary



- Recap
- New features
- Security for Restoration Archives
- Background operation

Summary



- Recap
- New features
- Security for Restoration Archives
- Background operation
- Tools

More Information

Jake Behrens

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Documentation

iOS App Programming Guide
<http://developer.apple.com/>

Apple Developer Forums

<http://devforums.apple.com>

Labs

State Restoration Lab

Frameworks Lab B
Thursday 4:30PM

Cocoa Touch Lab

Frameworks Lab B
Friday 9:00AM

 WWDC2013