

WatchKit Tips and Tricks

Optimizing Watch apps

Session 228

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Agenda

Agenda

Data and communication

Agenda

Data and communication

Interface elements

Agenda

Data and communication

Interface elements

Notifications

Agenda

Data and communication

Interface elements

Notifications

Glances

Data and Communication

Data and Communication

Networking

Data and Communication

Networking



https request

Data and Communication

Networking



https request



Ask for a
background task
assertion

Data and Communication

Networking



https request

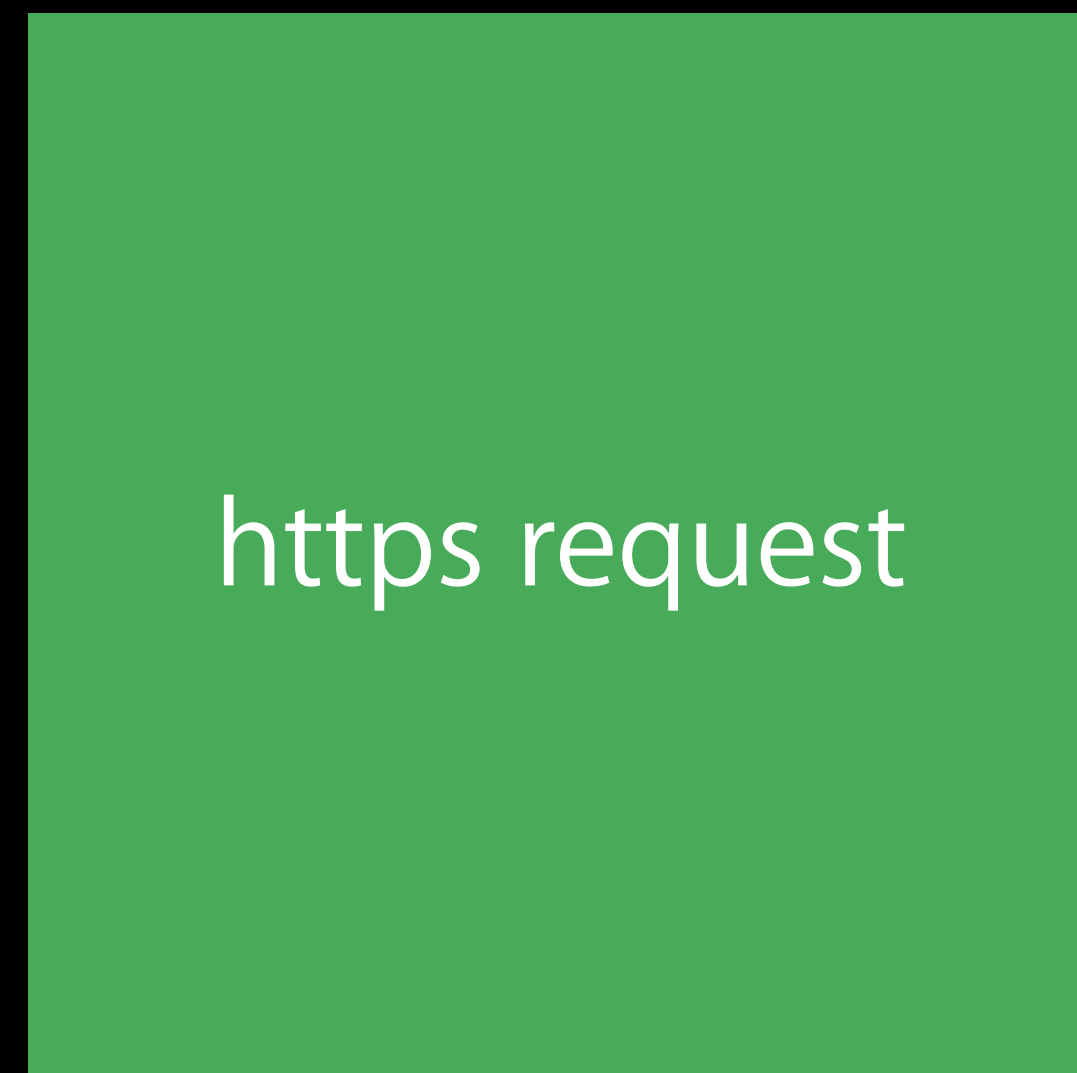


Ask for a
background task
assertion

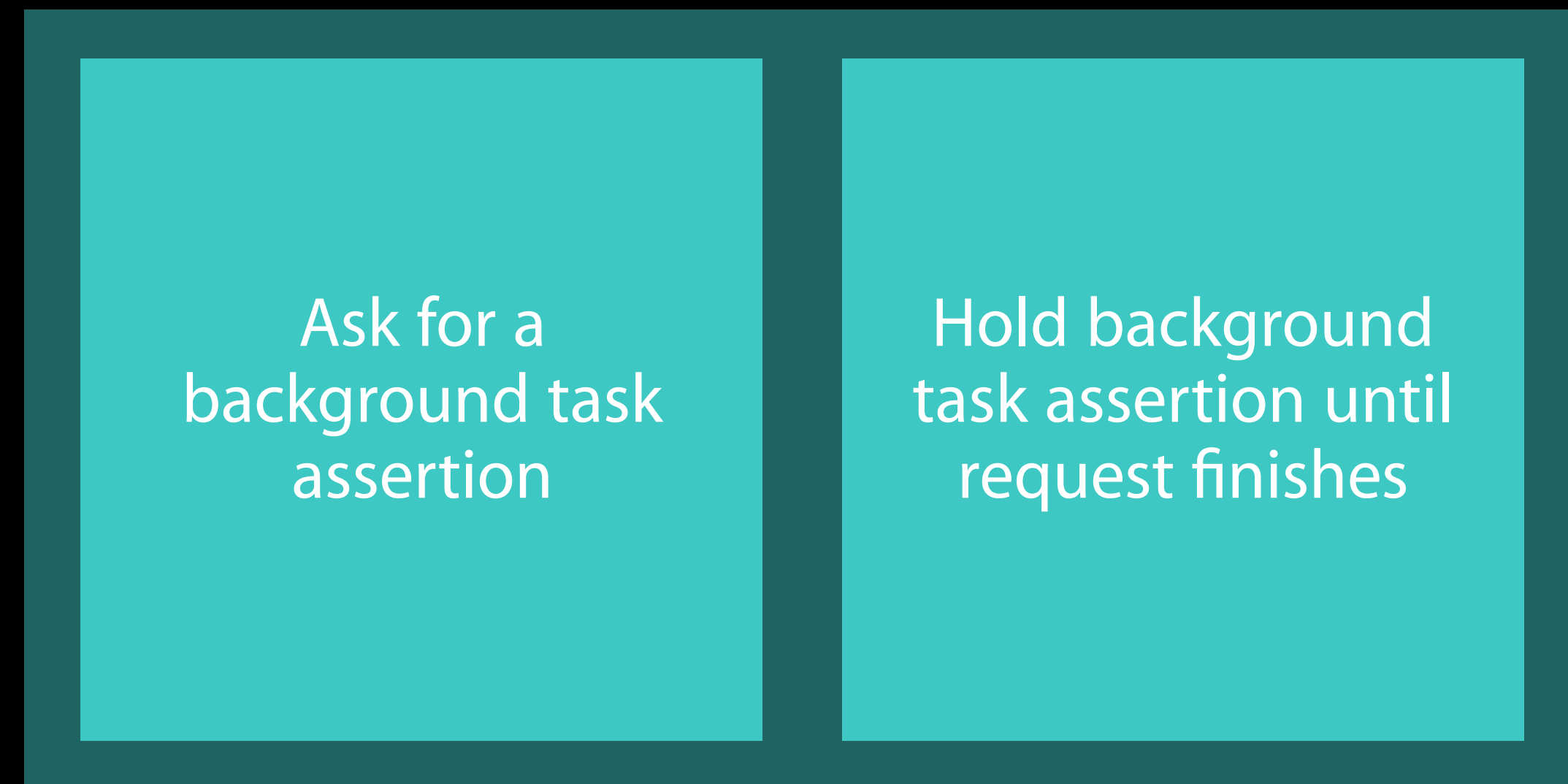
Hold background
task assertion until
request finishes

Data and Communication

Networking



Default NSURLSession



Data and Communication

Networking

Data and Communication

Networking

Request a background task assertion

```
NSProcessInfo.processInfo().performExpiringActivityWithReason("networkReq")
{ expired in
    if !expired {
        // We have a background task assertion.
    } else {
        // No background task assertion was given or we're out of time.
    }
}
```


Data and Communication

Networking

Request a background task assertion

Executes block when called

- Block executes on an asynchronous queue

```
NSProcessInfo.processInfo().performExpiringActivityWithReason("networkReq")
{ expired in
    if !expired {
        // We have a background task assertion.
    } else {
        // No background task assertion was given or we're out of time.
    }
}
```

Data and Communication

Networking

Data and Communication

Networking

dispatch_semaphore

Data and Communication

Networking

dispatch_semaphore

dispatch_semaphore_wait pauses execution

Queue to pause:

```
let time = dispatch_time(DISPATCH_TIME_NOW, Int64(30 * Double(NSEC_PER_SEC)))  
dispatch_semaphore_wait(semaphore, time)
```


Data and Communication

Networking

dispatch_semaphore

dispatch_semaphore_wait pauses execution

Signaling the semaphore resumes execution

Queue to pause:

```
let time = dispatch_time(DISPATCH_TIME_NOW, Int64(30 * Double(NSEC_PER_SEC)))  
dispatch_semaphore_wait(semaphore, time)
```

Other Queue:

```
dispatch_semaphore_signal(semaphore)
```

Demo

Data and Communication

Across processes

Data and Communication

Across processes

```
openParentApplication(reply:)
```


Data and Communication

Across processes

```
openParentApplication(reply:)
```

```
application(handleWatchKitExtensionRequest:reply:)
```

Data and Communication

Across processes

`openParentApplication(reply:)`

`application(handleWatchKitExtensionRequest:reply:)`

- Begin a background task for asynchronous work

Data and Communication

Across processes

`openParentApplication(reply:)`

`application(handleWatchKitExtensionRequest:reply:)`

- Begin a background task for asynchronous work
- Turn custom objects into NSData for reply

Data and Communication

Device to device

NEW

Data and Communication

Device to device

NEW

`openParentApplication(reply:)` is unavailable in watchOS 2

Data and Communication

NEW

Device to device

`openParentApplication(reply:)` is unavailable in watchOS 2

Use `WatchConnectivity` in watchOS 2

Data and Communication

Device to device

NEW

`openParentApplication(reply:)` is unavailable in watchOS 2

Use WatchConnectivity in watchOS 2

Introducing Watch Connectivity

Pacific Heights

Thursday 11:00AM

Data and Communication

Shared data

Data and Communication

Shared data

Make use of app groups in existing watchOS apps

Data and Communication

Shared data

Make use of app groups in existing watchOS apps

Use UserDefaults for state data, not model data

Data and Communication

Shared data

Make use of app groups in existing watchOS apps

Use UserDefaults for state data, not model data

Think of simplifying your model for watchOS







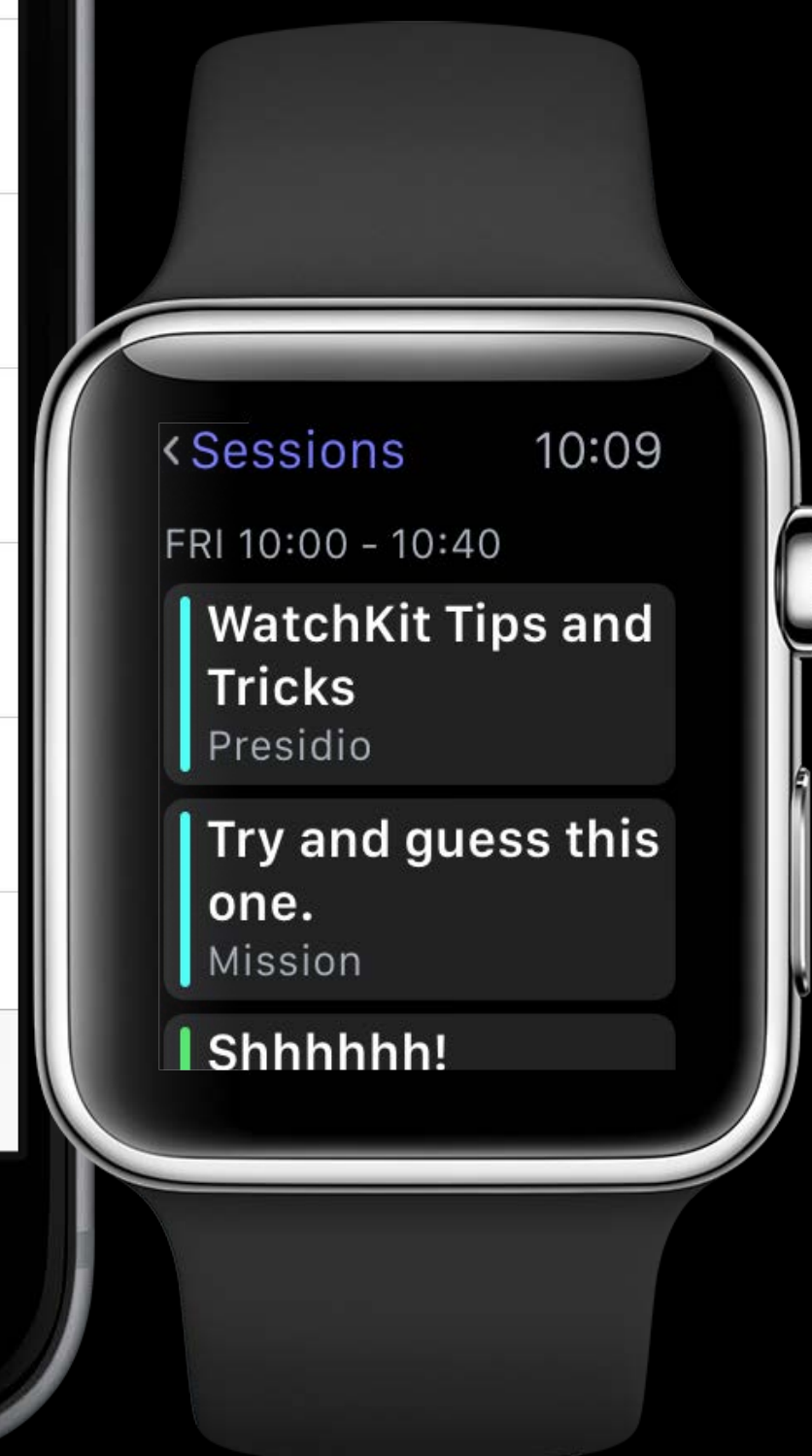
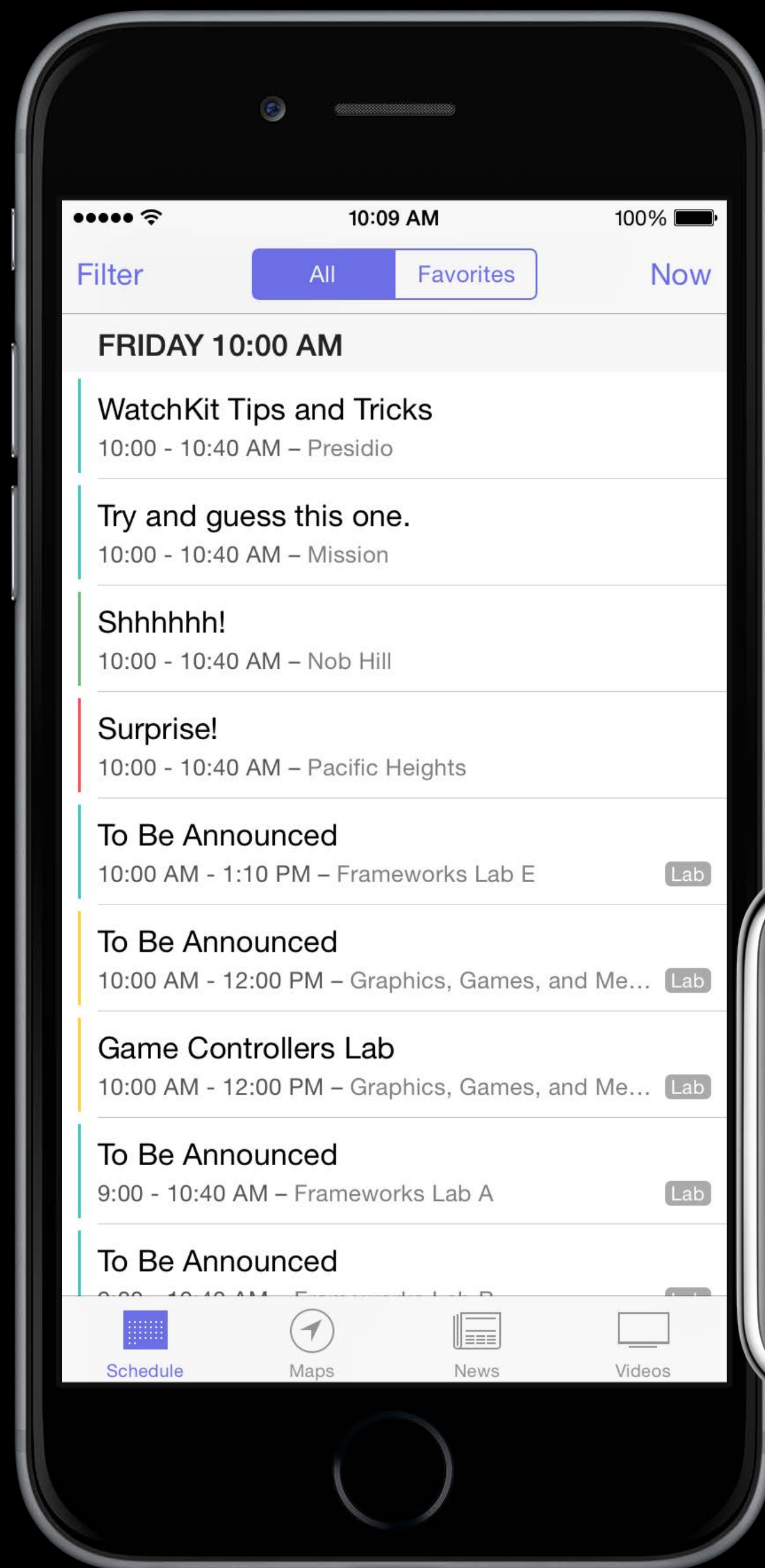
Sessions



Favorites







Data and Communication

Handoff

Data and Communication

Handoff

```
updateUserActivity(userInfo:webpageURL:)
```

Data and Communication

Handoff

`updateUserActivity(userInfo:webpageURL:)`

System invalidates user activities automatically

Data and Communication

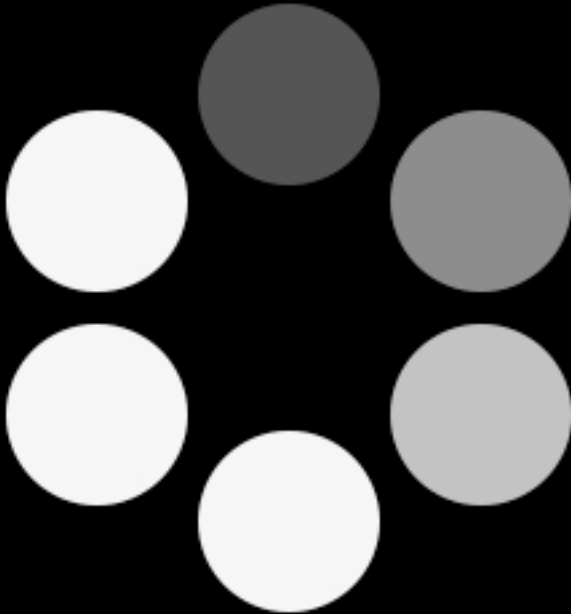
Handoff

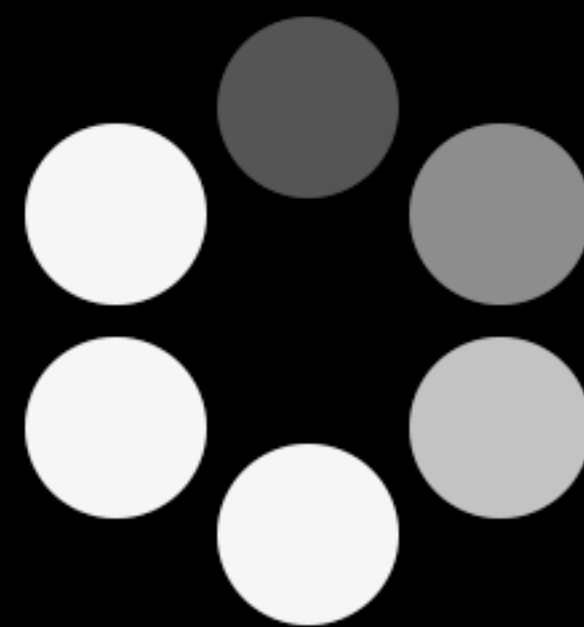
`updateUserActivity(userInfo:webpageURL:)`

System invalidates user activities automatically

- You can manually invalidate user activities, if needed

Interface Elements





Interface Elements



Interface Elements

Prioritize content loading



Interface Elements

Prioritize content loading



Interface Elements

Prioritize content loading

- Use `dispatch_async()` in `willActivate()`



Interface Elements

Prioritize content loading

- Use `dispatch_async()` in `willActivate()`

Load fewer table cells up front



Interface Elements

Prioritize content loading

- Use `dispatch_async()` in `willActivate()`

Load fewer table cells up front

Update information that has changed



Interface Elements

MyW...it App > iPhone 6 Plus Finished running com.example.apple-samplecode.MyWatchApp.watchkitextension on iPhone

MyWatchApp > My...it App > Inter...oard > Inter...ase) > Inter...cene > Interface Controller > Group

MyWatchApp
4 targets, iOS SDK 8.3

- MyWatchApp
 - AppDelegate.swift
 - ViewController.swift
 - Main.storyboard
 - Images.xcassets
 - LaunchScreen.xib
 - Supporting Files
- MyWatchAppTests
- MyWatchApp WatchKit Extension A
 - MyWatchApp WatchKit App
 - Interface.storyboard A
 - Images.xcassets M
 - Supporting Files A
 - Products

Interface Controller Scene

- Interface Controller
 - Group
 - Lbl Friday
 - Group
 - Group
 - Group
 - Main Entry Point
- Glance Interface Controller Scene**
 - Glance Interface Controller
 - Group
 - Group
 - Glance Entry Point
- Static Notification Interface Cont...
- Notification Controller Scene

Main

Label 12:00

— — — — — +

Label

Switch

Label

Button

Button

Friday

Glance Interface

Group

Group

Group

- Layout Horizontal
- Insets Default
- Spacing Default Custom
- Background No Image
- Mode Scale To Fill
- Animate No
- Color
- Radius 50 Custom

View

- Alpha 1
- Hidden
- Installed

Position

- Horizontal Center
- Vertical Center

Size

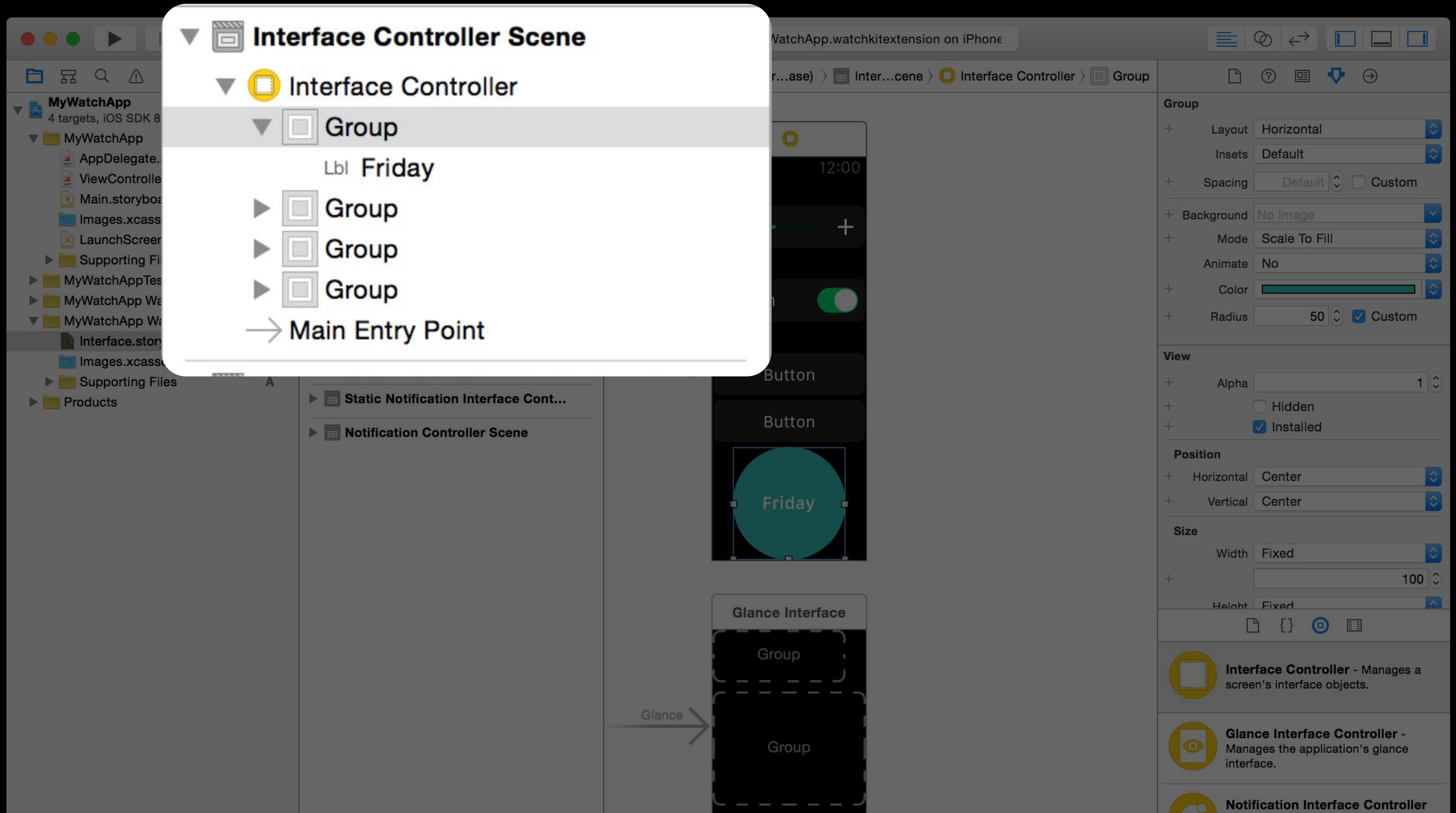
- Width Fixed
- Height Fixed

Interface Controller - Manages a screen's interface objects.

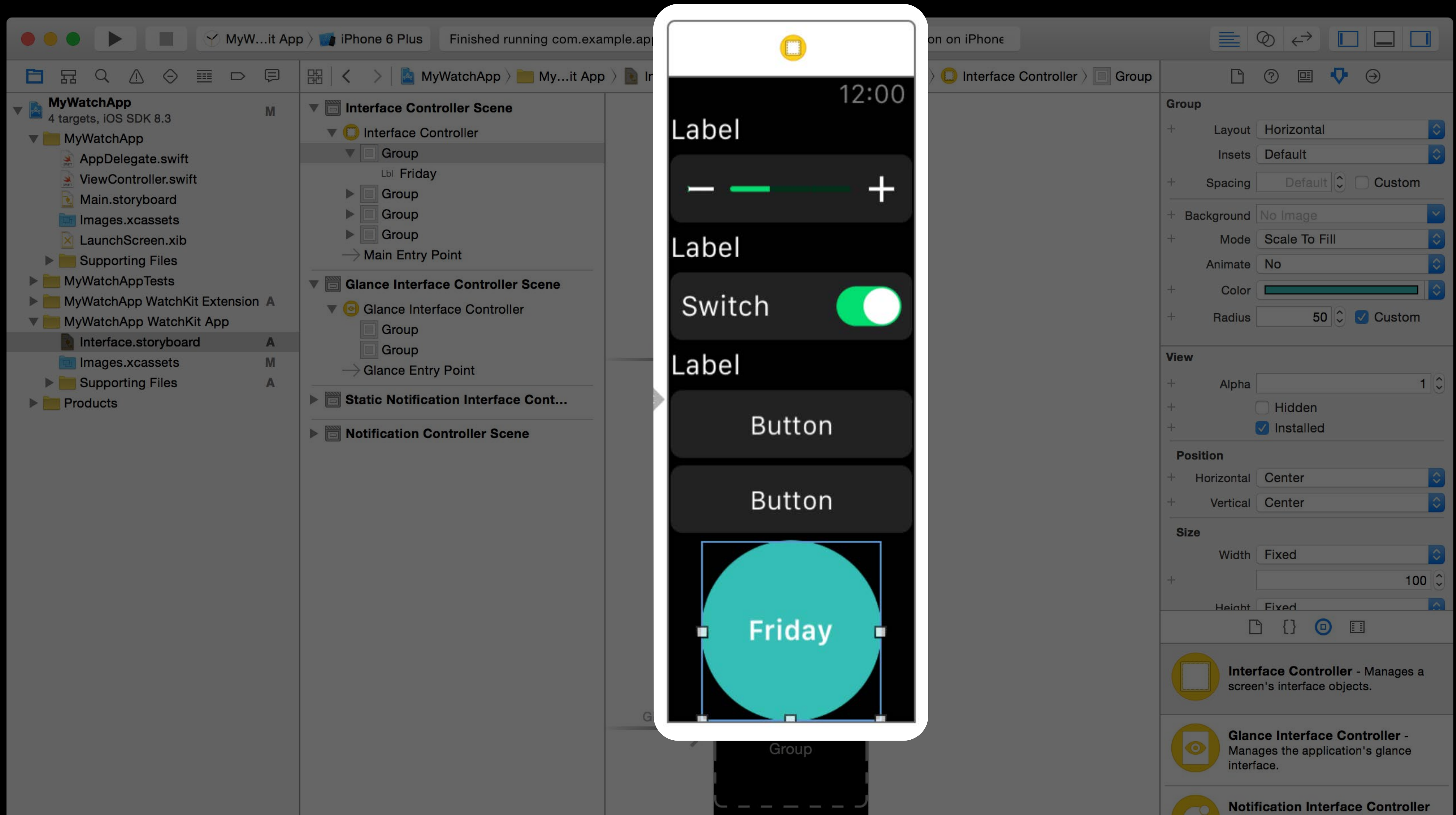
Glance Interface Controller - Manages the application's glance interface.

Notification Interface Controller

Interface Elements



Interface Elements



Interface Elements

The screenshot displays the Xcode IDE for a WatchKit application named "MyWatchApp". The interface is divided into several panels:

- Left Panel (Project Navigator):** Shows the project structure. The "MyWatchApp" folder is expanded, revealing files like AppDelegate.swift, ViewController.swift, Main.storyboard, Images.xcassets, and LaunchScreen.xib. The "MyWatchApp WatchKit App" folder is also expanded, showing Interface.storyboard.
- Top Panel (Breadcrumbs):** Shows the current path: MyWatchApp > My...App > Int...oard > Int...ase) > Int...cene > Interface Controller > Group.
- Right Panel (Properties Inspector):** Displays settings for the selected "Group" element. The "Group" section includes Layout (Horizontal), Insets (Default), Spacing (Default), Background (No Image), Mode (Scale To Fill), Animate (No), Color (a teal color), and Radius (50, Custom). The "View" section includes Alpha (1), Hidden (unchecked), and Installed (checked). The "Position" section includes Horizontal (Center) and Vertical (Center). The "Size" section includes Width (Fixed) and Height (Fixed, 100).
- Storyboard Design Area:** Shows three storyboard scenes: "Interface Controller Scene", "Glance Interface Controller Scene", and "Static Notification Interface Controller Scene". The "Interface Controller Scene" is selected, showing a "Main" entry point with a "Friday" label. The "Glance Interface Controller Scene" is also shown, with a "Glance" entry point and a "Group" element. The "Static Notification Interface Controller Scene" is also visible.

Interface Elements

Interface Elements

Use properly sized assets from your server/app

Interface Elements

Use properly sized assets from your server/app

Optimize images using `setImageData()`

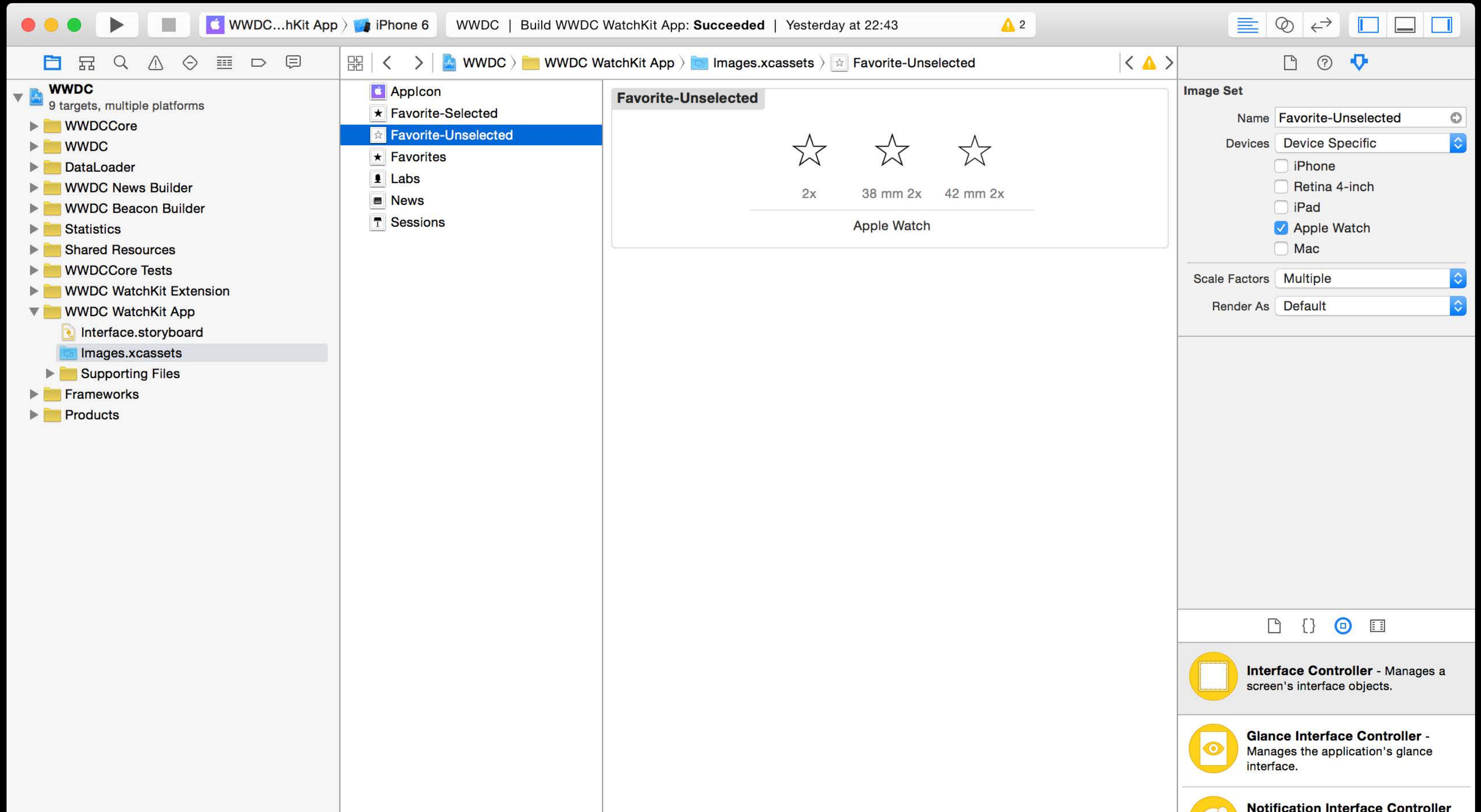
Interface Elements

Use properly sized assets from your server/app

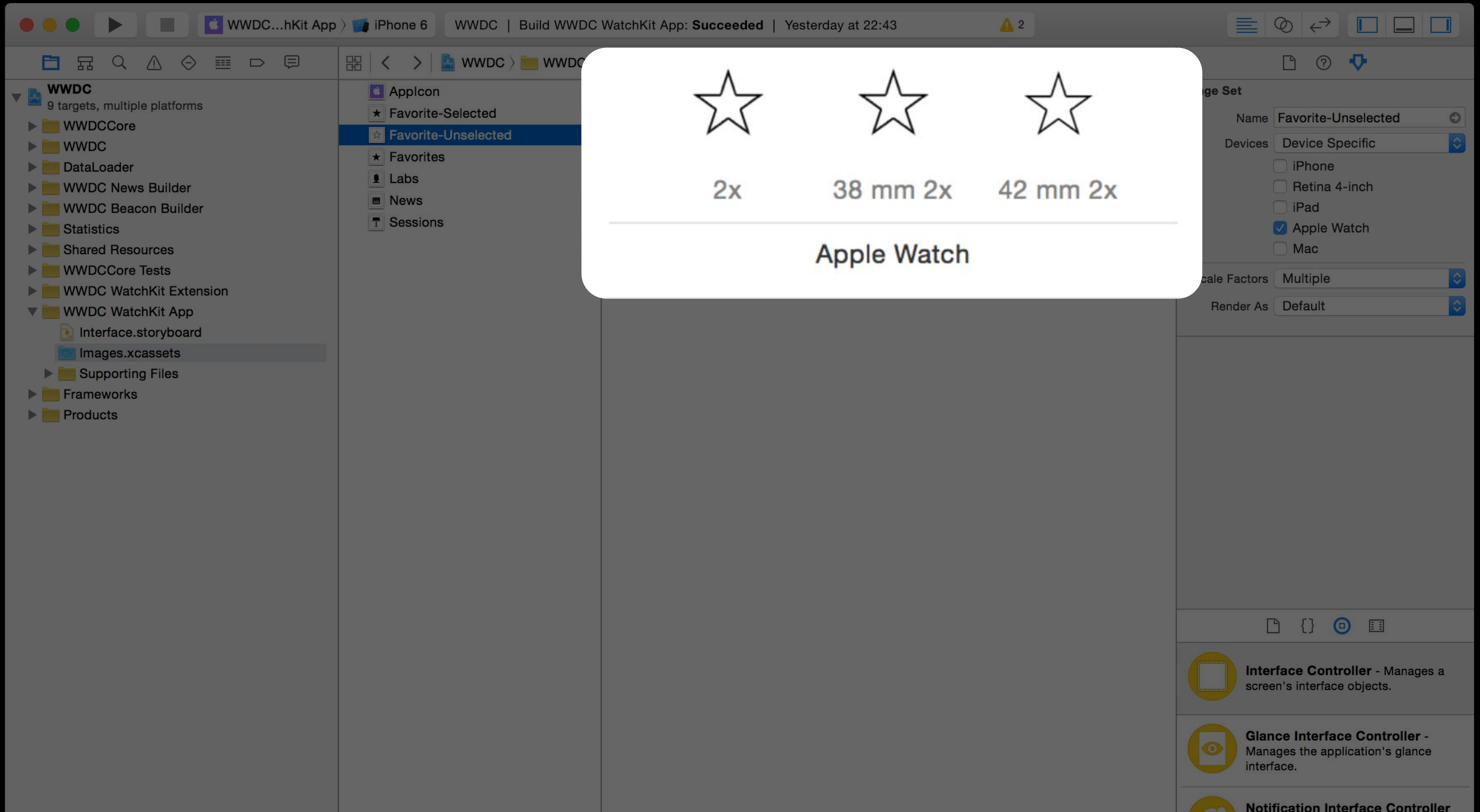
Optimize images using `setImageData()`

Use asset catalogs

Interface Elements



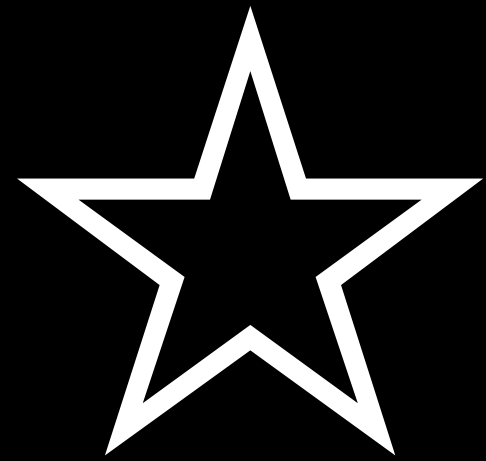
Interface Elements



Interface Elements

Apple Watch

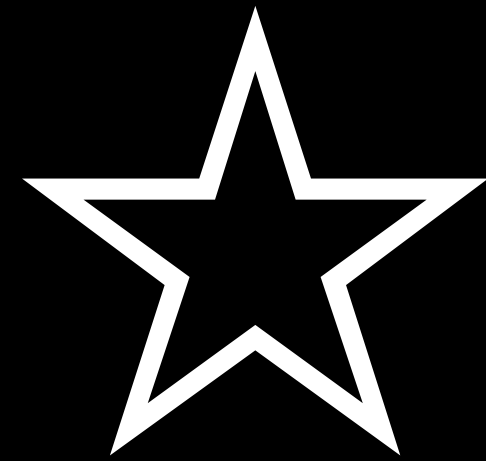
Interface Elements



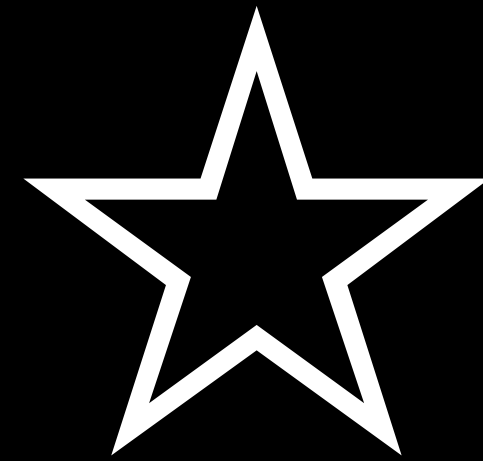
2x

Apple Watch

Interface Elements



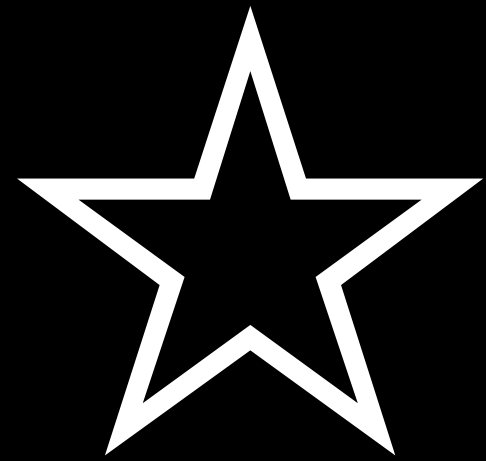
2x



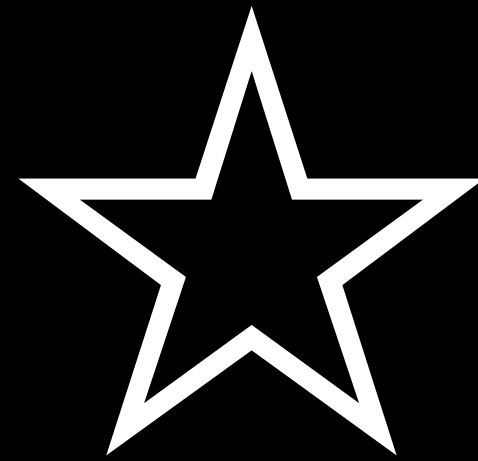
38 mm 2x

Apple Watch

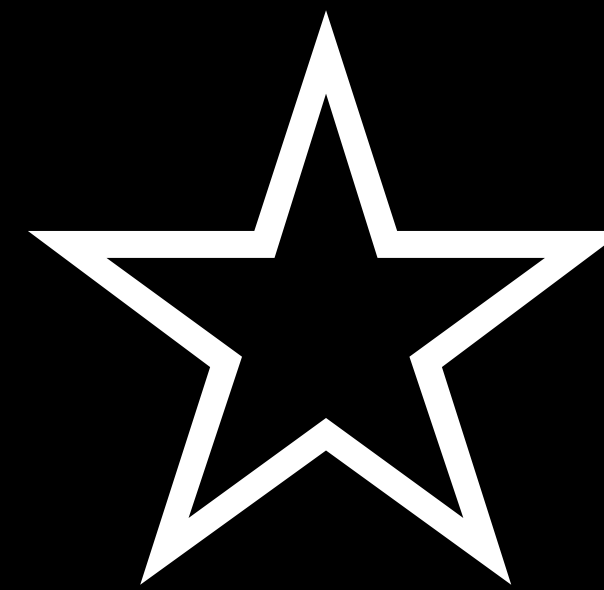
Interface Elements



2x



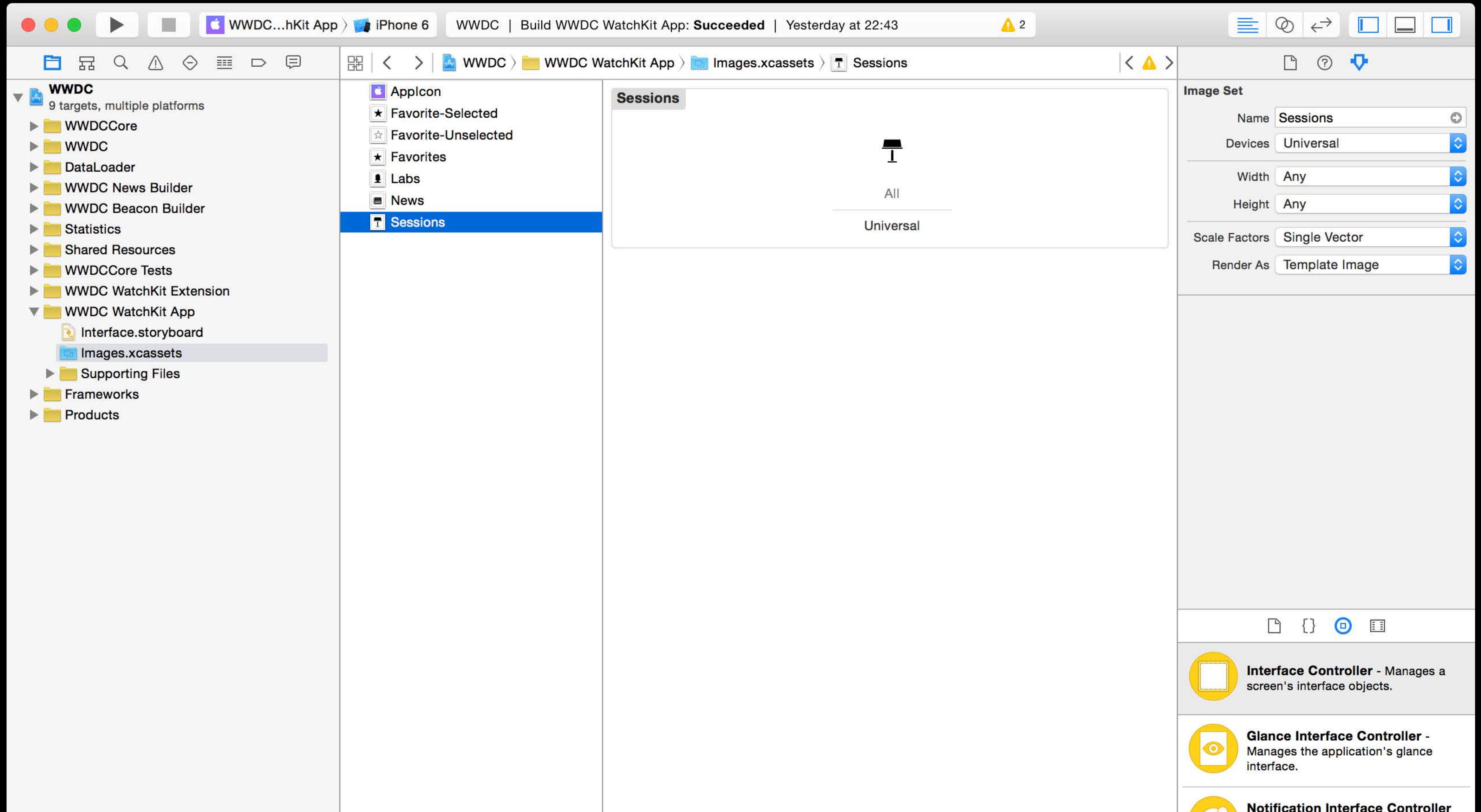
38 mm 2x



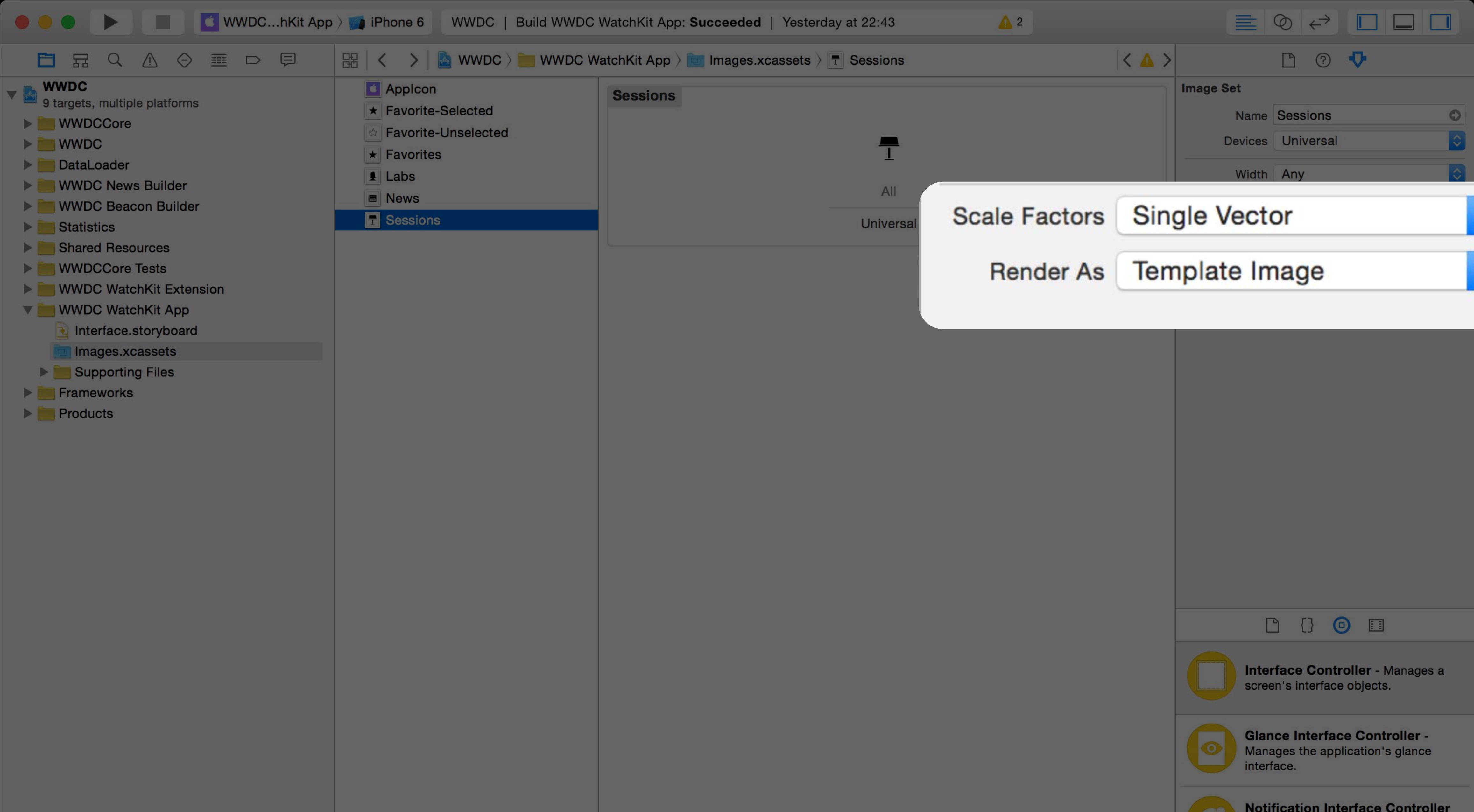
42 mm 2x

Apple Watch

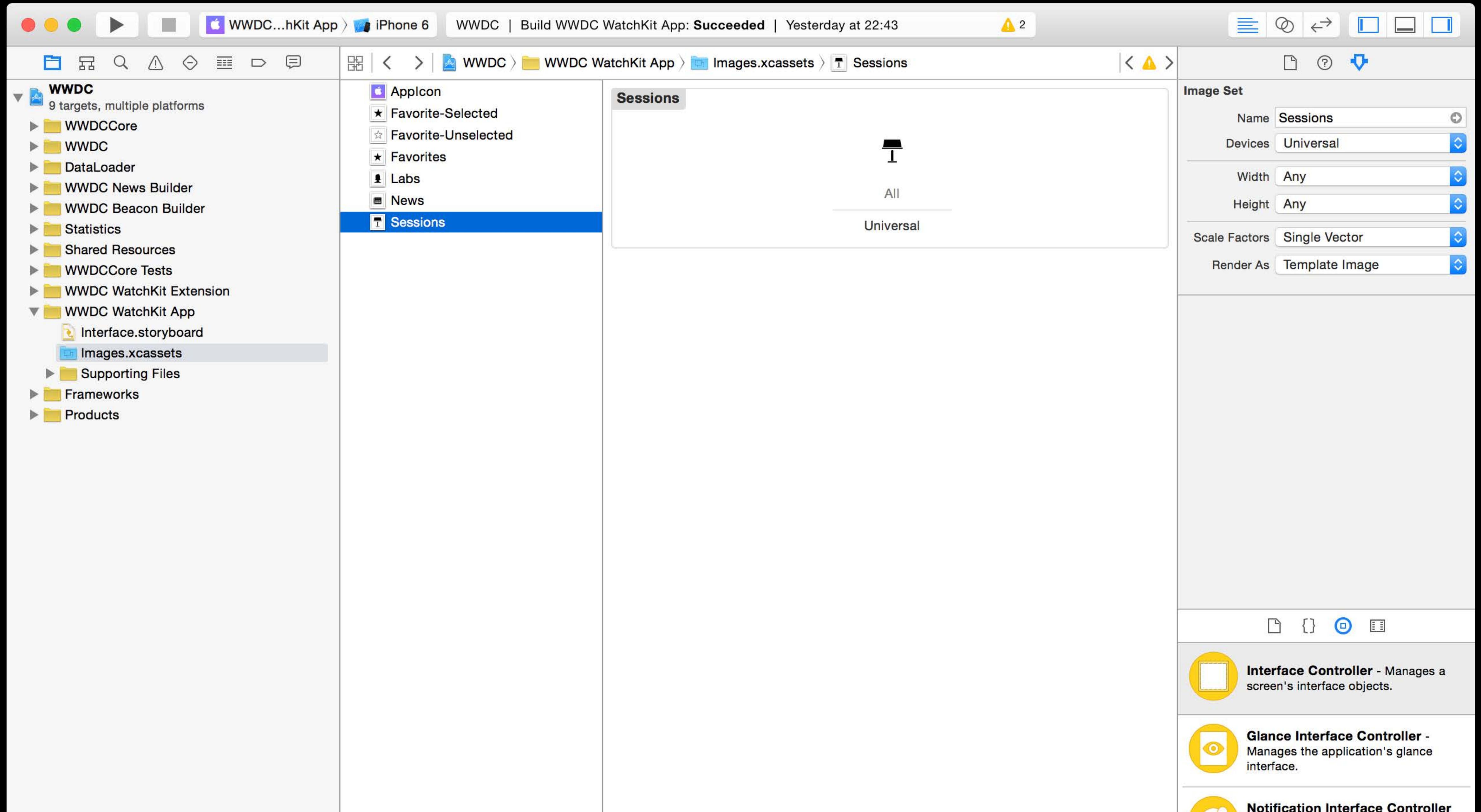
Interface Elements



Interface Elements



Interface Elements



Interface Elements

Interface Elements

Multiple animated images means more processing and rendering

Interface Elements

Multiple animated images means more processing and rendering

Reduce size and FPS for animated images

Interface Elements

Multiple animated images means more processing and rendering

Reduce size and FPS for animated images

Run animated images in reverse

```
backgroundGroup.startAnimatingWithImagesInRange(NSRange(location: 0,  
length: 15), duration: -1, repeatCount: 0)
```

Interface Elements

NEW

Interface Elements

NEW

Animation API in watchOS 2

Interface Elements

NEW

Animation API in watchOS 2

- Similar to UIView animations

Interface Elements

NEW

Animation API in watchOS 2

- Similar to UIView animations
- Animate height, width, alpha, insets, and more

Interface Elements

NEW

Animation API in watchOS 2

- Similar to UIView animations
- Animate height, width, alpha, insets, and more

Layout and Animation Techniques for WatchKit

Pacific Heights

Thursday 10:00AM

Apple Watch Design Tips and Tricks

Presidio

Friday 3:30PM

Interface Elements



Interface Elements



Interface Elements

Take users directly to voice dictation

```
presentTextInputControllerWithSuggestions(nil, allowedInputMode: .Plain,  
completion: { result in  
    // Work with result  
})
```

Notifications

Notifications

```
{  
  "aps": {  
    "alert": {  
      "body": "This shows in the notification.",  
      "title": "Short-Look Title"  
    },  
    "category": "mainCategory",  
    "sound": "default"  
  }  
}
```

Notifications

```
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Notifications



Notifications



Notifications

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}
```


Notifications

WWDC

9 targets, multiple platforms

WWDCCore

WWDC

DataLoader

WWDC News Builder

WWDC Beacon Builder

Statistics

Shared Resources

WWDCCore Tests

WWDC WatchKit Extension

WWDC WatchKit App

Interface.storyboard

Images.xcassets

Supporting Files

Frameworks

Products

WWDC Scene

SessionsController Scene

SessionDetailController Scene

Glance Interface Controller Scene

Static Notification Interface Cont...

Static Notification Interface Cont...

mainCategory

Glance Interface

WWDC

Glance

mainCategory

Alert Label

Dismiss

Notification Category

Name

mainCategory

Sash Color

Wants Sash Blur

Title Color

Description

%d Notifications

Has Dynamic Interface

Interface Controller

Interface Controller - Manages a screen's interface objects.

Glance Interface Controller

Glance Interface Controller - Manages the application's glance interface.

Notification Interface Controller

Notifications

WWDC

9 targets, multiple platforms

WWDCCore

WWDC

DataLoader

WWDC News Builder

WWDC Beacon Builder

Statistics

Shared Resources

WWDCCore Tests

WWDC WatchKit Extension

WWDC WatchKit App

Interface.storyboard

Images.xcassets

Supporting Files

Frameworks

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WWDC Scene

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SessionDetailController Scene

Glance Interface Controller Scene

Static Notification Interface Cont...

Static Notification Interface Cont...

mainCategory

Glance

mainCategory

Notification Category

Name mainCategory

+ Sash Color

+ Wants Sash Blur

+ Title Color

+ Description %d Notifications

+ Has Dynamic Interface

Alert Label

Dismiss

Interface Controller - Manages a screen's interface objects.

Glance Interface Controller - Manages the application's glance interface.

Notification Interface Controller

Notifications

```
{  
  "aps": {  
    "alert": {  
      "body": "This shows in the notification.",  
      "title": "Short-Look Title"  
    },  
    "category": "mainCategory",  
    "sound": "default"  
  }  
}
```

Notifications

```
let notification = UILocalNotification()  
notification.fireDate = futureNotificationFireDate  
notification.alertBody = "This shows in the notification."  
notification.alertTitle = "Short-Look Title"  
notification.category = "mainCategory"  
notification.soundName = UILocalNotificationDefaultSoundName
```

Notifications

Notifications



Glances

Glances



Glances



Glances



Glances



Glances



Glances



Glances



Glances

`willActivate()`



Glances

`willActivate()`

- Do full setup before `willActivate()` finishes



Glances

`willActivate()`

- Do full setup before `willActivate()` finishes

Reload deliberately



Glances

`willActivate()`

- Do full setup before `willActivate()` finishes

Reload deliberately

Limit number of alternate layouts



Glances

`willActivate()`

- Do full setup before `willActivate()` finishes

Reload deliberately

Limit number of alternate layouts

Use `WKInterfaceDate` or absolute times/dates



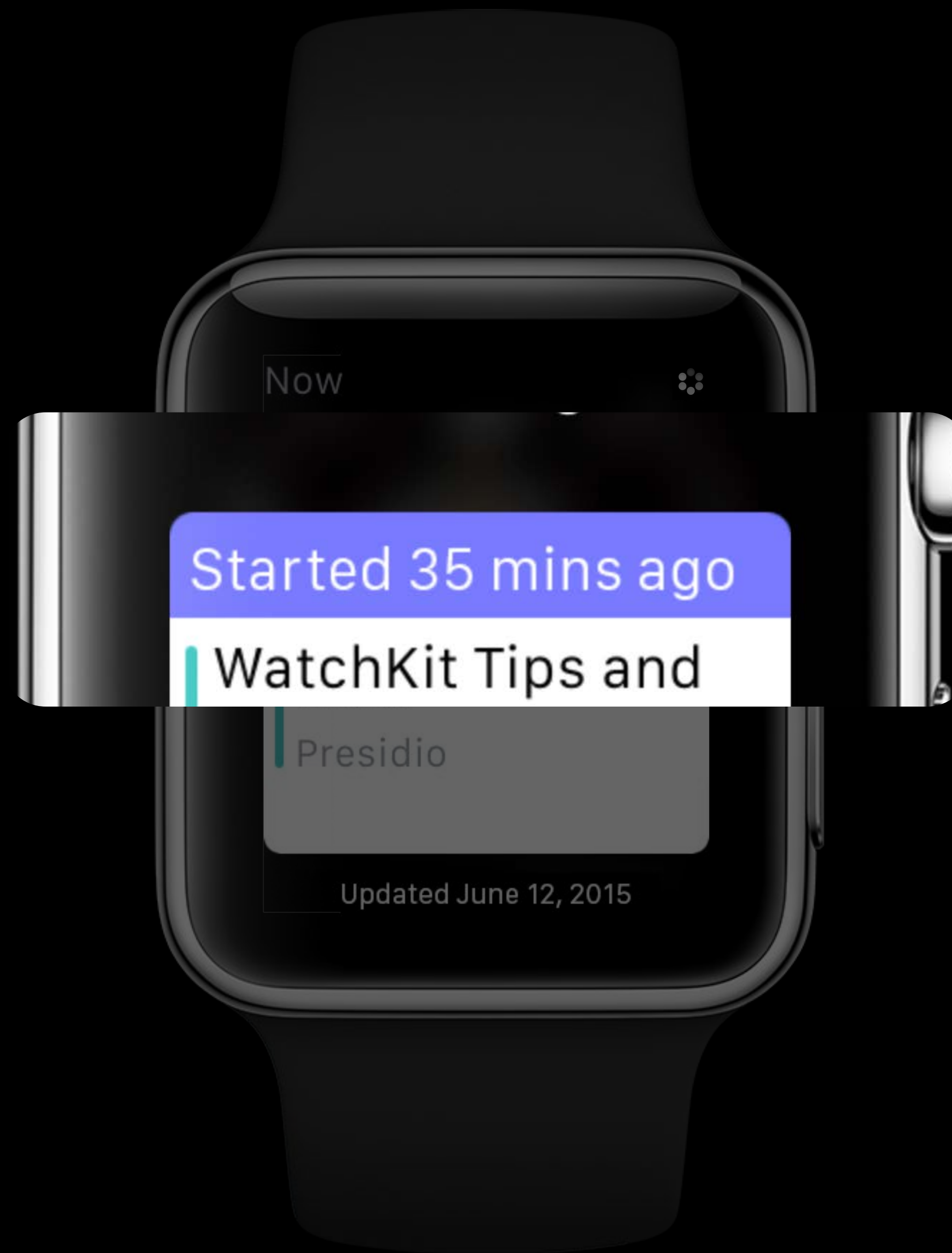
Glances



Glances



Glances



Glances



Summary

Summary

Optimize networking with NSURLSession

Summary

Optimize networking with NSURLSession

Improve layouts for performance

Summary

Optimize networking with NSURLSession

Improve layouts for performance

Ensure Glance always has content visible

Summary

Optimize networking with NSURLSession

Improve layouts for performance

Ensure Glance always has content visible

Become familiar with watchOS 2

More Information

Documentation and Videos

watchOS 2 Transition Guide

WatchKit Programming Guide

<http://developer.apple.com/watchOS>

Sample Code

Lister

WatchKit Catalog

<http://developer.apple.com/watchOS>

Technical Support

Apple Developer Forums

<http://developer.apple.com/forums>

Developer Technical Support

<http://developer.apple.com/support/technical>

General Inquiries

Jake Behrens, watchOS Frameworks

Evangelist

behrens@apple.com

Related Sessions

Apple Watch Design Tips and Tricks	Presidio	Friday 3:30PM
Designing for Apple Watch	Presidio	Wednesday 4:30PM
Introducing WatchKit for watchOS 2	Presidio	Tuesday 10:00AM
WatchKit In-Depth, Part 1	Pacific Heights	Wednesday 9:00AM
WatchKit In-Depth, Part 2	Pacific Heights	Wednesday 10:00AM
Building Watch Apps	Pacific Heights	Tuesday 4:30PM
App Extension Best Practices	Presidio	Thursday 4:30PM

Lab

WatchKit and ClockKit Complications Lab

Frameworks Lab A

Friday 1:30PM

