

#WWDC18

What's New in Cocoa for macOS

Session 209

Ali Ozer, Cocoa Frameworks

Chris Dreessen, Cocoa Frameworks

Jesse Donaldson, Cocoa Frameworks

API refinements

Dark mode

Layer backing

Custom quick actions

API Refinements

API Refinements

Continued clean-up

Source compatible in Objective-C

Migratable in Swift

100%

String Type Updates

10.13

```
typedef NSString *NSTextEffectStyle      NS_STRING_ENUM;
```

```
typedef NSString *NSPasteboardName      NS_EXTENSIBLE_STRING_ENUM;
```

```
typedef NSString *NSImageName          NS_EXTENSIBLE_STRING_ENUM;
```

String Type Updates

10.13

```
typedef NSString *NSTextEffectStyle      NS_STRING_ENUM;
```

```
typedef NSString *NSPasteboardName      NS_EXTENSIBLE_STRING_ENUM;
```

```
typedef NSString *NSImageName          NS_EXTENSIBLE_STRING_ENUM;
```

String Type Updates

10.13

```
typedef NSString *NSTextEffectStyle      NS_STRING_ENUM;
```

```
typedef NSString *NSPasteboardName      NS_EXTENSIBLE_STRING_ENUM;
```

```
typedef NSString *NSImageName           NS_EXTENSIBLE_STRING_ENUM;
```


String Type Updates

10.13

```
typedef NSString *NSTextEffectStyle      NS_STRING_ENUM;
```

```
typedef NSString *NSPasteboardName      NS_EXTENSIBLE_STRING_ENUM;
```

```
typedef NSString *NSImageName          NS_EXTENSIBLE_STRING_ENUM;
```

String Type Updates

10.14

```
typedef NSString *NSTextEffectStyle      NS_TYPED_ENUM;
```

```
typedef NSString *NSPasteboardName      NS_TYPED_EXTENSIBLE_ENUM;
```

```
typedef NSString *NSImageName          NS_EXTENSIBLE_STRING_ENUM;
```

String Type Updates

10.14

```
typedef NSString *NSTextEffectStyle      NS_TYPED_ENUM;
```

```
typedef NSString *NSPasteboardName      NS_TYPED_EXTENSIBLE_ENUM;
```

```
typedef NSString *NSImageName           NS_SWIFT_BRIDGED_TYPEDEF;
```

String Enumeration to String Type

Swift 4

```
extension UIImage {  
    public struct Name : Hashable, Equatable, RawRepresentable {  
        public init(_ rawValue: String)  
        public init(rawValue: String)  
    }  
}
```

String Enumeration to String Type

Swift 4

```
extension UIImage {  
    public struct Name : Hashable, Equatable, RawRepresentable {  
        public init(_ rawValue: String)  
        public init(rawValue: String)  
    }  
}
```

Swift 4.2

```
extension UIImage {  
    public typealias Name = String  
}
```

String Enumeration to String Type

Swift 4

```
let image = UIImage(named: UIImage.Name("chameleon"))
```

String Enumeration to String Type

Swift 4

```
let image = UIImage(named: UIImage.Name("chameleon"))
```

String Enumeration to String Type

Swift 4

```
let image = UIImage(named: UIImage.Name("chameleon"))
```

Swift 4.2

```
let image = UIImage(named: "chameleon")
```


String Enumeration to String Type

Swift 4

```
let image = UIImage(named: UIImage.Name("chameleon"))
```

Swift 4.2

```
let image = UIImage(named: "chameleon")
```

```
open class UIImage {  
    public init?(named: UIImage.Name)  
}
```

String Enumeration to String Type

String Enumeration to String Type

NSAnimatablePropertyKey

NSBrowser.ColumnsAutosaveName

NSCollectionView.DecorationElementKind

NSCollectionView.SupplementaryElementKind

NSCollectionView.TransitionLayoutAnimatedKey

NSColor.Name

NSColorList.Name

NSDataAsset.Name

NSHelpManager.AnchorName

NSHelpManager.BookName

NSHelpManager.ContextHelpKey

NSImage.Name

NSNib.Name

NSPageController.ObjectIdentifier

NSPrintInfo.SettingKey

String Enumeration to String Type

NSAnimatablePropertyKey

NSBrowser.ColumnsAutosaveName

NSCollectionView.DecorationElementKind

NSCollectionView.SupplementaryElementKind

NSCollectionView.TransitionLayoutAnimatedKey

NSColor.Name

NSColorList.Name

NSDataAsset.Name

NSHelpManager.AnchorName

NSHelpManager.BookName

NSHelpManager.ContextHelpKey

NSImage.Name

NSNib.Name

NSPageController.ObjectIdentifier

NSPrintInfo.SettingKey

NSSearchField.RecentsAutosaveName

NSServiceProviderName

NSSound.Name

NSSound.PlaybackDeviceIdentifier

NSSplitView.AutosaveName

NSStatusItem.AutosaveName

NSStoryboard.Name

NSStoryboard.SceneIdentifier

NSStoryboardSegue.Identifier

NSTableView.AutosaveName

NSToolbar.Identifier

NSTouchBar.CustomizationIdentifier

NSWindow.FrameAutosaveName

NSWindow.PersistableFrameDescriptor

NSWindow.TabbingIdentifier

Common Prefixes

Common Prefixes

10.13

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSMiterLineJoinStyle,  
    NSRoundLineJoinStyle,  
    NSBevelLineJoinStyle  
};
```


Common Prefixes

10.13

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSMiterLineJoinStyle,  
    NSRoundLineJoinStyle,  
    NSBevelLineJoinStyle  
};
```

10.14

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSLineJoinStyleMiter,  
    NSLineJoinStyleRound,  
    NSLineJoinStyleBevel  
};
```




Common Prefixes

10.13

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSMiterLineJoinStyle,  
    NSRoundLineJoinStyle,  
    NSBevelLineJoinStyle  
};
```

10.14

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSLineJoinStyleMiter,  
    NSLineJoinStyleRound,  
    NSLineJoinStyleBevel  
};
```




Common Prefixes

10.13

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSMiterLineJoinStyle,  
    NSRoundLineJoinStyle,  
    NSBevelLineJoinStyle  
};
```

10.14

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSLineJoinStyleMiter,  
    NSLineJoinStyleRound,  
    NSLineJoinStyleBevel  
};
```




Common Prefixes

10.13

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSMiterLineJoinStyle,  
    NSRoundLineJoinStyle,  
    NSBevelLineJoinStyle  
};
```

10.14

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSLineJoinStyleMiter,  
    NSLineJoinStyleRound,  
    NSLineJoinStyleBevel  
};
```



Swift 4

```
public enum LineJoinStyle : UInt {  
    case miterLineJoinStyle  
    case roundLineJoinStyle  
    case bevelLineJoinStyle  
}
```


Common Prefixes

10.13

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSMiterLineJoinStyle,  
    NSRoundLineJoinStyle,  
    NSBevelLineJoinStyle  
};
```

10.14

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSLineJoinStyleMiter,  
    NSLineJoinStyleRound,  
    NSLineJoinStyleBevel  
};
```




Swift 4

```
public enum LineJoinStyle : UInt {  
    case miterLineJoinStyle  
    case roundLineJoinStyle  
    case bevelLineJoinStyle  
}
```

Swift 4.2

```
public enum LineJoinStyle : UInt {  
    case miter  
    case round  
    case bevel  
}
```



Common Prefixes

10.13

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSMiterLineJoinStyle,  
    NSRoundLineJoinStyle,  
    NSBevelLineJoinStyle  
};
```

10.14

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSLineJoinStyleMiter,  
    NSLineJoinStyleRound,  
    NSLineJoinStyleBevel  
};
```



Swift 4

```
public enum LineJoinStyle : UInt {  
    case miterLineJoinStyle  
    case roundLineJoinStyle  
    case bevelLineJoinStyle  
}
```

Swift 4.2

```
public enum LineJoinStyle : UInt {  
    case miter  
    case round  
    case bevel  
}
```



Common Prefixes

Common Prefixes

NSBezierPath.ElementType

NSBezierPath.LineCapStyle

NSBezierPath.LineJoinStyle

NSBezierPath.WindingRule

NSDatePicker.ElementFlags

NSDatePicker.Mode

NSDatePicker.Style

NSPrintInfo.PaginationMode

Formalized Protocols

Formalized Protocols

10.13

```
@interface NSObject (NSMenuValidation)
- (BOOL)validateMenuItem:(NSMenuItem *)item;
@end
```



Formalized Protocols

10.13

```
@interface NSObject (NSMenuValidation)
- (BOOL)validateMenuItem:(NSMenuItem *)item;
@end
```

10.14

```
@protocol NSMenuItemValidation <NSObject>
- (BOOL)validateMenuItem:(NSMenuItem *)item;
@end
```




Formalized Protocols

10.13

```
@interface NSObject (NSMenuValidation)
- (BOOL)validateMenuItem:(NSMenuItem *)item;
@end
```

10.14

```
@protocol NSMenuItemValidation <NSObject>
- (BOOL)validateMenuItem:(NSMenuItem *)item;
@end
```



Swift 4

```
extension NSObject {
    open func validateMenuItem(...) -> Bool
}
```


Formalized Protocols

10.13

```
@interface NSObject (NSMenuValidation)
- (BOOL)validateMenuItem:(NSMenuItem *)item;
@end
```

10.14

```
@protocol NSMenuItemValidation <NSObject>
- (BOOL)validateMenuItem:(NSMenuItem *)item;
@end
```




Swift 4

```
extension NSObject {
    open func validateMenuItem(...) -> Bool
}
```

Swift 4.2

```
public protocol NSMenuItemValidation {
    func validateMenuItem(...) -> Bool
}
```



Formalized Protocols

Formalized Protocols

NSColorChanging

NSEditor

NSEditorRegistration

NSFontChanging

NSMenuItemValidation

NSPasteboardTypeOwner

NSStandardKeyBindingResponding

NSToolbarItemValidation

NSViewLayerContentScaleDelegate

NSViewToolTipOwner

Direct Instance Variable Access

Direct Instance Variable Access

Deprecated

```
CGRect frame = self->_frame;
```

⚠ '_frame' is deprecated: AppKit instance variables are private, and the ability to access them will be removed in a future release. ✕

Direct Instance Variable Access

Deprecated

```
CGRect frame = self->_frame;
```

⚠ '_frame' is deprecated: AppKit instance variables are private, and the ability to access them will be removed in a future release. ✕

self->_frame

✕

Direct Instance Variable Access

Deprecated

```
CGRect frame = self->_frame;
```

⚠ '_frame' is deprecated: AppKit instance variables are private, and the ability to access them will be removed in a future release. ✕

self->_frame



self.frame



Formal Soft Deprecation

Formal Soft Deprecation

Objective-C

```
static const NSInteger NSBoxOldStyle NS_DEPRECATED_MAC(10_0, API_TO_BE_DEPRECATED,  
    "NSBoxOldStyle is discouraged in modern application design. It should be  
    replaced with either NSBoxPrimary or NSBoxCustom.") = (NSInteger)3;
```

Formal Soft Deprecation

Objective-C

```
static const NSInteger NSBoxOldStyle NS_DEPRECATED_MAC(10_0, API_TO_BE_DEPRECATED,  
    "NSBoxOldStyle is discouraged in modern application design. It should be  
    replaced with either NSBoxPrimary or NSBoxCustom.") = (NSInteger)3;
```

Formal Soft Deprecation

Objective-C

```
static const NSInteger NSBoxOldStyle NS_DEPRECATED_MAC(10_0, API_TO_BE_DEPRECATED,  
    "NSBoxOldStyle is discouraged in modern application design. It should be  
    replaced with either NSBoxPrimary or NSBoxCustom.") = (NSInteger)3;
```

Swift

```
@available(macOS, introduced: 10.0, deprecated: 100000,  
    message: "NSBoxOldStyle is discouraged in modern application design. It should be  
    replaced with either NSBoxPrimary or NSBoxCustom.")  
public static let oldStyle: NSBox.BoxType
```

Formal Soft Deprecation

Objective-C

```
static const NSInteger NSBoxOldStyle NS_DEPRECATED_MAC(10_0, API_TO_BE_DEPRECATED,  
    "NSBoxOldStyle is discouraged in modern application design. It should be  
    replaced with either NSBoxPrimary or NSBoxCustom.") = (NSInteger)3;
```

Swift

```
@available(macOS, introduced: 10.0, deprecated: 100000,  
    message: "NSBoxOldStyle is discouraged in modern application design. It should be  
    replaced with either NSBoxPrimary or NSBoxCustom.")  
public static let oldStyle: NSBox.BoxType
```

Formal Soft Deprecation


Formal Soft Deprecation

10.13

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSMiterLineJoinStyle,  
    NSRoundLineJoinStyle,  
    NSBevelLineJoinStyle  
};
```

10.14

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSLineJoinStyleMiter,  
    NSLineJoinStyleRound,  
    NSLineJoinStyleBevel  
};
```



Formal Soft Deprecation

10.13

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSMiterLineJoinStyle,  
    NSRoundLineJoinStyle,  
    NSBevelLineJoinStyle  
};
```

10.14

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSLineJoinStyleMiter,  
    NSLineJoinStyleRound,  
    NSLineJoinStyleBevel  
};
```



Formal Soft Deprecation

10.13

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSMiterLineJoinStyle,  
    NSRoundLineJoinStyle,  
    NSBevelLineJoinStyle  
};
```

10.14

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSLineJoinStyleMiter,  
    NSLineJoinStyleRound,  
    NSLineJoinStyleBevel  
};
```



```
static const NSLineJoinStyle NSMiterLineJoinStyle  
    NS_DEPRECATED_WITH_REPLACEMENT_MAC("NSLineJoinStyleMiter", 10_0, API_TO_BE_DEPRECATED)  
    = NSLineJoinStyleMiter;
```

Formal Soft Deprecation

10.13

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSMiterLineJoinStyle,  
    NSRoundLineJoinStyle,  
    NSBevelLineJoinStyle  
};
```

10.14

```
typedef NS_ENUM(NSUInteger, NSLineJoinStyle) {  
    NSLineJoinStyleMiter,  
    NSLineJoinStyleRound,  
    NSLineJoinStyleBevel  
};
```



```
static const NSLineJoinStyle NSMiterLineJoinStyle  
    NS_DEPRECATED_WITH_REPLACEMENT_MAC("NSLineJoinStyleMiter", 10_0, API_TO_BE_DEPRECATED)  
    = NSLineJoinStyleMiter;
```

NSButtLineCapStyle	NSColor.controlHighlightColor	NSTimeZoneDatePickerElementFlag
NSRoundLineCapStyle	NSColor.controlLightHighlightColor	NSYearMonthDatePickerElementFlag
NSSquareLineCapStyle	NSColor.controlShadowColor	NSYearMonthDayDatePickerElementFlag
NSMiterLineJoinStyle	NSColor.controlDarkShadowColor	NSEraDatePickerElementFlag
NSRoundLineJoinStyle	NSColor.scrollBarColor	NSAutoPagination
NSBevelLineJoinStyle	NSColor.knobColor	NSFitPagination
NSNonZeroWindingRule	NSColor.selectedKnobColor	NSClipPagination
NSEvenOddWindingRule	NSColor.windowFrameColor	NSTabView.controlTint
NSMoveToBezierPathElement	NSColor.selectedMenuItemColor	NSVisualEffectMaterialAppearanceBased
NSLineToBezierPathElement	NSColor.headerColor	NSVisualEffectMaterialLight
NSCurveToBezierPathElement	NSColor.secondarySelectedControlColor	NSVisualEffectMaterialDark
NSClosePathBezierPathElement	NSColor.alternateSelectedControlColor	NSVisualEffectMaterialMediumLight
NSBox.borderType	NSTextFieldAndStepperDatePickerStyle	NSVisualEffectMaterialUltraDark
NSBoxSecondary	NSClockAndCalendarDatePickerStyle	NSControlTintDidChangeNotification
NSBoxOldStyle	NSTextFieldDatePickerStyle	NSSingleDateMode
NSCell.controlTint	NSHourMinuteDatePickerElementFlag	NSRangeDateMode
NSBackgroundStyleLight	NSHourMinuteSecondDatePickerElementFlag	
NSBackgroundStyleDark	NSColor(for: NSControlTint)	
NSDraggingInfo.draggedImage	NSColor.controlAlternatingRowBackgroundColors	

Secure Coding

Secure Coding

New APIs in `NSKeyedArchiver` and `NSKeyedUnarchiver`

Enable

- Secure coding
- Error returns

```
open class NSKeyedUnarchiver : NSCoder {  
  
    public init(forReadingFrom: Data) throws  
  
    public static func unarchivedObject(ofClasses: [AnyClass], from: Data) throws -> Any?  
  
    public static func unarchivedObject<DecodedObjectType>(ofClass: DecodedObjectType.Type,  
                                                            from: Data) throws ->  
        DecodedObjectType? where DecodedObjectType : NSObject, DecodedObjectType : NSCodering  
  
}
```

```
open class NSKeyedUnarchiver : NSCoder {
```

```
public init(forReadingFrom: Data) throws
```

```
public static func unarchivedObject(ofClasses: [AnyClass], from: Data) throws -> Any?
```

```
public static func unarchivedObject<DecodedObjectType>(ofClass: DecodedObjectType.Type,  
                                                         from: Data) throws ->  
DecodedObjectType? where DecodedObjectType : NSObject, DecodedObjectType : NSCoder
```

```
}
```



```
open class NSKeyedUnarchiver : NSCoder {
```

```
    public init(forReadingFrom: Data) throws
```

```
        public static func unarchivedObject(ofClasses: [AnyClass], from: Data) throws -> Any?
```

```
        public static func unarchivedObject<DecodedObjectType>(ofClass: DecodedObjectType.Type,  
                                                                from: Data) throws ->
```

```
            DecodedObjectType? where DecodedObjectType : NSObject, DecodedObjectType : NSCoder
```

```
}
```

```
open class NSKeyedUnarchiver : NSCoder {
```

```
    public init(forReadingFrom: Data) throws
```

```
    public static func unarchivedObject(ofClasses: [AnyClass], from: Data) throws -> Any?
```

```
    public static func unarchivedObject<DecodedObjectType>(ofClass: DecodedObjectType.Type,  
                                                            from: Data) throws ->
```

```
        DecodedObjectType? where DecodedObjectType : NSObject, DecodedObjectType : NSCodering
```

```
}
```



```
open class NSKeyedUnarchiver : NSCoder {  
  
    @available(macOS, introduced: 10.2, deprecated: 10.14)  
    public init()  
  
    @available(macOS, introduced: 10.2, deprecated: 10.14)  
    public init(forReadingWith: Data)  
  
    @available(macOS, introduced: 10.2, deprecated: 10.14)  
    open class func unarchiveObject(with: Data) -> Any?  
  
    @available(macOS, introduced: 10.2, deprecated: 10.14)  
    open class func unarchiveObject(withFile: String) -> Any?  
  
}
```

```
open class NSKeyedUnarchiver : NSCoder {  
  
    @available(macOS, introduced: 10.2, deprecated: 10.14)  
    public init()  
  
    @available(macOS, introduced: 10.2, deprecated: 10.14)  
    public init(forReadingWith: Data)  
  
    @available(macOS, introduced: 10.2, deprecated: 10.14)  
    open class func unarchiveObject(with: Data) -> Any?  
  
    @available(macOS, introduced: 10.2, deprecated: 10.14)  
    open class func unarchiveObject(withFile: String) -> Any?  
  
}
```



Secure Coding Value Transformer

```
extension NSValueTransformerName {  
    public static let unarchiveFromDataTransformerName: NSValueTransformerName  
    public static let keyedUnarchiveFromDataTransformerName: NSValueTransformerName  
}
```

Secure Coding Value Transformer

```
extension NSValueTransformerName {  
    @available(macOS, introduced: 10.3, deprecated: 10.14)  
    public static let unarchiveFromDataTransformerName: NSValueTransformerName  
  
    @available(macOS, introduced: 10.3, deprecated: 10.14)  
    public static let keyedUnarchiveFromDataTransformerName: NSValueTransformerName  
}
```



Secure Coding Value Transformer

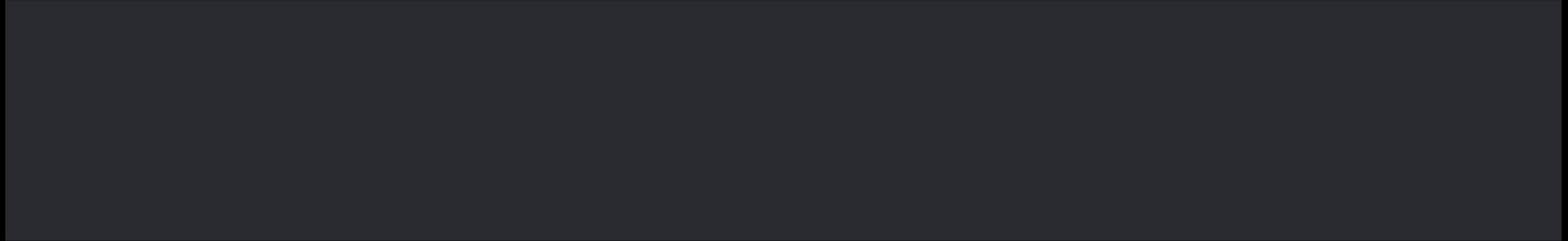
```
extension NSValueTransformerName {  
    @available(macOS, introduced: 10.3, deprecated: 10.14)  
    public static let unarchiveFromDataTransformerName: NSValueTransformerName  
  
    @available(macOS, introduced: 10.3, deprecated: 10.14)  
    public static let keyedUnarchiveFromDataTransformerName: NSValueTransformerName  
}
```



```
extension NSValueTransformerName {  
    public static let secureUnarchiveFromDataTransformerName: NSValueTransformerName  
}
```



Secure Coding Adoption



Secure Coding Adoption

NSAppearance

NSBezierPath

NSGradient

NSShadow

NSSound

Secure Coding Adoption

NSAppearance

NSBezierPath

NSGradient

NSShadow

NSSound

NSHashTable

NSMapTable

NSPointerArray

Secure Coding Adoption

NSAppearance

NSBezierPath

NSGradient

NSShadow

NSSound

NSHashTable

NSMapTable

NSPointerArray

Data You Can Trust

Hall 2

Thursday 9:00AM

Dark Mode

Chris Dreessen, Cocoa Frameworks


Search

S

- Steve Lajos
- Sue Zeifman
- Synthia Wu

T

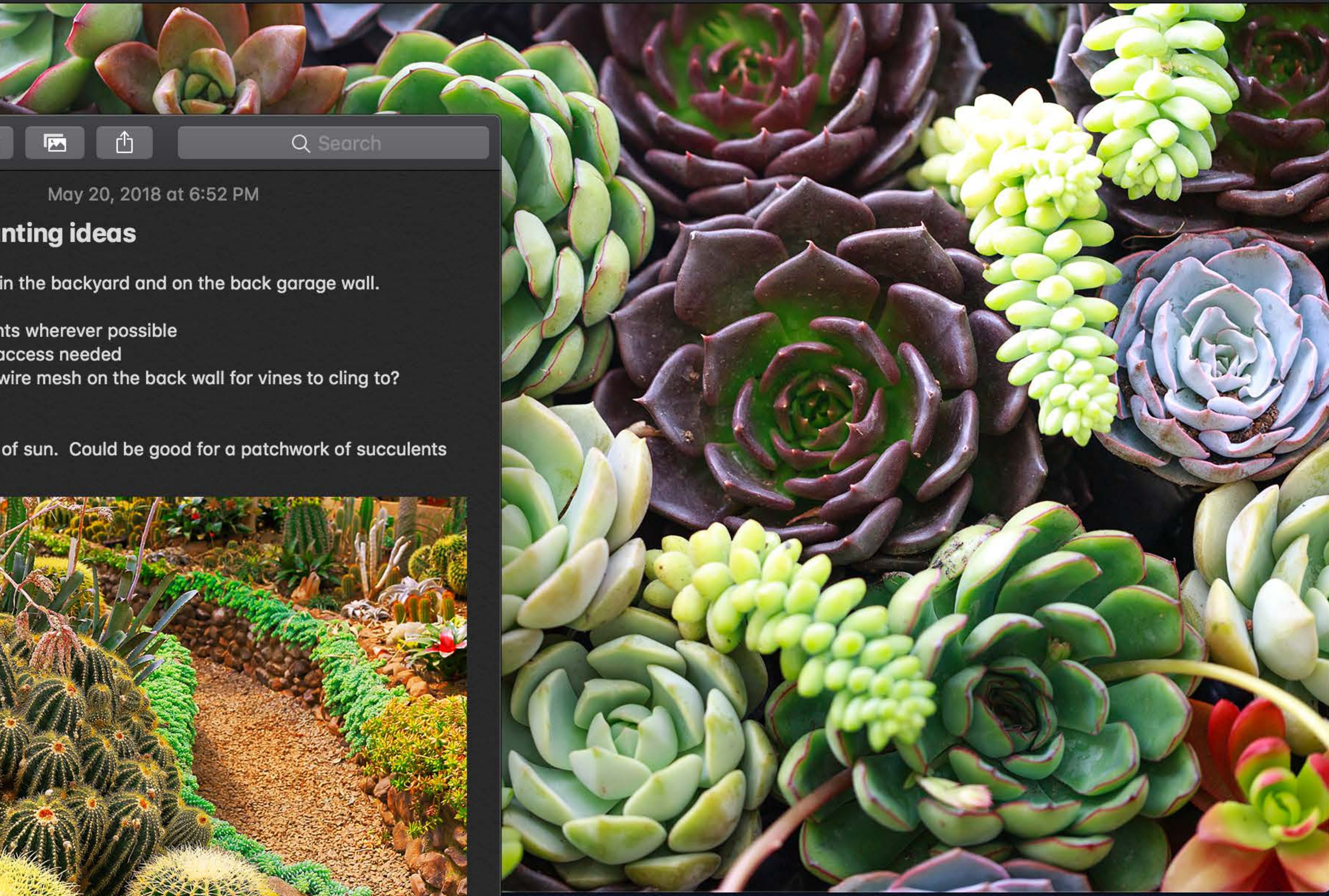
- Tammy Tien
- Tamsin Vantress
- Tasha Kelter
- Ted Paquin
- Teri Thomas**
- Thobeka Rigmaiden
- Ti Zhao
- Tiffany Frye
- Toby Bradbury

 Teri Thomas


message call FaceTime mail

iPhone (719) 555-4016
mobile (719) 555-9922

Succulent Collection




May 20, 2018 at 6:52 PM


Kitchen remodel ideas
6:54 PM Modern kitchen desig... 

House design and ideas
6:53 PM 50's style but with open areas...

Beach party location
6:53 PM Meet at the railroad tracks on...


Birthday gift ideas
6:53 PM For Zoe

June trip to Safari West
6:53 PM June 18 and 19. 

Backyard planting ideas
6:52 PM Ideas for greenery in t... 

Notes from PTA meeting
Yesterday Summer school starts June 1...

Cool Local Hikes
Yesterday Mora

Healthy salmon recipe
Yesterday Becky made this for... 

Housewarming party
Yesterday We'll have the party on Sept...

Waterski Weekend - To bring
Yesterday Camanche lake - Aug 8th an...

Backyard planting ideas


Ideas for greenery in the backyard and on the back garage wall.

- Use native plants wherever possible
- Drip irrigation access needed
- Can we install wire mesh on the back wall for vines to cling to?

Notes:
Side yard gets lots of sun. Could be good for a patchwork of succulents like this.



Hanging vine on top of door w' star jasmine on the right. Star jasmine might be good for our location.



Supporting Dark Mode

Link against macOS 10.14

Supporting Dark Mode

Link against macOS 10.14

Use appearance-sensitive colors

Appearance-Sensitive NSColors

Appearance-Sensitive NSColors

NSColor.alternateSelectedControlTextColor

NSColor.controlColor

NSColor.disabledControlTextColor

NSColor.gridColor

NSColor.highlightColor

NSColor.labelColor

NSColor.placeholderTextColor

NSColor.secondaryLabelColor

NSColor.selectedControlTextColor

NSColor.selectedTextBackgroundColor

NSColor.shadowColor

NSColor.systemBrown

NSColor.systemGreen

NSColor.systemPink

NSColor.systemRed

NSColor.tertiaryLabelColor

NSColor.textColor

NSColor.windowBackgroundColor

NSColor.controlBackgroundColor

NSColor.controlTextColor

NSColor.findHighlightColor

NSColor.headerTextColor

NSColor.keyboardFocusIndicatorColor

NSColor.linkColor

NSColor.quaternaryLabelColor

NSColor.selectedControlColor

NSColor.selectedMenuItemTextColor

NSColor.selectedTextColor

NSColor.systemBlue

NSColor.systemGray

NSColor.systemOrange

NSColor.systemPurple

NSColor.systemYellow

NSColor.textBackgroundColor

NSColor.underPageBackgroundColor

NSColor.windowFrameTextColor

Appearance-Sensitive NSColors

NSColor.alternateSelectedControlTextColor

NSColor.controlColor

NSColor.disabledControlTextColor

NSColor.gridColor

NSColor.highlightColor

NSColor.labelColor

NSColor.placeholderTextColor

NSColor.secondaryLabelColor

NSColor.selectedControlTextColor

NSColor.selectedTextBackgroundColor

NSColor.shadowColor

NSColor.systemBrown

NSColor.systemGreen

NSColor.systemPink

NSColor.systemRed

NSColor.tertiaryLabelColor

NSColor.textColor

NSColor.windowBackgroundColor

NSColor.controlBackgroundColor

NSColor.controlTextColor

NSColor.findHighlightColor

NSColor.headerTextColor

NSColor.keyboardFocusIndicatorColor

NSColor.linkColor

NSColor.quaternaryLabelColor

NSColor.selectedControlColor

NSColor.selectedMenuItemTextColor

NSColor.selectedTextColor

NSColor.systemBlue

NSColor.systemGray

NSColor.systemOrange

NSColor.systemPurple

NSColor.systemYellow

NSColor.textBackgroundColor

NSColor.underPageBackgroundColor

NSColor.windowFrameTextColor

Appearance-Sensitive NSColors

NSColor.alternateSelectedControlTextColor

NSColor.controlColor

NSColor.disabledControlTextColor

NSColor.gridColor

NSColor.highlightColor

NSColor.labelColor

NSColor.placeholderTextColor

NSColor.secondaryLabelColor

NSColor.selectedControlTextColor

NSColor.selectedTextBackgroundColor

NSColor.shadowColor

NSColor.systemBrown

NSColor.systemGreen

NSColor.systemPink

NSColor.systemRed

NSColor.tertiaryLabelColor

NSColor.textColor

NSColor.windowBackgroundColor

NSColor.alternatingContentBackgroundColors

NSColor.separatorColor

NSColor.unemphasizedSelectedTextBackgroundColor

NSColor.controlBackgroundColor

NSColor.controlTextColor

NSColor.findHighlightColor

NSColor.headerTextColor

NSColor.keyboardFocusIndicatorColor

NSColor.linkColor

NSColor.quaternaryLabelColor

NSColor.selectedControlColor

NSColor.selectedMenuItemTextColor

NSColor.selectedTextColor

NSColor.systemBlue

NSColor.systemGray

NSColor.systemOrange

NSColor.systemPurple

NSColor.systemYellow

NSColor.textBackgroundColor

NSColor.underPageBackgroundColor

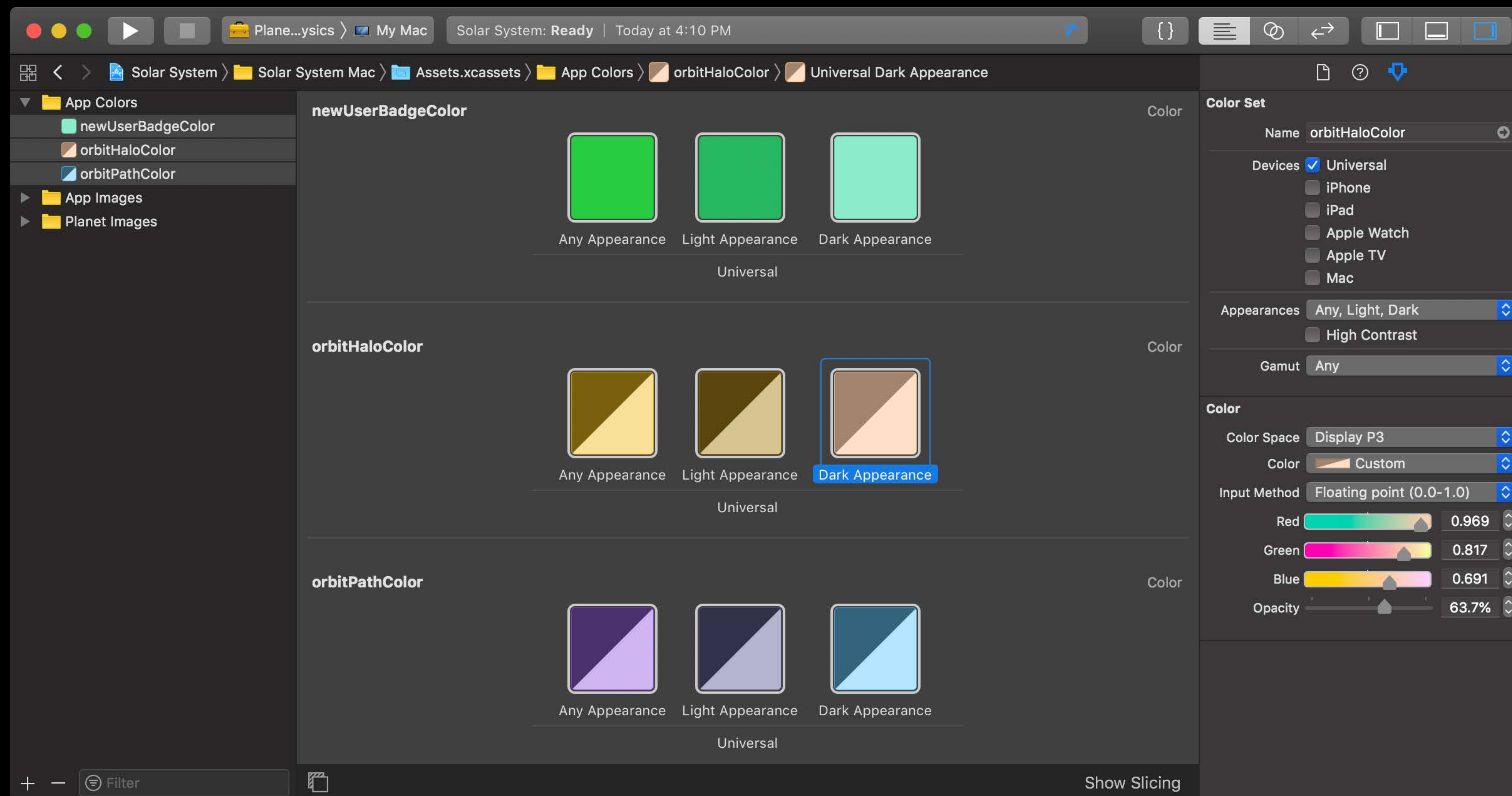
NSColor.windowFrameTextColor

NSColor.selectedContentBackgroundColor

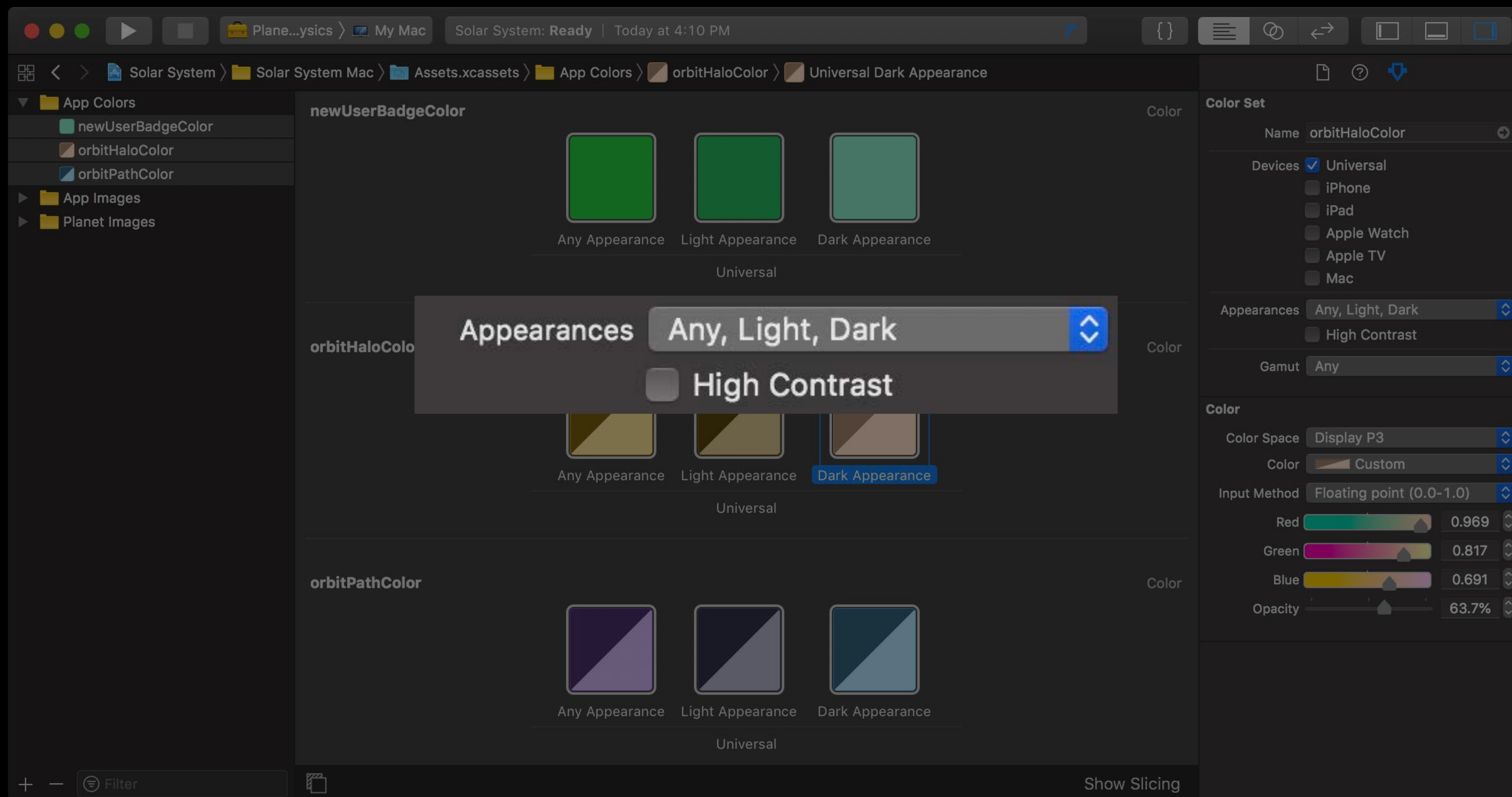
NSColor.unemphasizedSelectedContentBackgroundColor

NSColor.unemphasizedSelectedTextColor

Defining Custom Colors in Asset Catalogs



Defining Custom Colors in Asset Catalogs



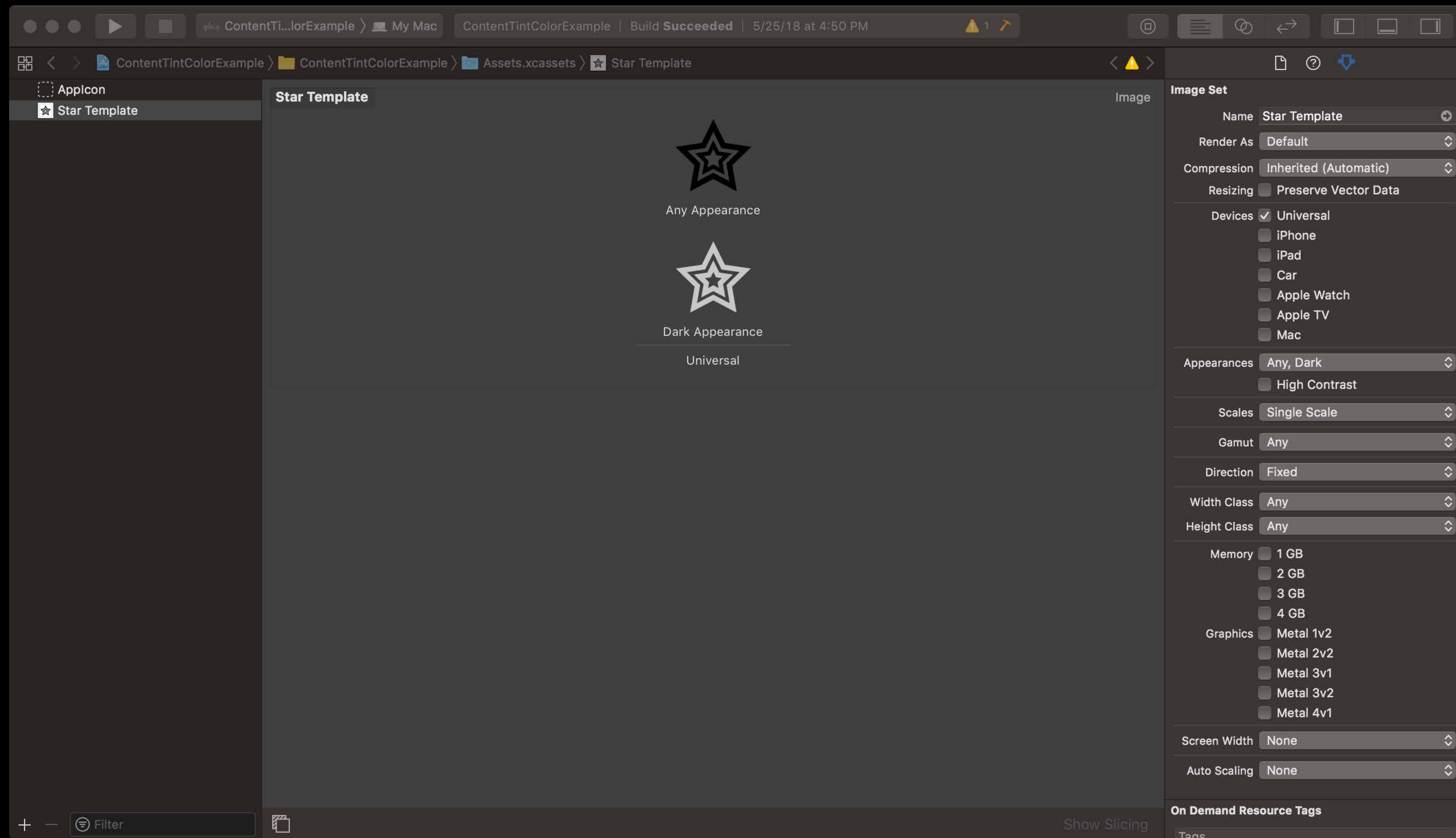
Supporting Dark Mode

Link against macOS 10.14

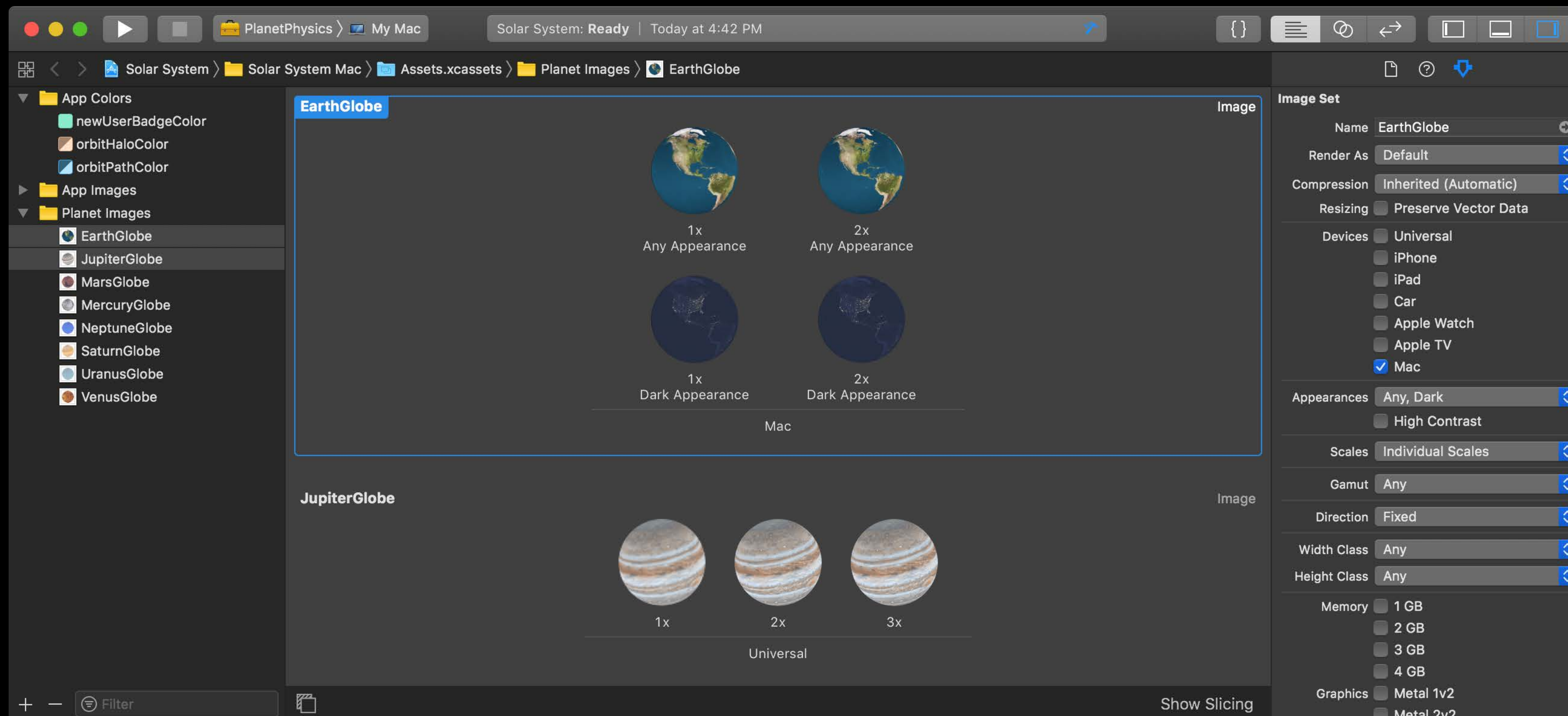
Use appearance-sensitive colors

Use template images

Defining Template Images in Asset Catalogs






Defining Custom Images in Asset Catalogs



Desktop Pictures

General

Appearance:  

Accent color: 

Highlight color: Blue ▾

Sidebar icon size: Medium ▾

Automatically hide and show the menu bar

Show scroll bars: Automatically based on mouse or trackpad
 When scrolling
 Always

Click in the scroll bar to: Jump to the next page
 Jump to the spot that's clicked

Default web browser: Safari ▾

Ask to keep changes when closing documents
 Close windows when quitting an app
When selected, open documents and windows will not be restored when you re-open an app.

Recent items: 10 ▾ Documents, Apps, and Servers

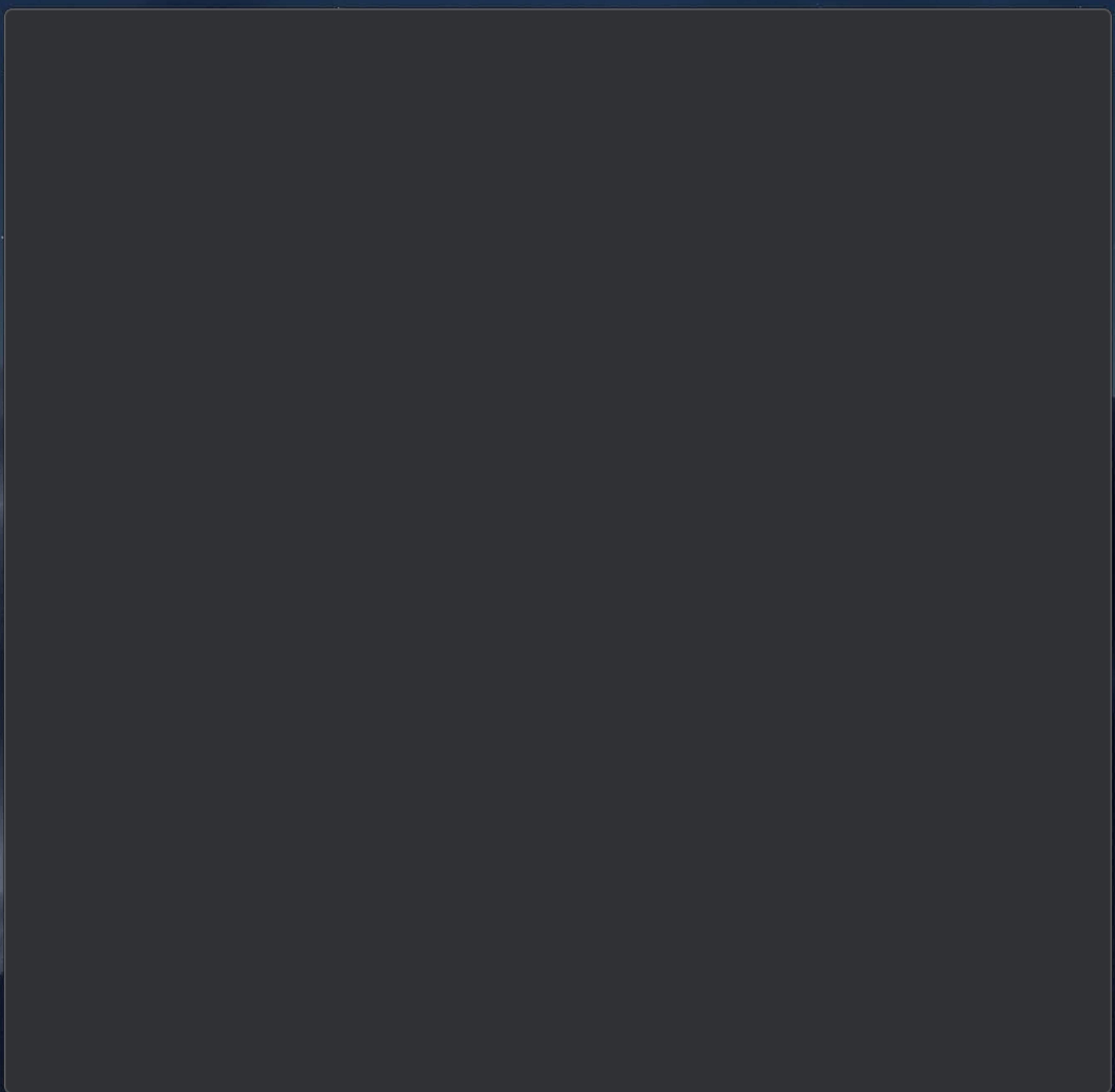
Allow Handoff between this Mac and your iCloud devices

Use LCD font smoothing when available ?


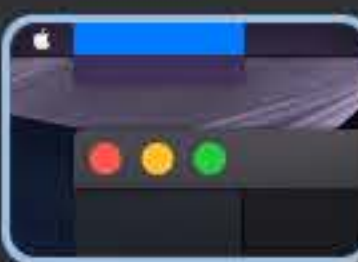









General Search

Appearance:  

Accent color: 

Highlight color: Blue

Sidebar icon size: Medium

Automatically hide and show the menu bar

Show scroll bars: Automatically based on mouse or trackpad
 When scrolling
 Always

Click in the scroll bar to: Jump to the next page
 Jump to the spot that's clicked

Default web browser: Safari

Ask to keep changes when closing documents
 Close windows when quitting an app
When selected, open documents and windows will not be restored when you re-open an app.



Recent items: 10 Documents, Apps, and Servers


Allow Handoff between this Mac and your iCloud devices


Use LCD font smoothing when available ?

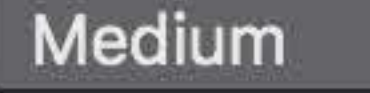


General

Appearance:  

Accent color: 


Highlight color:  Blue

Sidebar icon size:  Medium


Automatically hide and show the menu bar

Show scroll bars: Automatically based on mouse or trackpad
 When scrolling
 Always

Click in the scroll bar to: Jump to the next page
 Jump to the spot that's clicked

Default web browser:  Safari

Ask to keep changes when closing documents
 Close windows when quitting an app
When selected, open documents and windows will not be restored when you re-open an app.

Recent items:  Documents, Apps, and Servers



Allow Handoff between this Mac and your iCloud devices


Use LCD font smoothing when available

?



General

Appearance:  

Accent color: 

Highlight color: Blue ▾

Sidebar icon size: Medium ▾

Automatically hide and show the menu bar

Show scroll bars: Automatically based on mouse or trackpad
 When scrolling
 Always

Click in the scroll bar to: Jump to the next page
 Jump to the spot that's clicked

Default web browser: Safari ▾

Ask to keep changes when closing documents
 Close windows when quitting an app
When selected, open documents and windows will not be restored when you re-open an app.

Recent items: 10 ▾ Documents, Apps, and Servers

Allow Handoff between this Mac and your iCloud devices

Use LCD font smoothing when available ?



Do not be daunted

Desktop Picture Aware Classes

NSWindow

NSScrollView

NSTableView

NSCollectionView

Classes and Colors That Look and Taste Great Together

NSWindow.backgroundColor
NSScrollView.backgroundColor
NSTableView.backgroundColor
NSCollectionView.backgroundColor

NSColor.controlBackgroundColor
NSColor.windowBackgroundColor
NSColor.underPageBackgroundColor
NSColor.textBackgroundColor

Classes and Colors That Look and Taste Great Together

`NSBox.fillColor`

`NSWindow.backgroundColor`

`NSScrollView.backgroundColor`

`NSTableView.backgroundColor`

`NSCollectionView.backgroundColor`

`NSColor.controlBackgroundColor`

`NSColor.windowBackgroundColor`

`NSColor.underPageBackgroundColor`

`NSColor.textBackgroundColor`

NSVisualEffectView

.material =

.titlebar

.selection

.menu

.popover

.sidebar

NSVisualEffectView

.material =

.titlebar

.selection

.menu

.popover

.sidebar

.headerView

.sheet

.windowBackground

.hudWindow

.fullScreenUI

.toolTip

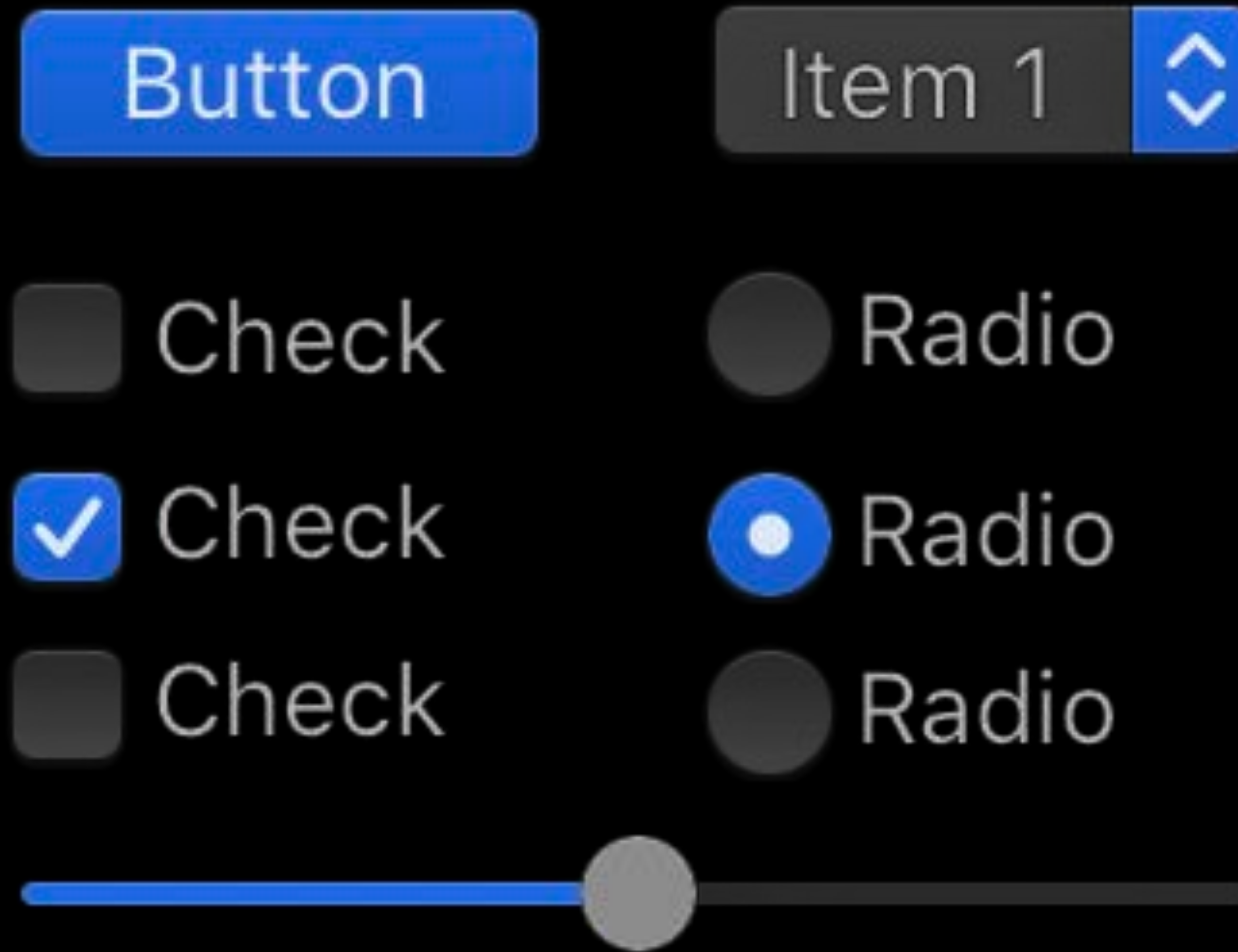
.contentBackground

.underWindowBackground

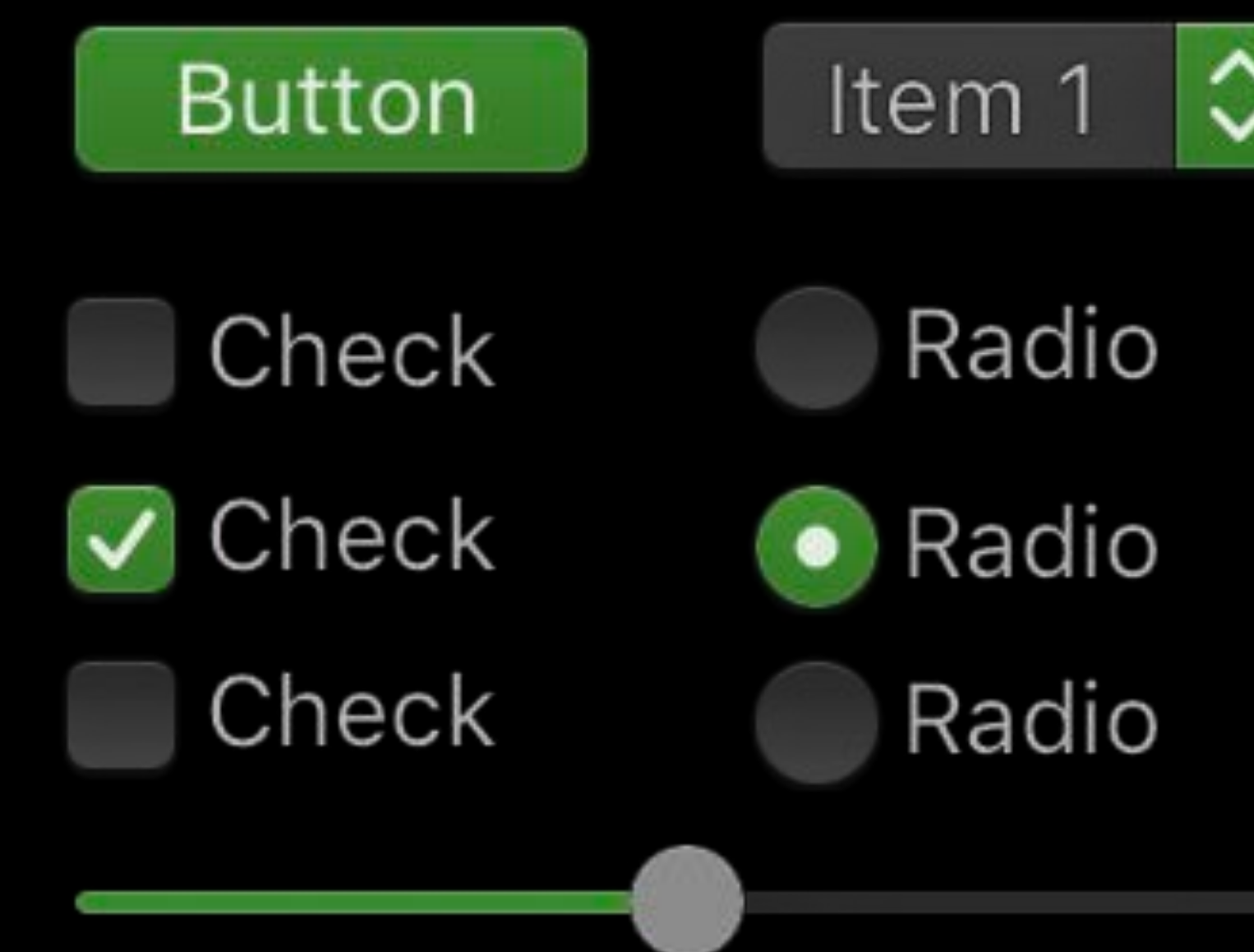
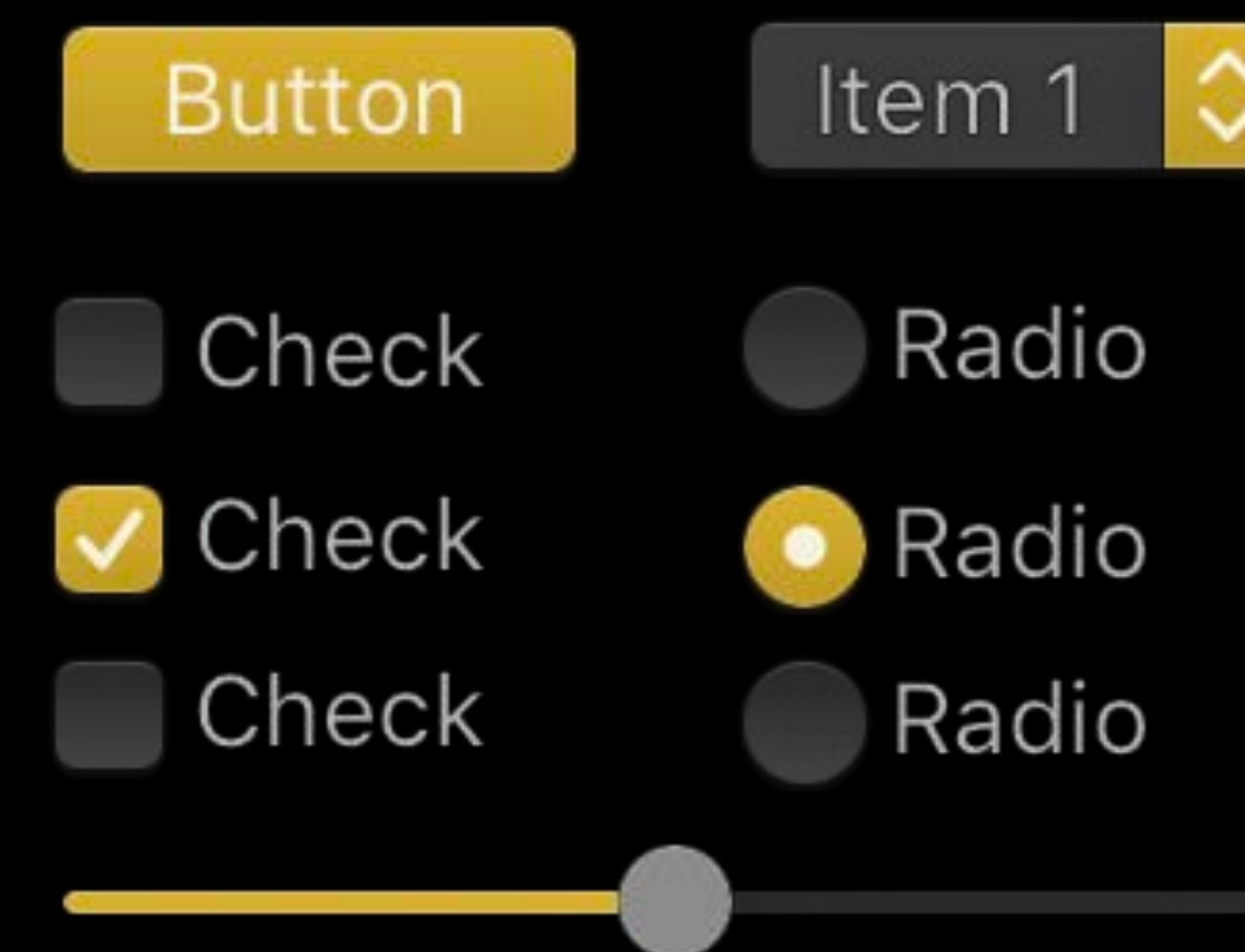
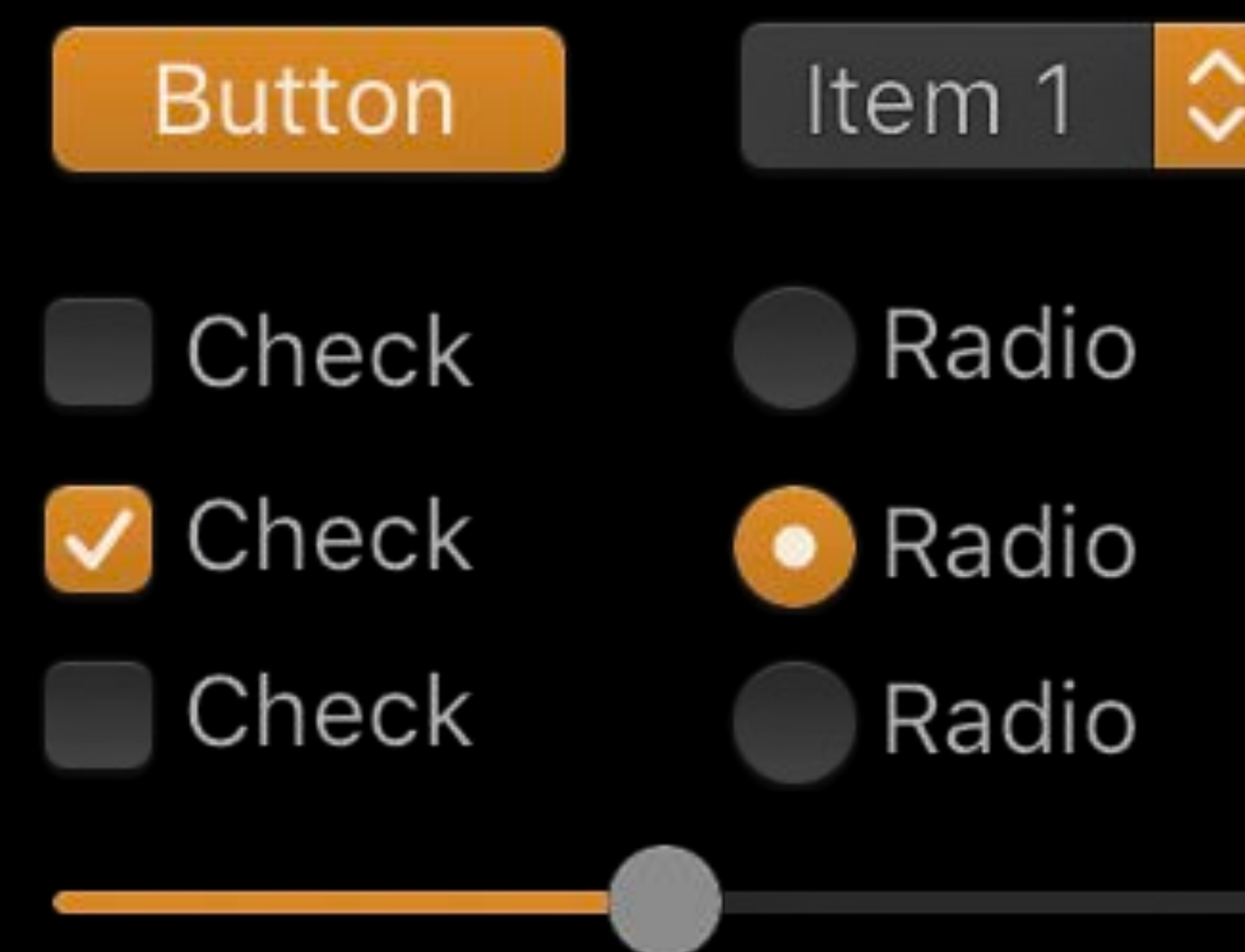
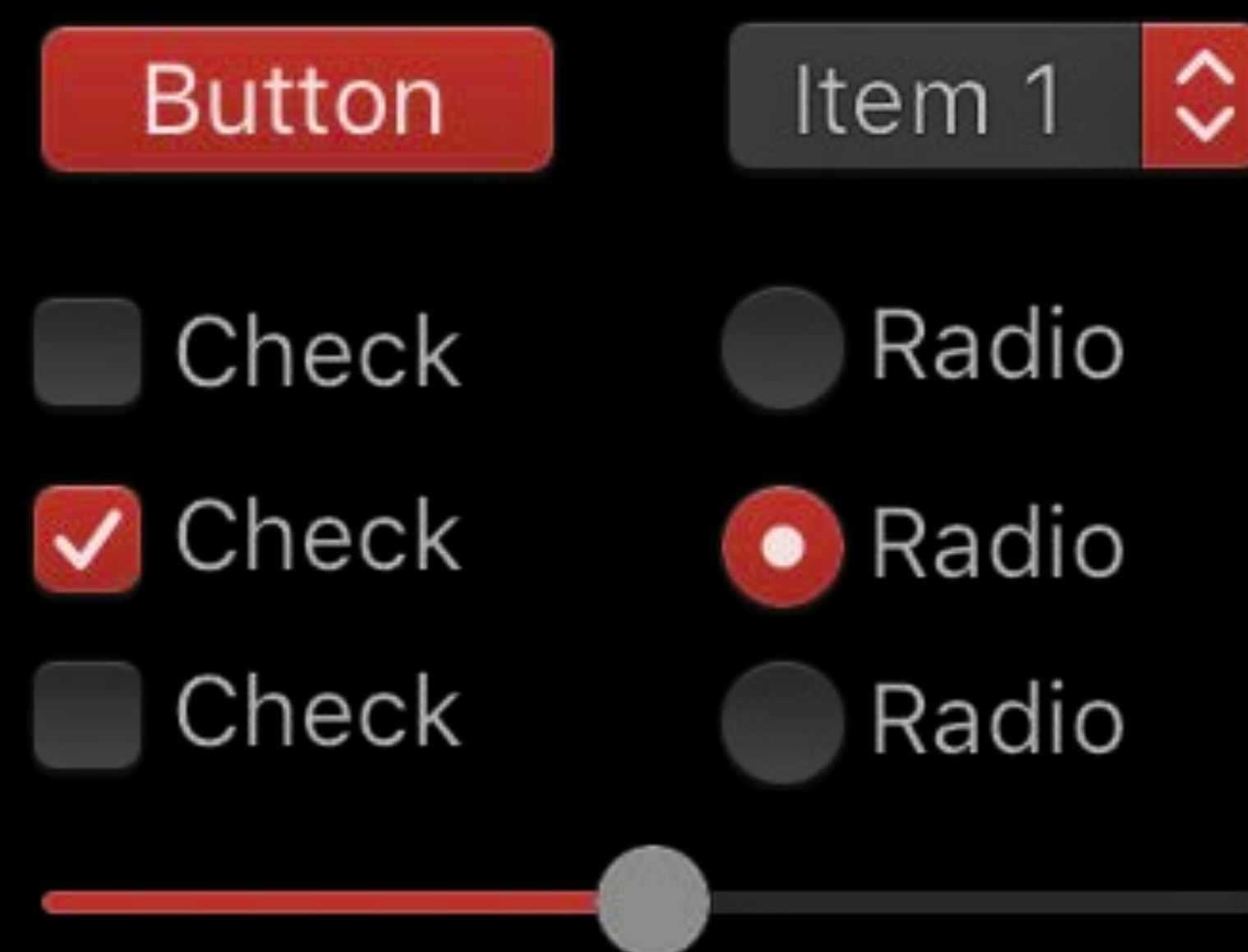
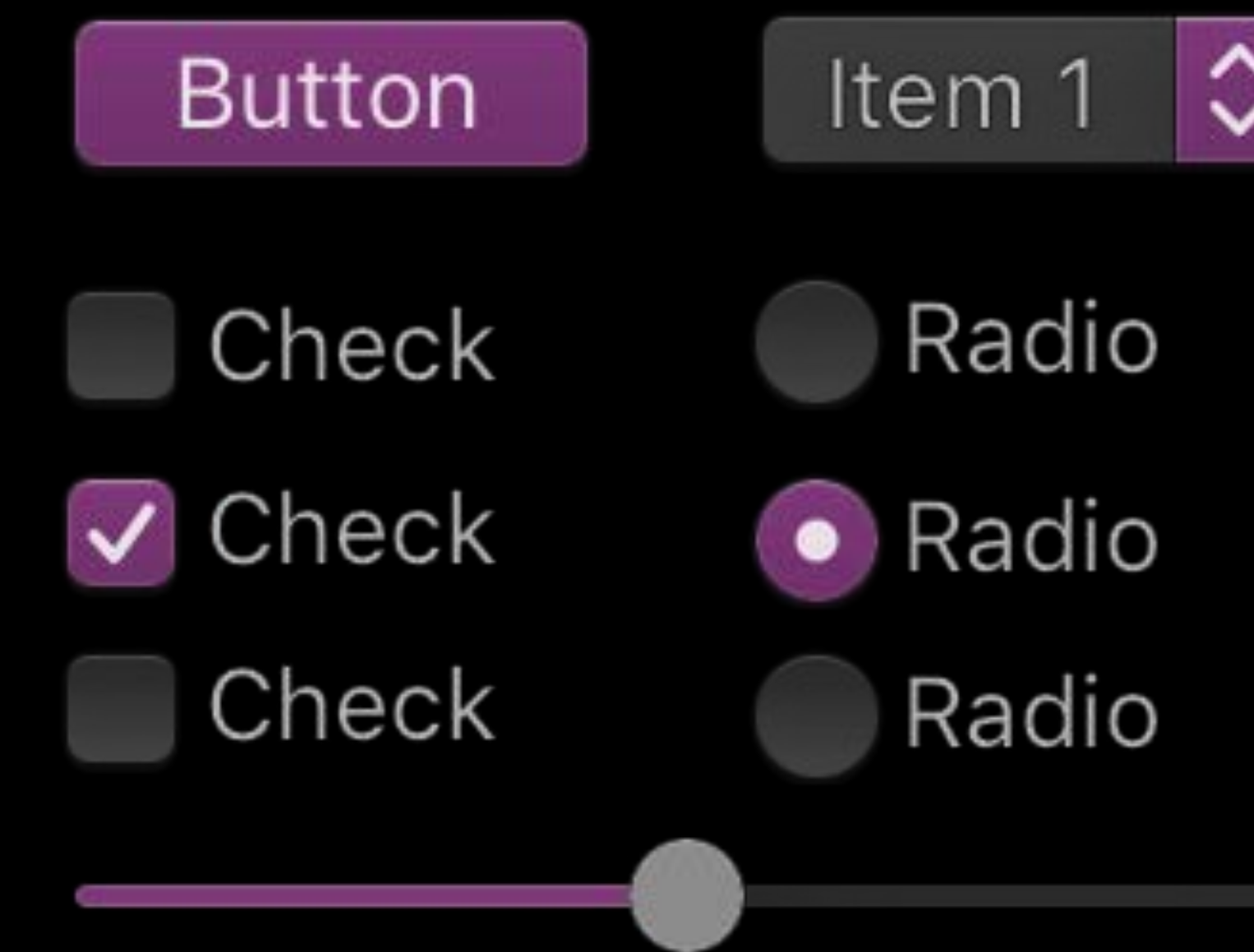
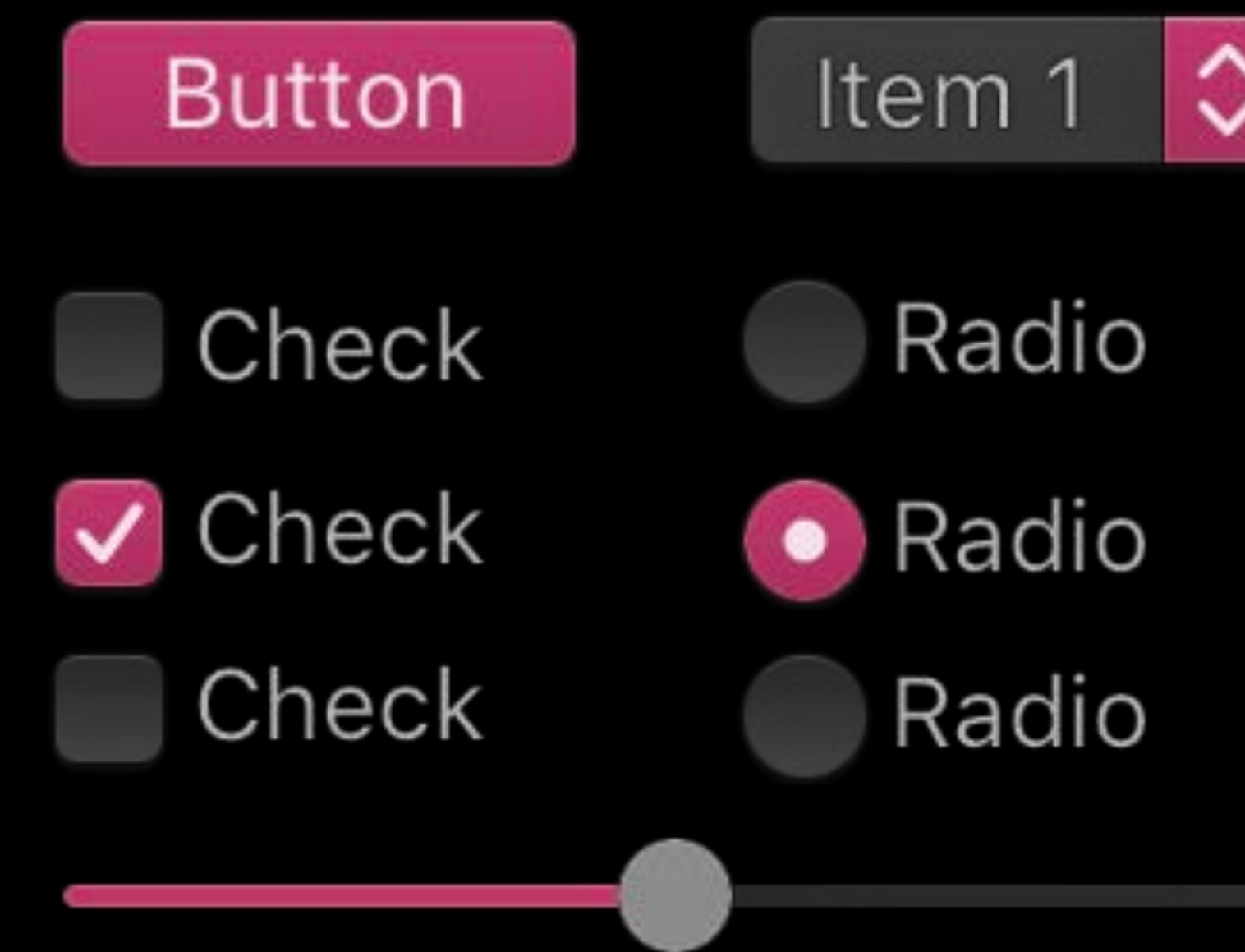
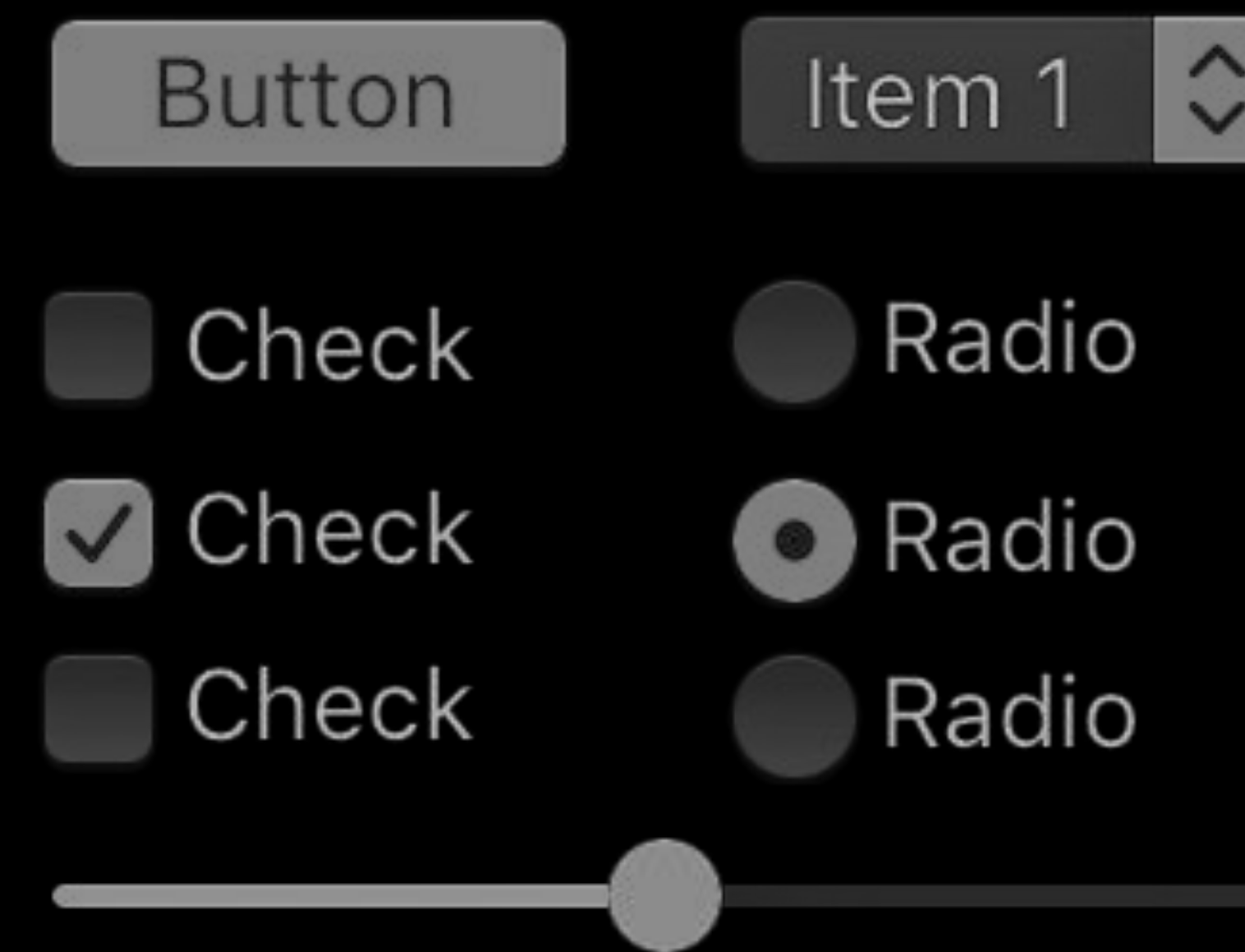
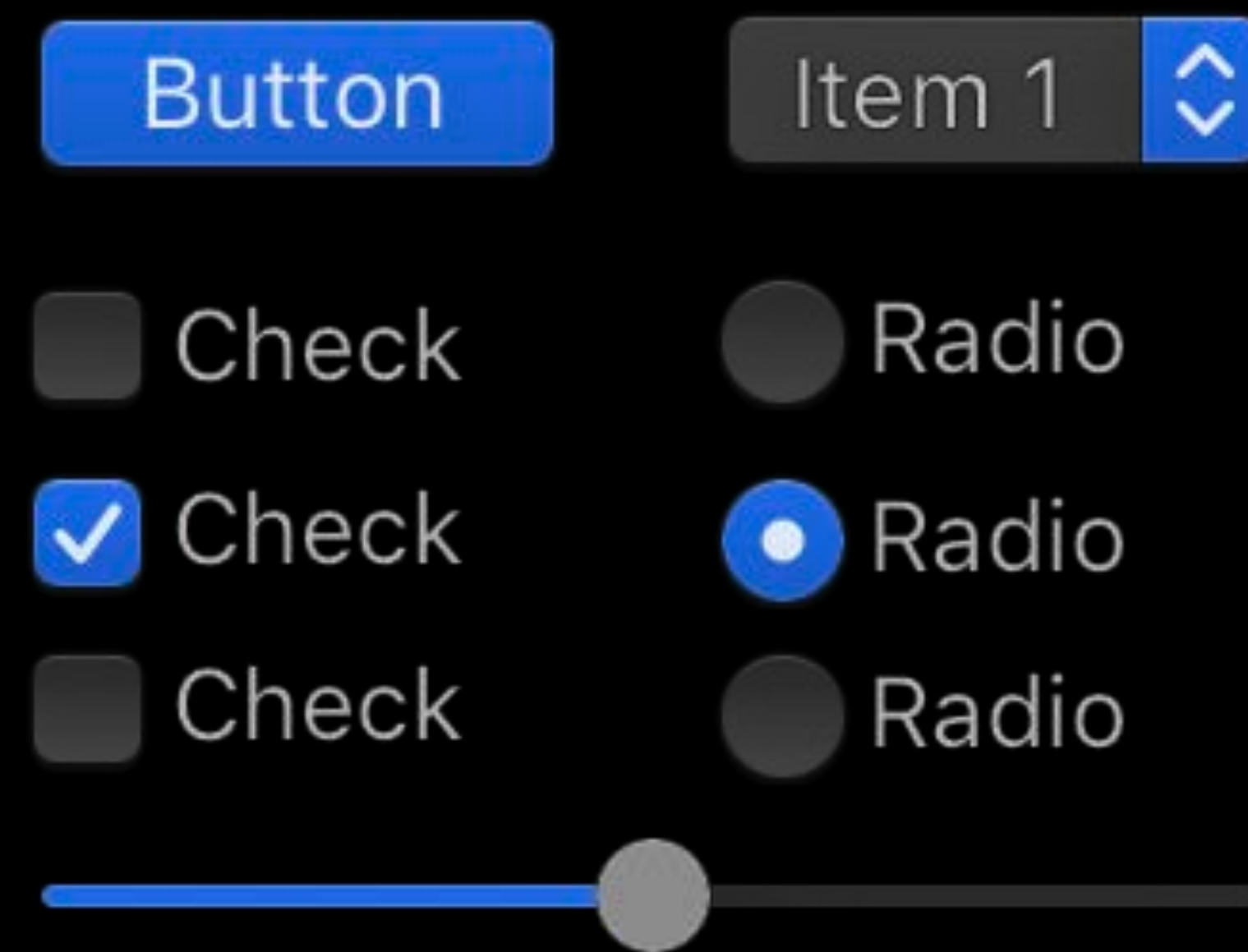
.underPageBackground

Accent Colors

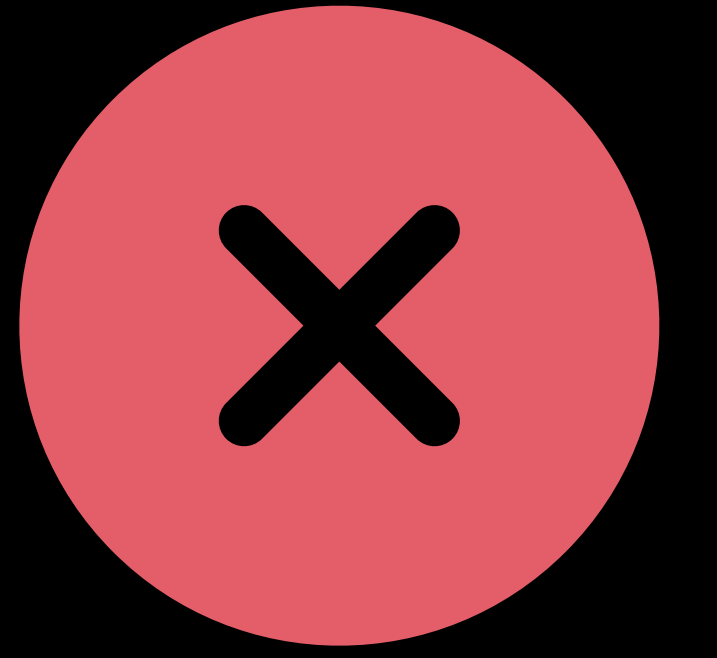
Accent Colors



Accent Colors



Accent Color



```
override func draw(_ dirtyRect: NSRect) {  
    NSColor(for: NSColor.currentControlTint).set()  
    // ...  
}
```

Accent Color



```
override func draw(_ dirtyRect: NSRect) {  
    NSColor.controlAccentColor.set()  
    // ...  
}
```

NSColor Effects

.withSystemEffect(.none)

.withSystemEffect(.pressed)

.withSystemEffect(.deepPressed)

.withSystemEffect(.disabled)

.withSystemEffect(.rollover)

.withSystemEffect(.none)

.withSystemEffect(.pressed)

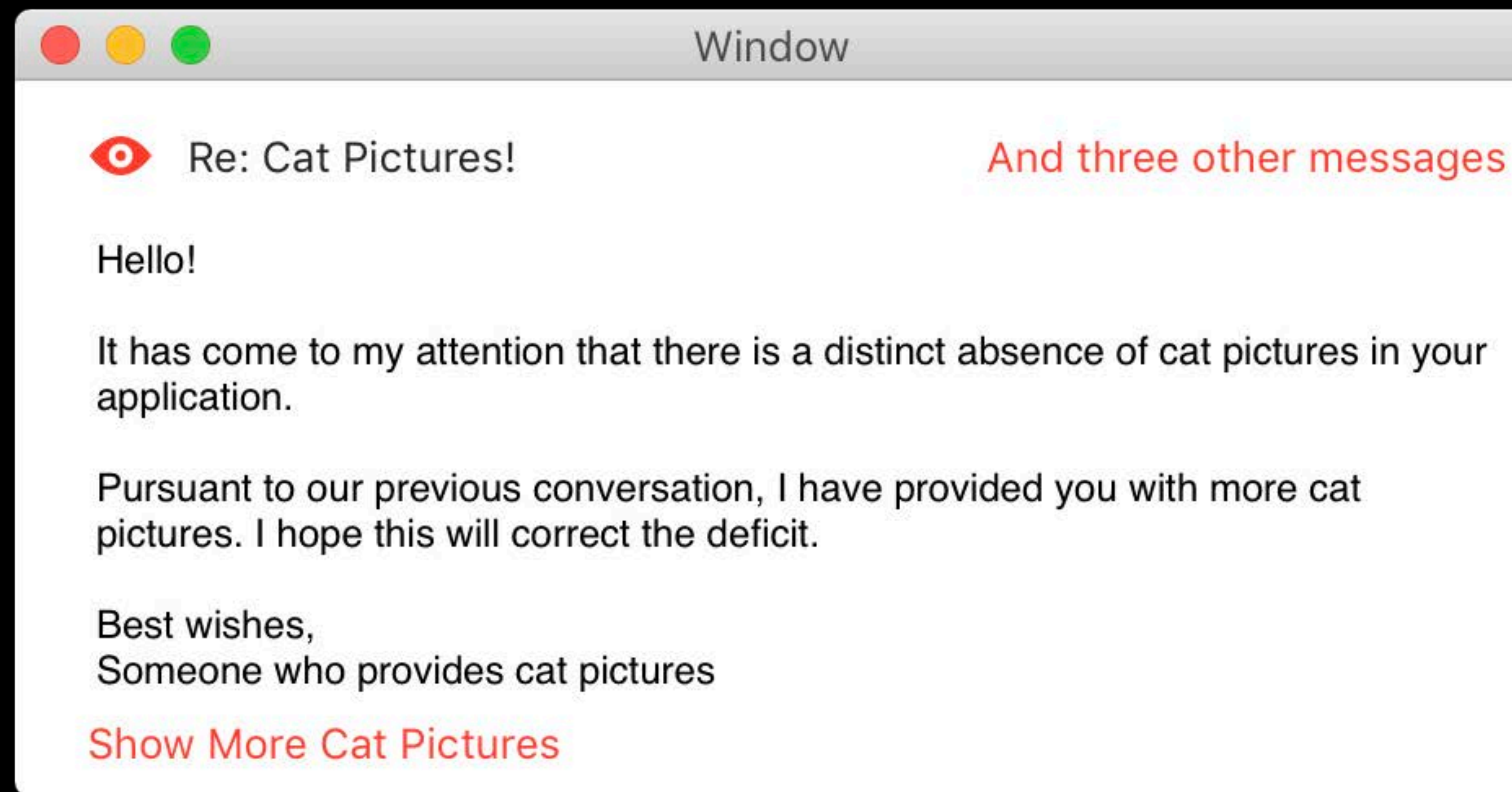
.withSystemEffect(.deepPressed)

.withSystemEffect(.disabled)

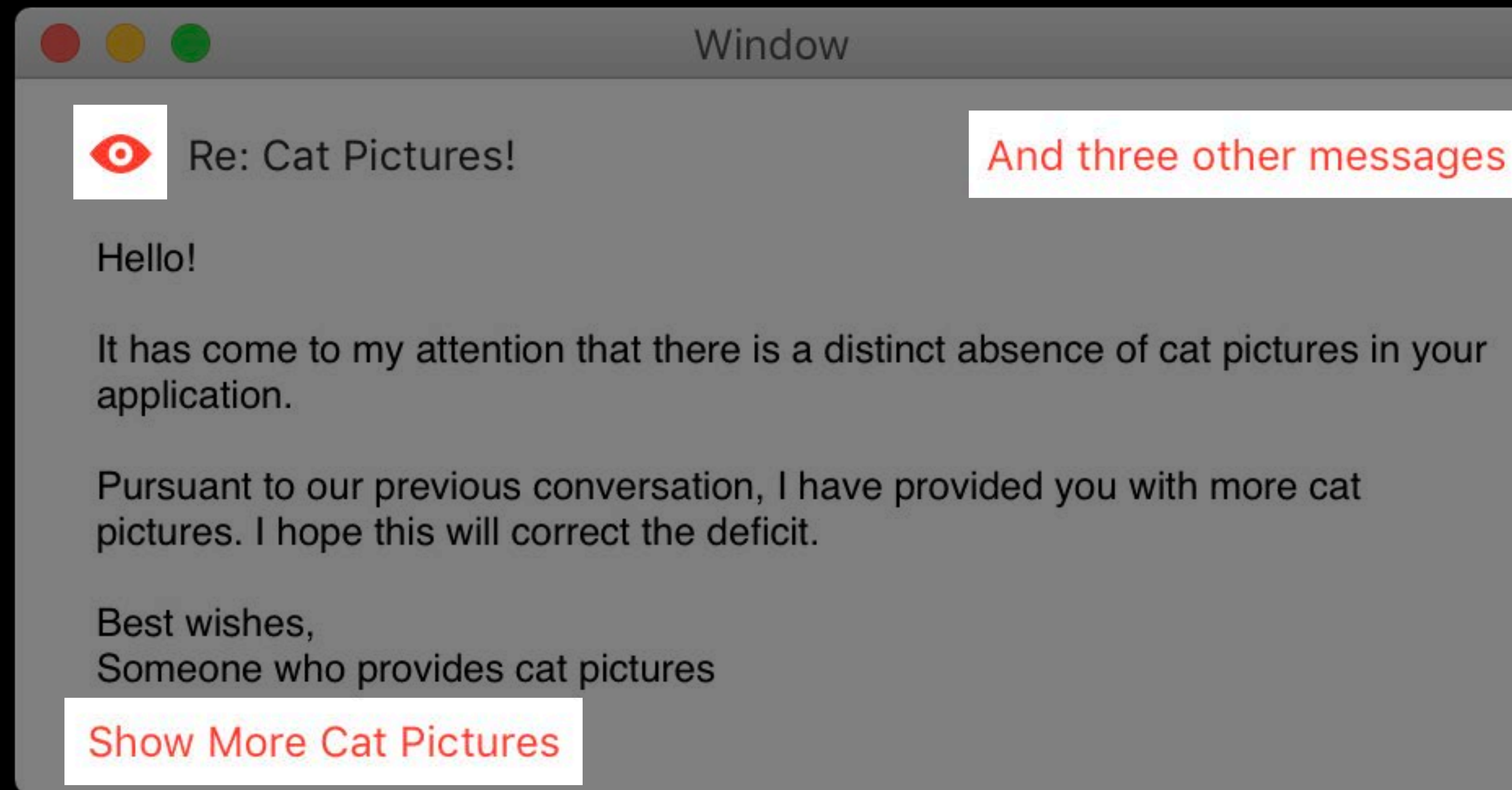
.withSystemEffect(.rollover)

Content Tint Color

Content Tint Color



Content Tint Color



Content Tint Color

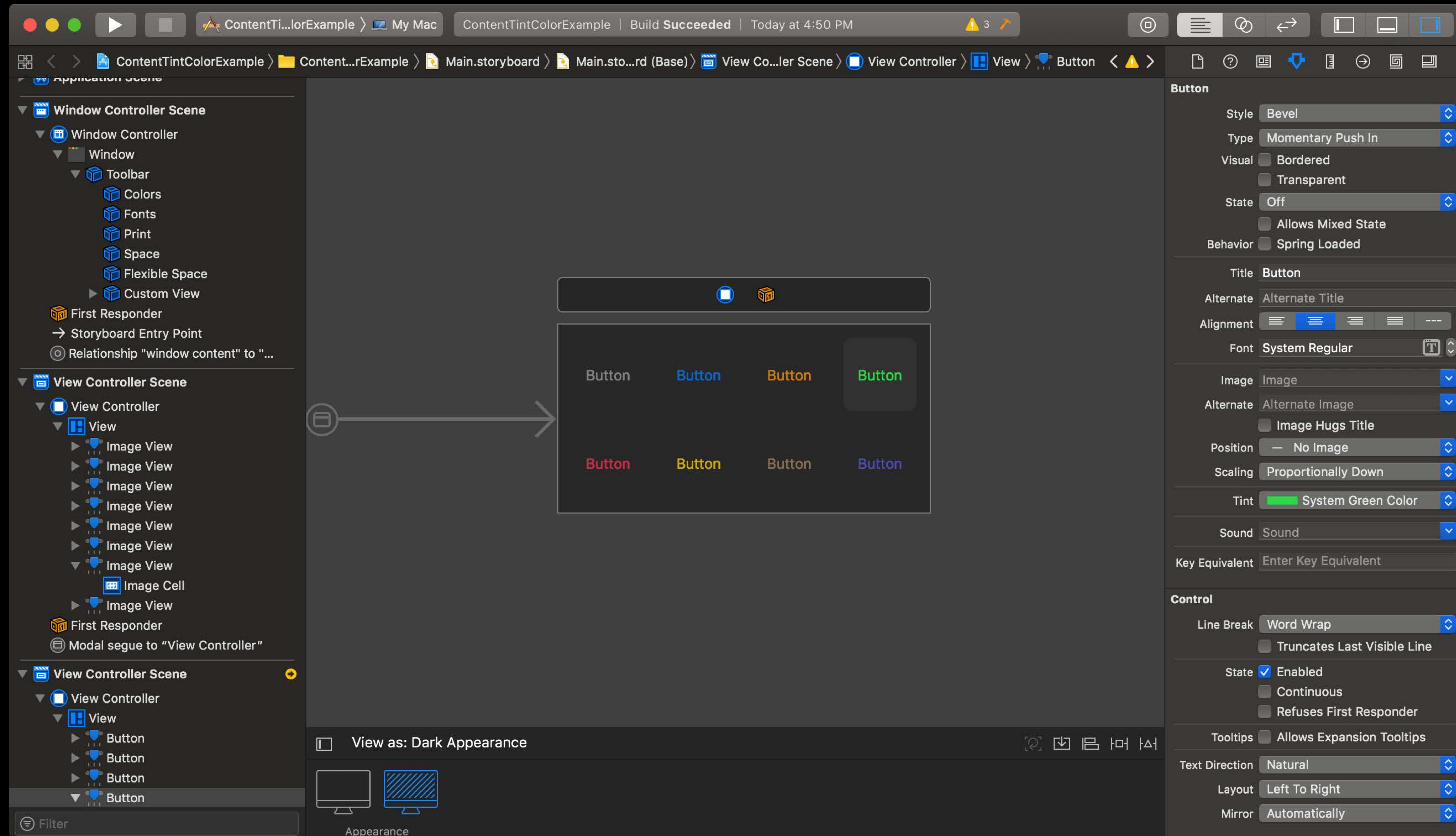
UIButton

```
button.contentTintColor = //...
```

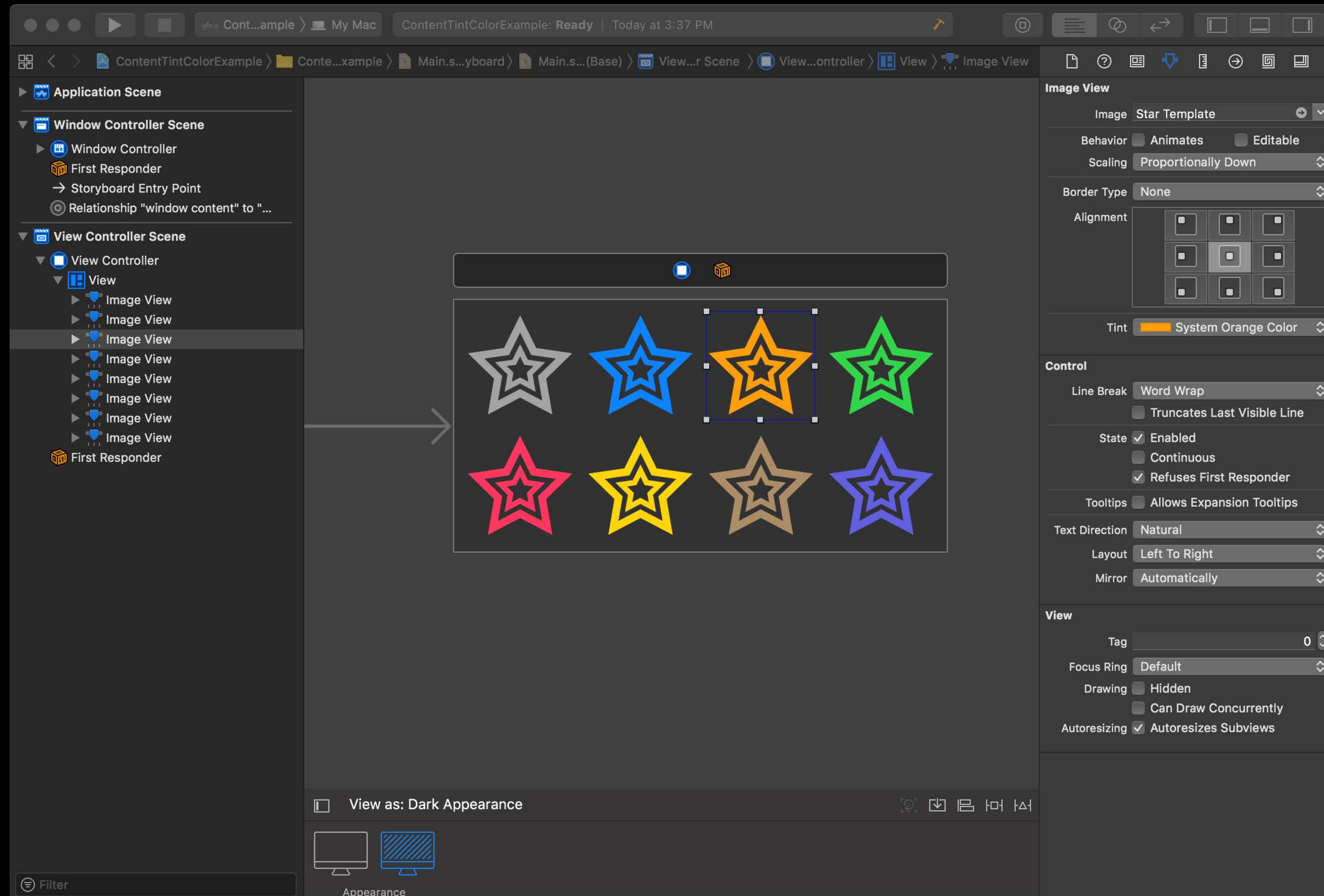
UIImageView

```
imageView.contentTintColor = //...
```

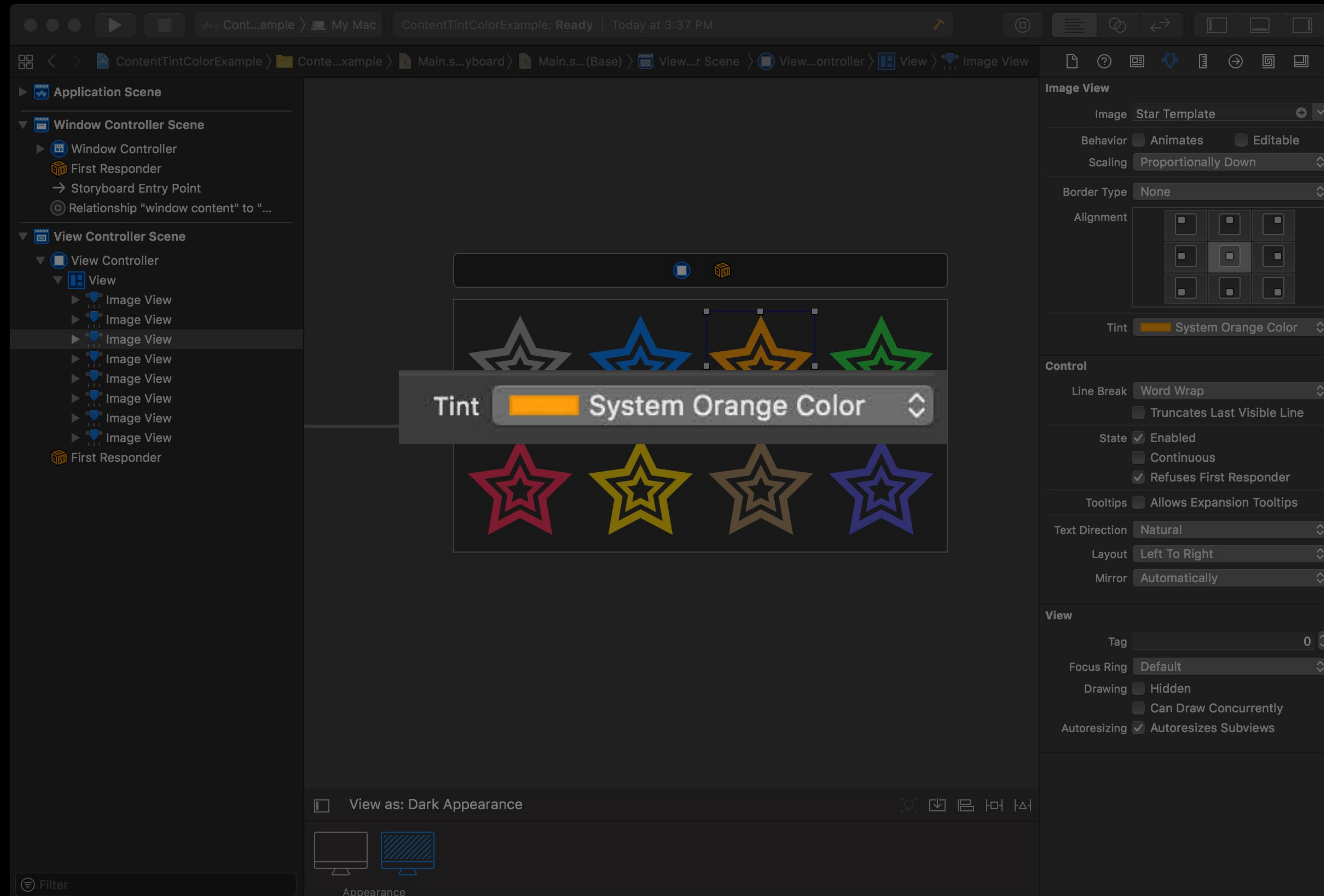

Content Tint Color



Content Tint Color



Content Tint Color



Related Sessions

Introducing Dark Mode

Hall 1

Tuesday 5:00PM

Advanced Dark Mode

Hall 1

Wednesday 11:00AM

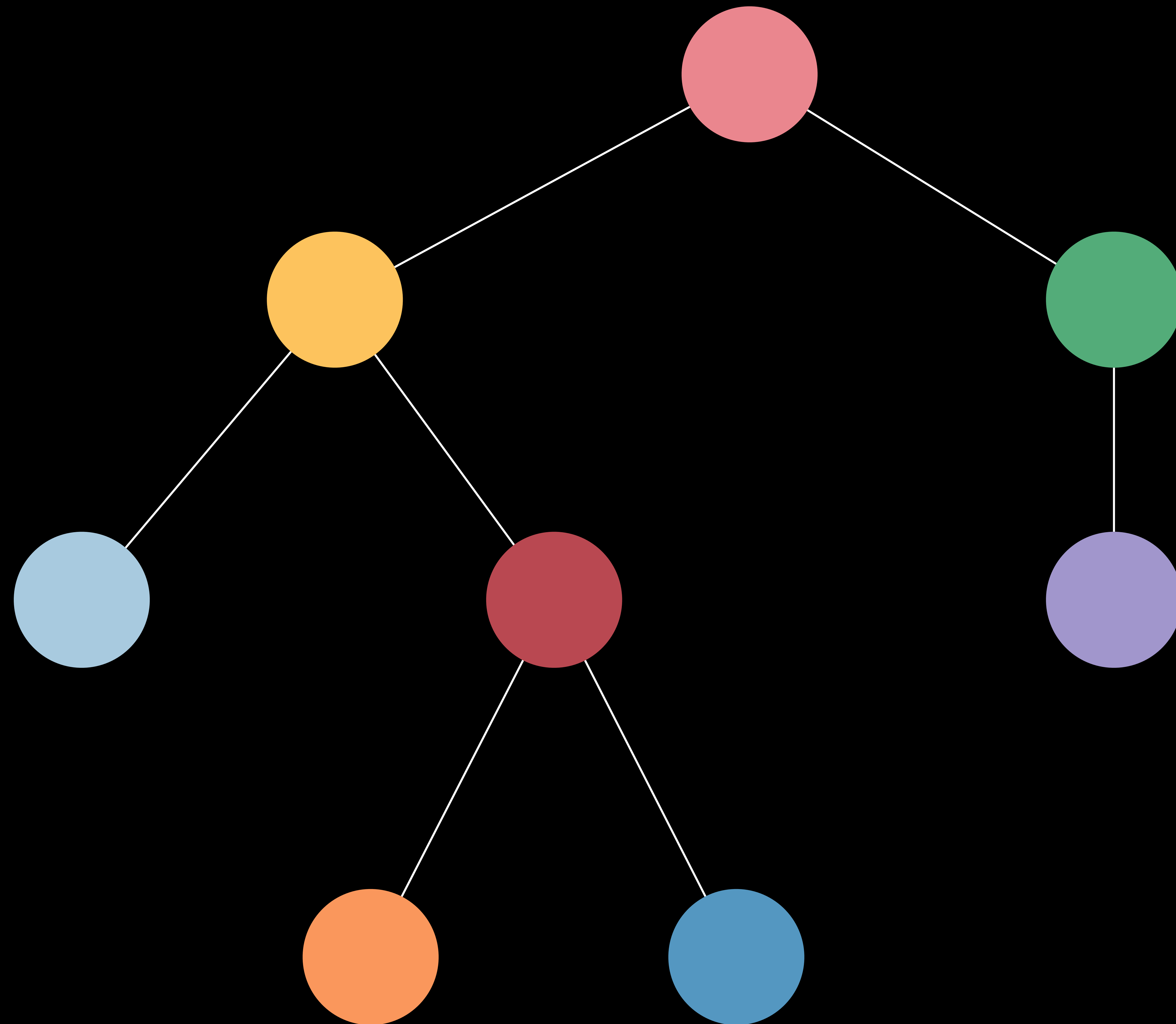
Layer Backing

Layer Backing

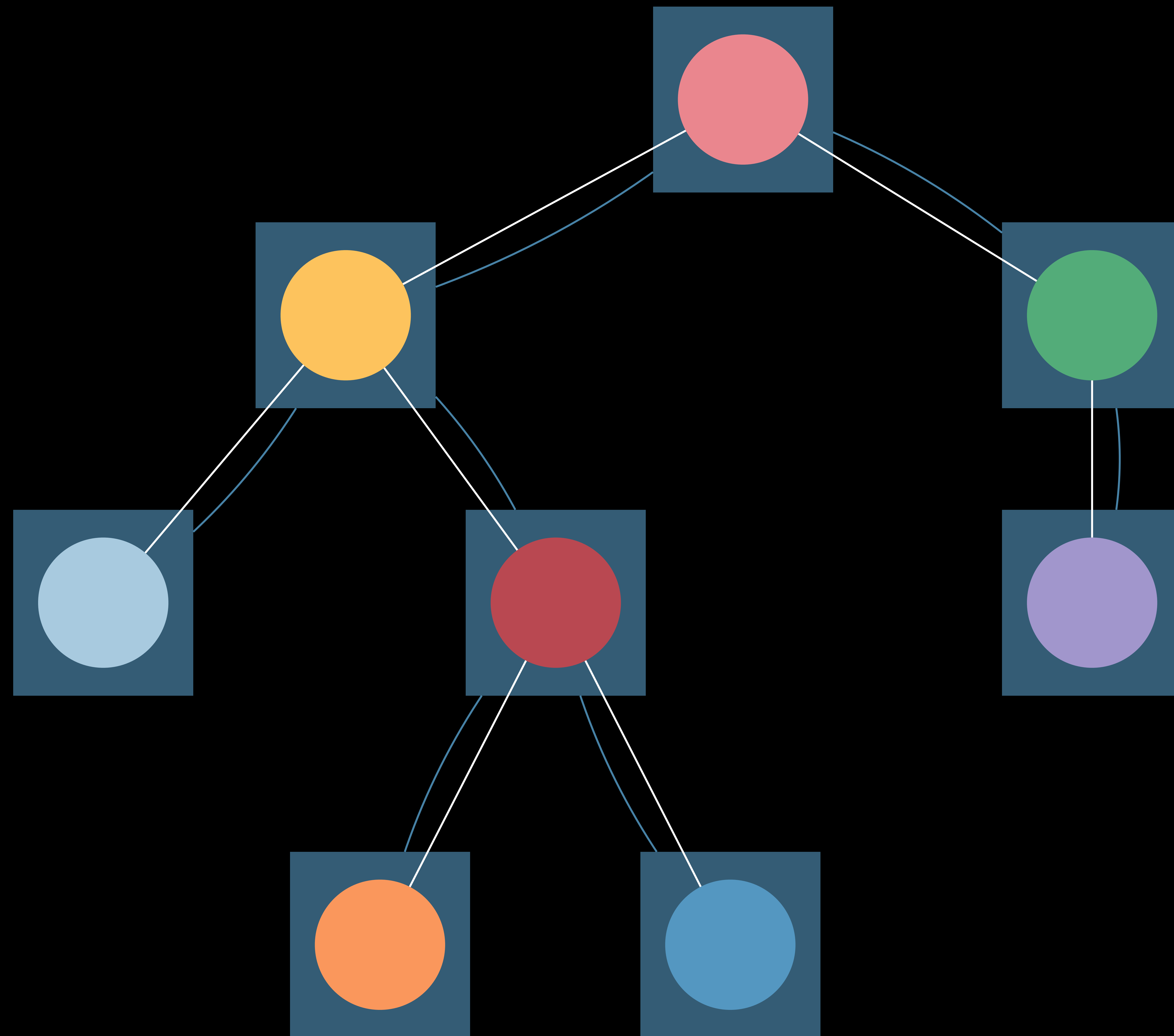
Apps linked against 10.14 will no longer use window backing stores

Views are rendered exclusively with CALayers

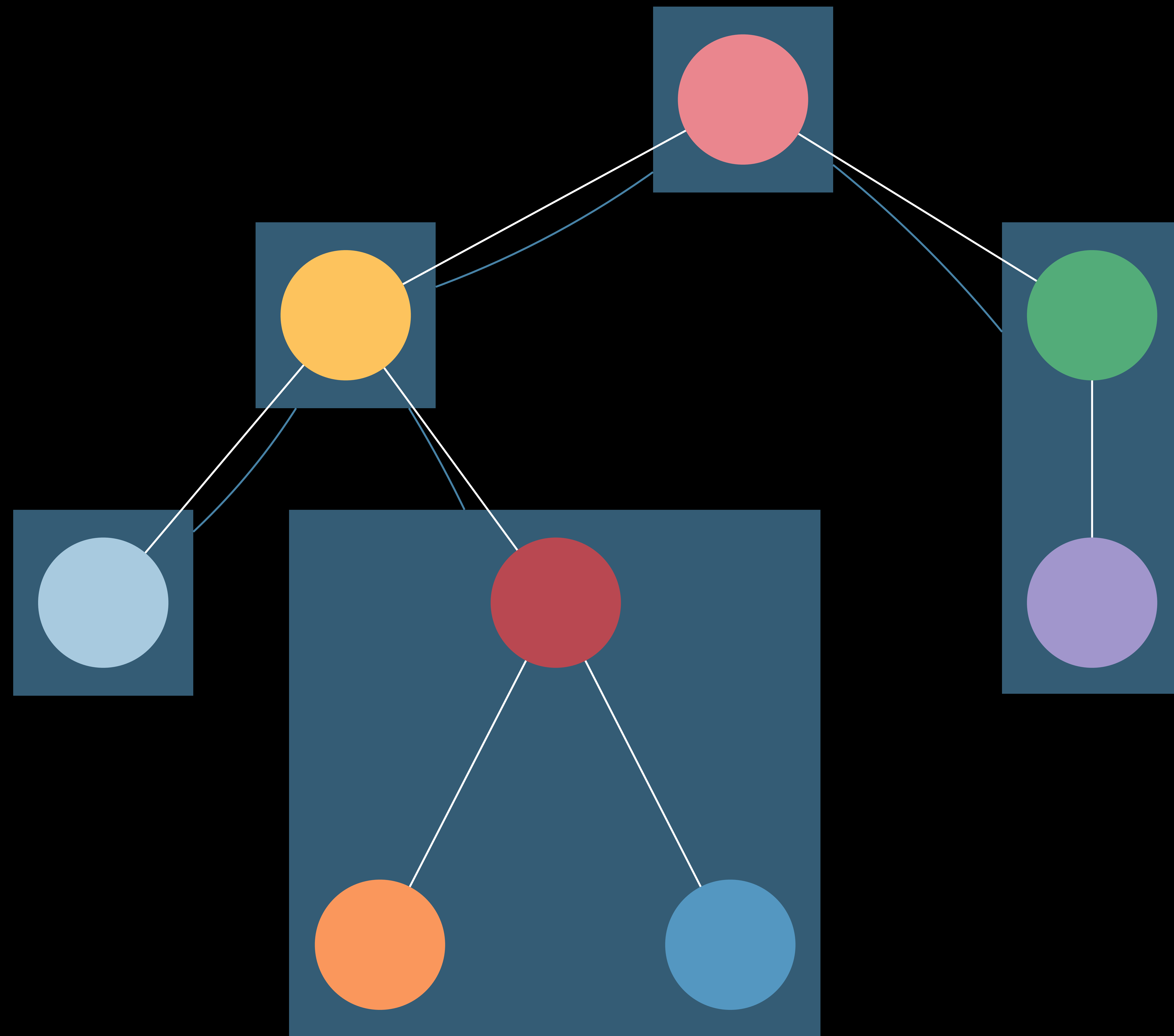
UIViews to CALayers



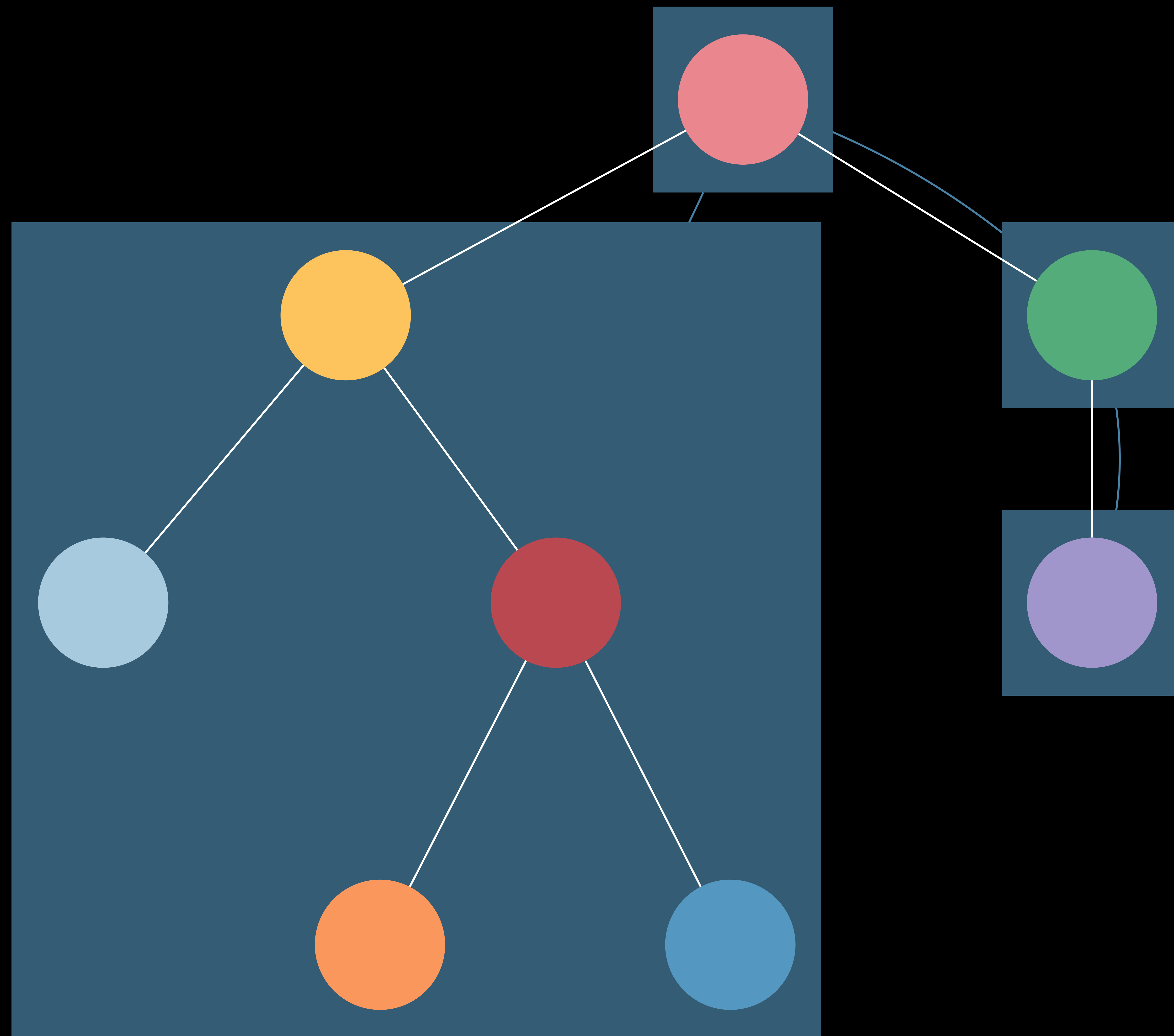
UIViews to CALayers



NSViews to CALayers



NSViews to CALayers



Layer Backing

No longer necessary to set `.wantsLayer = true`

AppKit handles this for you

Layer Backing

```
class ColorLayer : CALayer {  
    override fun draw(in ctx: CGContext) {  
        ctx.setFillColor(NSColor.systemRed.cgColor)  
        ctx.fill(CGRect.infinite)  
    }  
}
```



```
class ColorLayerDelegate : CALayerDelegate {  
    fun draw(_ layer: CALayer, in ctx: CGContext) {  
        ctx.setFillColor(NSColor.systemRed.cgColor)  
        ctx.fill(CGRect.infinite)  
    }  
}
```



Layer Backing

```
class ColorView: NSView {  
    override func draw(_ dirtyRect: NSRect) {  
        NSColor.systemRed.set()  
        dirtyRect.fill()  
    }  
}
```



Layer Backing

```
class ColorLayer : CALayer {  
    override func display() {  
        self.backgroundColor = NSColor.systemRed.cgColor  
    }  
}
```



```
class ColorLayerDelegate : CALayerDelegate {  
    func display(_ layer: CALayer) {  
        layer.backgroundColor = NSColor.systemRed.cgColor  
    }  
}
```



Layer Backing

```
class ColorView: NSView {  
    override func draw(_ dirtyRect: NSRect) {  
        NSColor.systemRed.set()  
        dirtyRect.fill()  
    }  
  
    override func updateLayer() {  
        self.layer?.backgroundColor = NSColor.systemRed.cgColor  
    }  
}
```



Layer Backing

```
class ColorView: NSView {  
    override func updateLayer() {  
        self.layer?.backgroundColor = NSColor.systemRed.cgColor  
    }  
    override var wantsUpdateLayer : Bool {  
        get {  
            return true  
        }  
    }  
}
```



Layer Backing

Composition works for all cases

Build complicated controls out of

- UIImageView
- NSBox
- NSTextField

Obsolete Patterns

```
-[NSView lockFocus] / -[NSView unlockFocus]  
-[NSWindow graphicsContext] / +[NSGraphicsContext graphicsContextWithWindow:]
```



Just subclass `NSView` and implement `.draw()`

```
override func draw(_ dirtyRect: NSRect) {  
    // ...  
}
```



Layer Backing and OpenGL

Implementation details for NSOpenGL are different

OpenGL is deprecated

Use MTKView

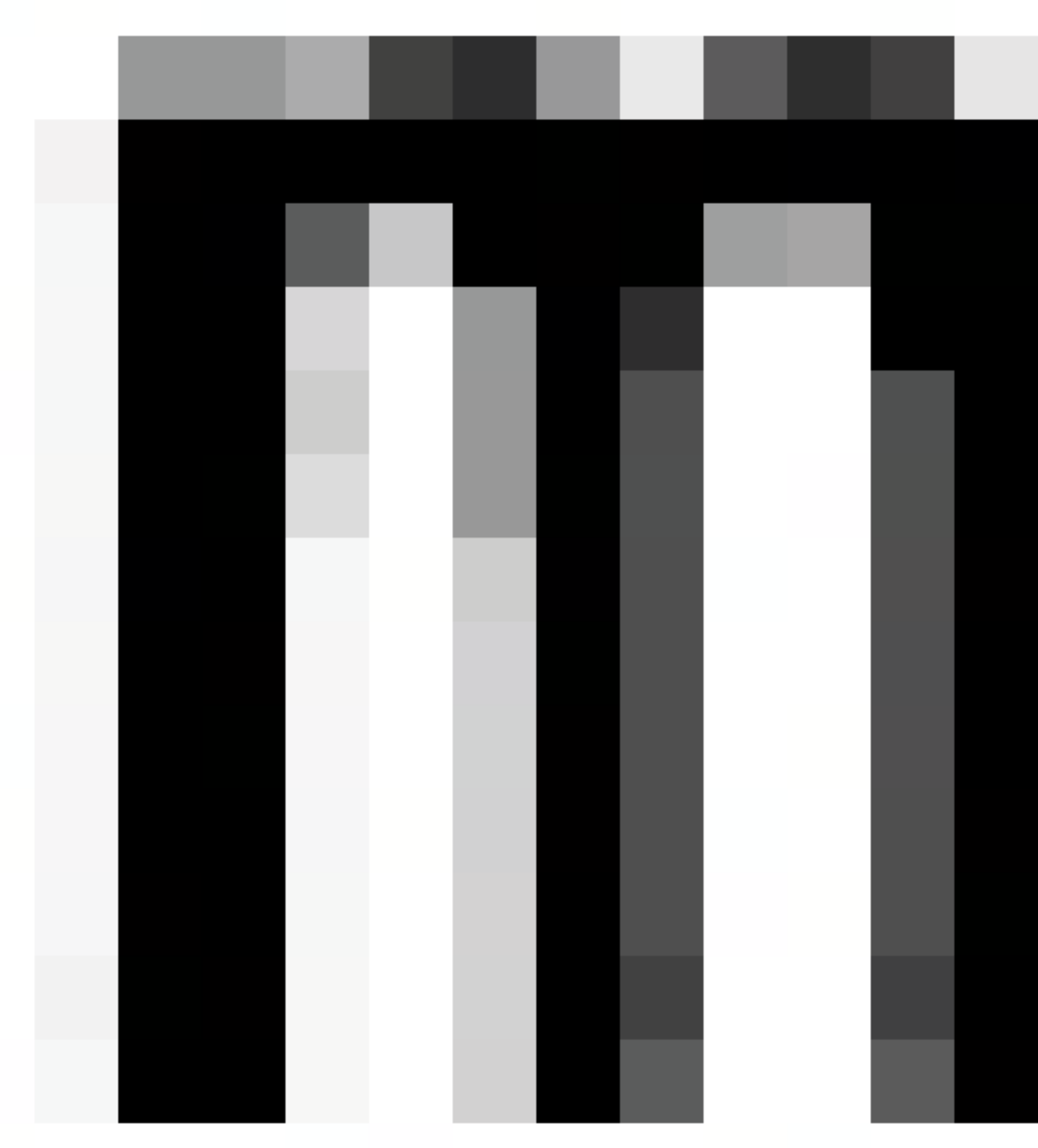
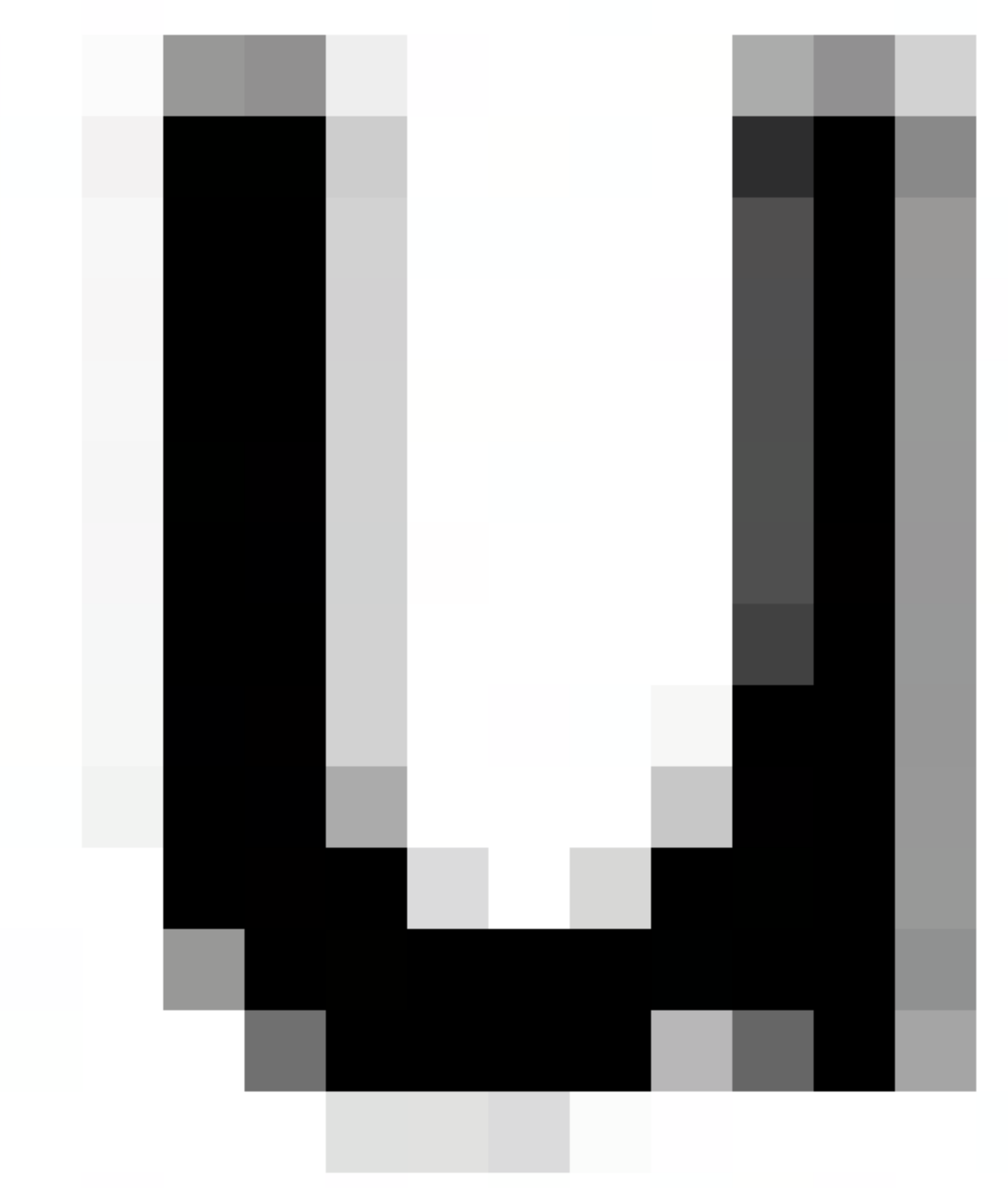
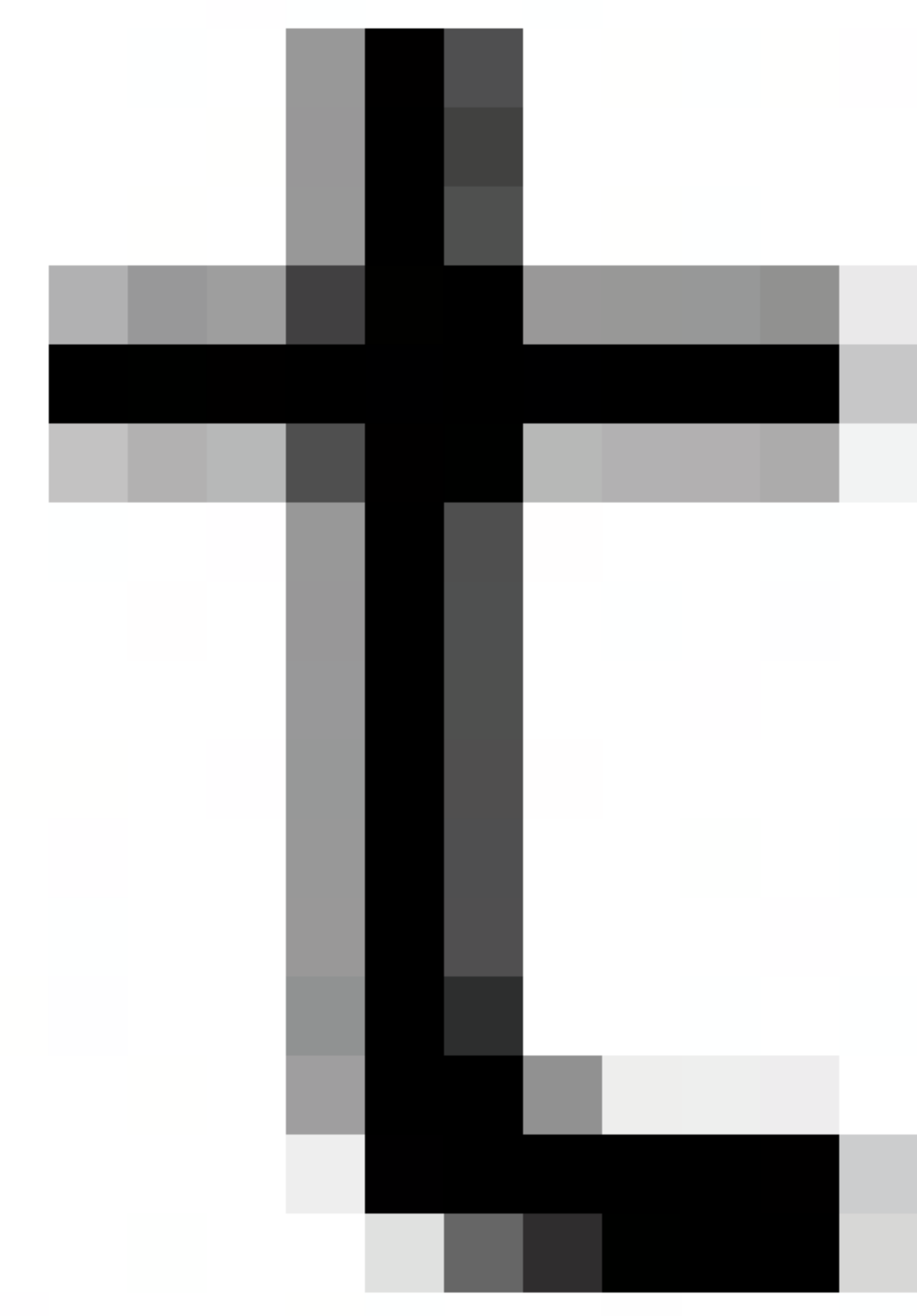
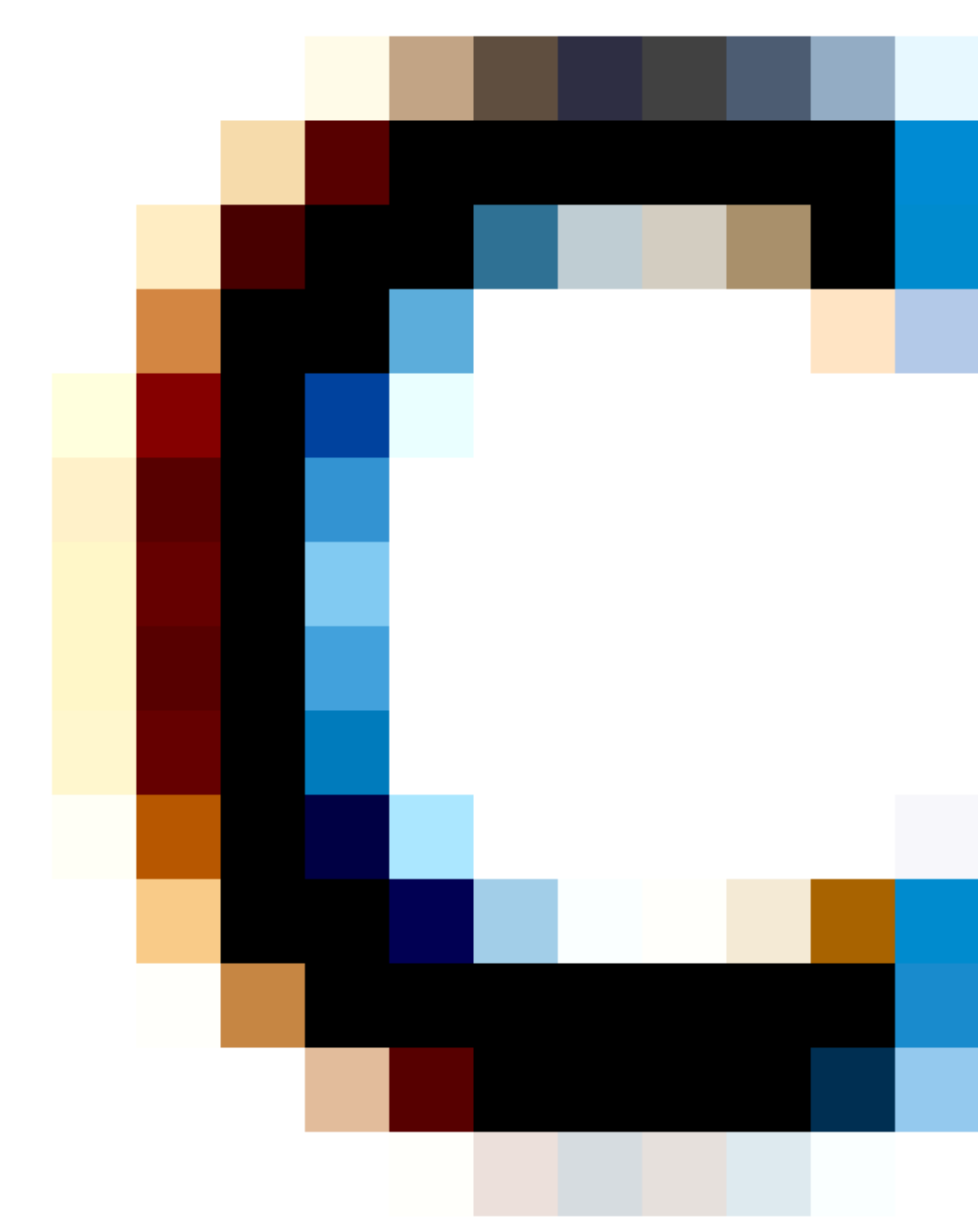
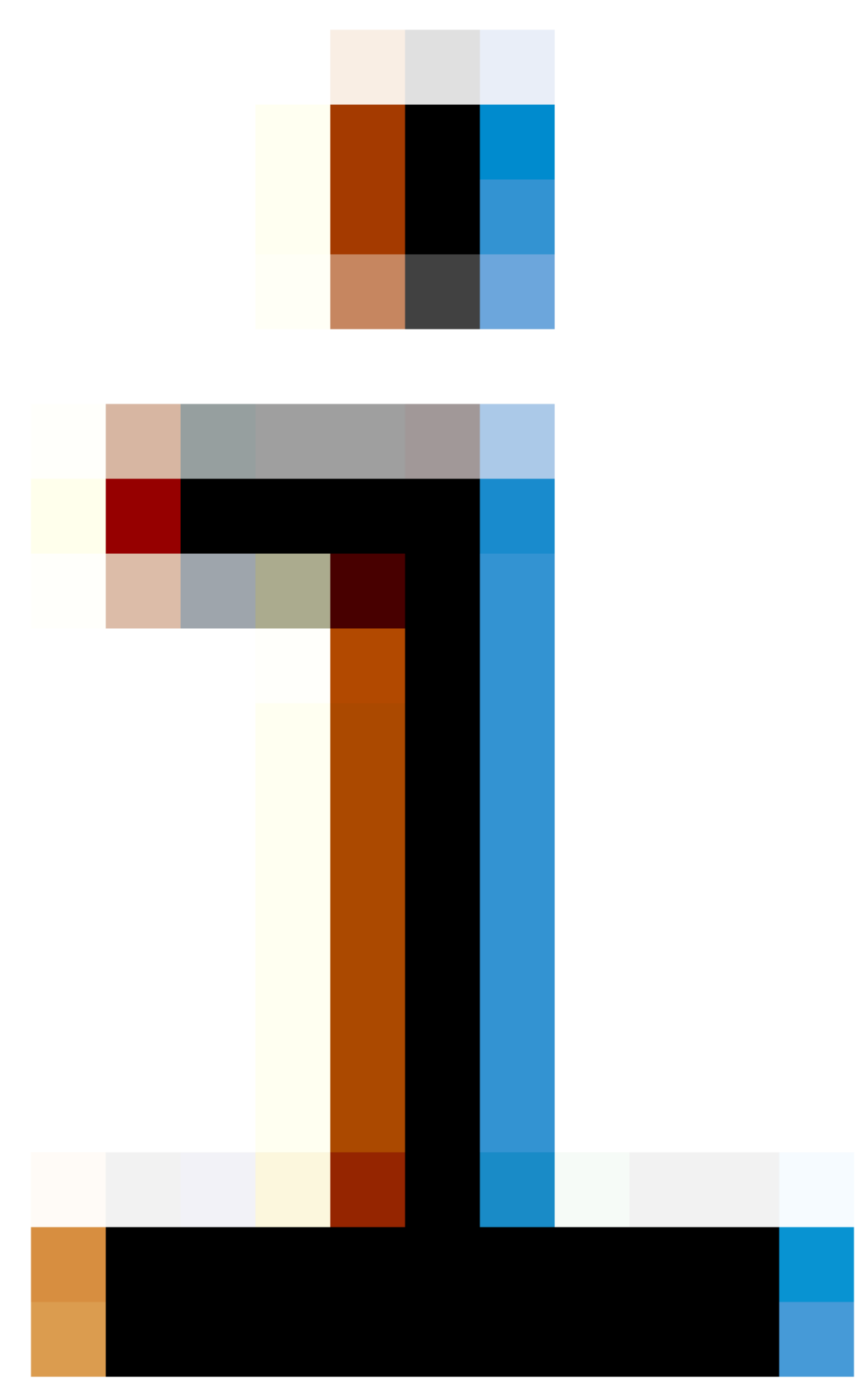
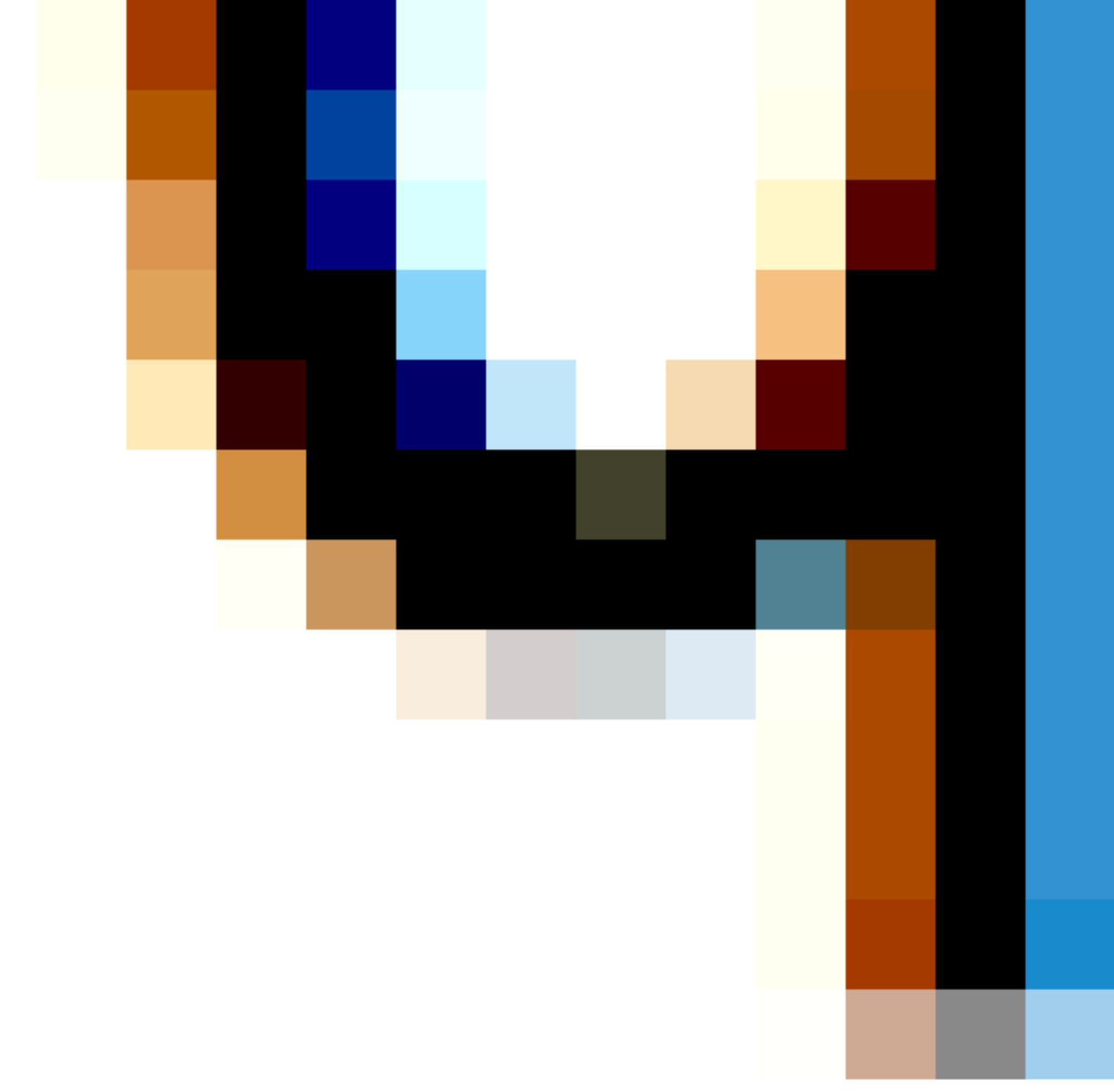
Font antialiasing refinements

Lorem ipsum dolor sit amet, ligula suspendisse nulla pretium, rhoncus tempor fermentum, enim integer ad vestibulum volutpat. Nisl rhoncus turpis est, vel elit, congue wisi enim nunc ultricies sit, magna tincidunt. Maecenas aliquam maecenas ligula nostra, accumsan taciti. Sociis mauris in integer, a dolor netus non dui aliquet, sagittis felis sodales, dolor sociis mauris, vel eu libero cras. Faucibus at. Arcu habitasse elementum est, ipsum purus pede porttitor class, ut adipiscing, aliquet sed auctor, imperdiet arcu per diam dapibus libero duis. Enim eros in vel, volutpat nec pellentesque leo, temporibus scelerisque nec.

Ac dolor ac adipiscing amet bibendum nullam, lacus molestie ut libero nec, diam et, pharetra sodales, feugiat ullamcorper id tempor id vitae. Mauris pretium aliquet, lectus tincidunt. Porttitor mollis imperdiet libero senectus pulvinar. Etiam molestie mauris ligula laoreet, vehicula eleifend. Repellat orci erat et, sem cum, ultricies sollicitudin amet eleifend dolor nullam erat, malesuada est leo ac. Varius natoque turpis elementum est. Duis montes, tellus lobortis lacus amet arcu et. In vitae vel, wisi at, id praesent bibendum libero faucibus porta egestas, quisque praesent ipsum fermentum tempor. Curabitur auctor, erat mollis sed, turpis vivamus a dictumst congue magnis. Aliquam amet ullamcorper dignissim molestie, mollis. Tortor vitae tortor eros wisi facilisis.

Consectetuer arcu ipsum ornare pellentesque vehicula, in vehicula diam, ornare magna erat felis wisi a risus. Justo fermentum id. Malesuada eleifend, tortor molestie, a a vel et. Mauris at suspendisse, neque aliquam faucibus adipiscing, vivamus in. Wisi mattis leo suscipit nec amet, nisl fermentum tempor ac a, augue in eleifend in venenatis, cras sit id in vestibulum felis in, sed ligula. In sodales suspendisse mauris quam etiam erat, quia tellus convallis eros rhoncus diam orci, porta lectus esse adipiscing posuere et, nisl arcu vitae laoreet. Morbi integer molestie, amet suspendisse morbi, amet maecenas, a maecenas mauris neque proin nisl mollis. Suscipit nec ligula ipsum orci nulla, in posuere ut quis ultrices, lectus primis vehicula velit hasellus lectus, vestibulum orci laoreet inceptos vitae, at consectetuer amet et consectetuer. Congue porta scelerisque praesent at, lacus vestibulum et at dignissim cras urna, ante convallis turpis duis lectus sed aliquet, at et ultricies. Eros sociis nec hamenaos dignissimos imperdiet, luctus ac eros





User Notifications Framework

Jesse Donaldson, Cocoa Frameworks

User Notifications Framework on macOS

User Notifications Framework on macOS

NSApplication:

```
open func registerForRemoteNotifications()
```

User Notifications Framework on macOS

NSApplication:

```
open func registerForRemoteNotifications()
```

UNUserNotificationCenter:

```
open func requestAuthorization(options: UNAuthorizationOptions = [],  
                               completionHandler: @escaping (Bool, Error?) -> Void)
```

User Notifications Framework on macOS

Deprecated in NSApplication:



```
public struct RemoteNotificationType : OptionSet {  
    ...  
}
```

```
open func registerForRemoteNotifications(matching: NSApplication.RemoteNotificationType)  
open var enabledRemoteNotificationTypes: NSApplication.RemoteNotificationType { get }
```

Deprecated all of NSUserNotification:



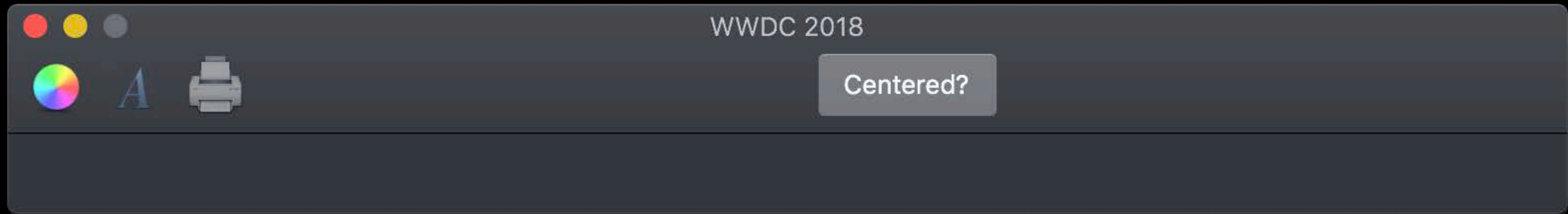
```
open class NSUserNotification : NSObject, NSCopying {  
    ...  
}
```

NSToolbar

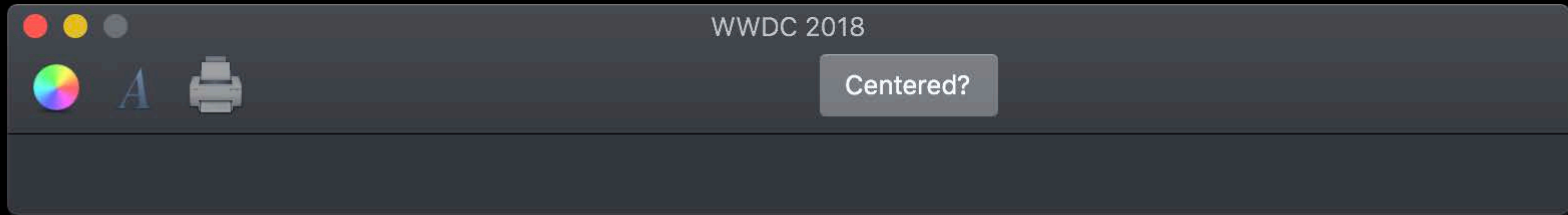
NSToolbar



NSToolbar



NSToolbar



```
open var centeredItemIdentifier: NSToolbarItem.Identifier?
```

NSToolbar



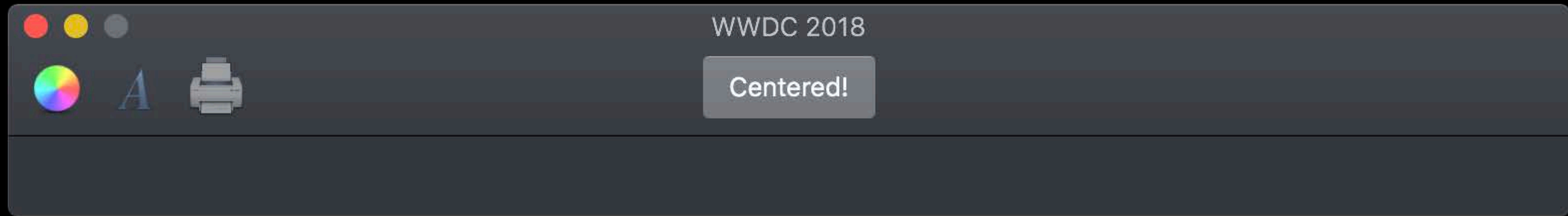
```
open var centeredItemIdentifier: NSToolbarItem.Identifier?
```


NSToolbar



```
open var centeredItemIdentifier: NSToolbarItem.Identifier?
```

NSToolbar



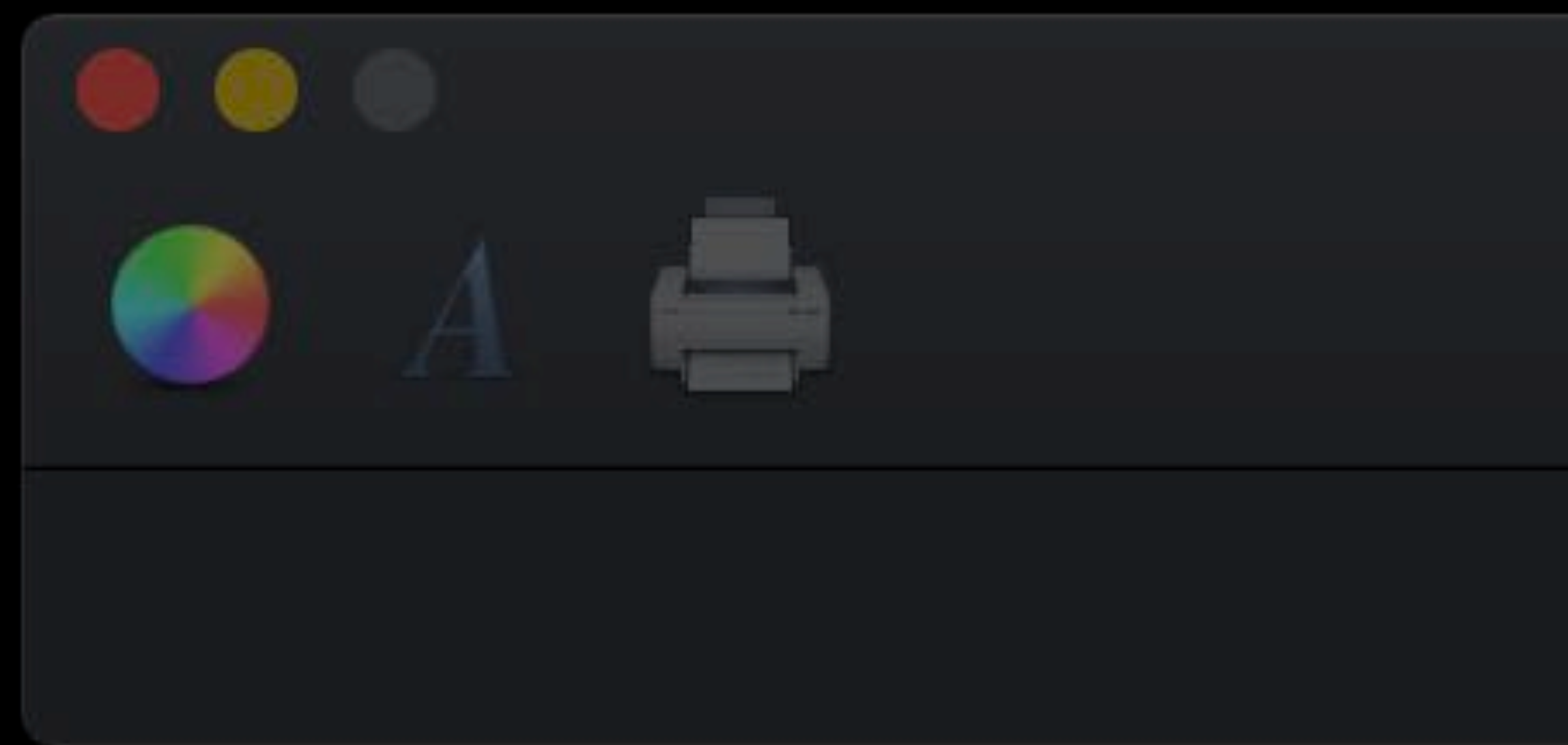
```
open var centeredItemIdentifier: NSToolbarItem.Identifier?
```

NSToolbar



open var centeredItemIdentifier: NSToolbarItem.Identifier?

NSToolbar



Toolbar Item

Image Name

Label

Palette Label

Tag

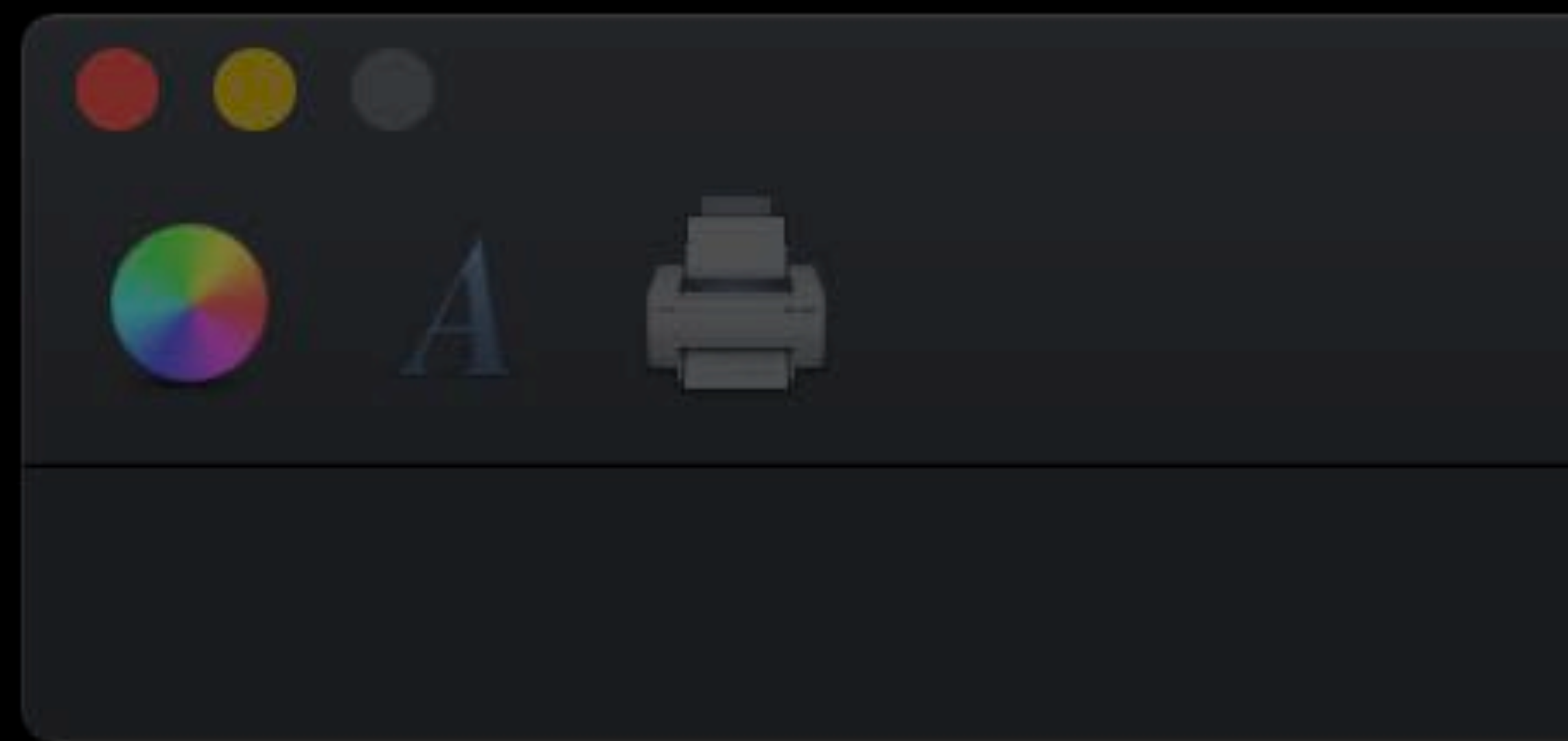
Identifier

Priority

Behavior Autovalidates
 Selectable
 Is Centered Item

open var centeredItemIdentifier: NSToolbarItemIdentifier

NSToolbar



Toolbar Item

Image Name

Label

Palette Label

Tag

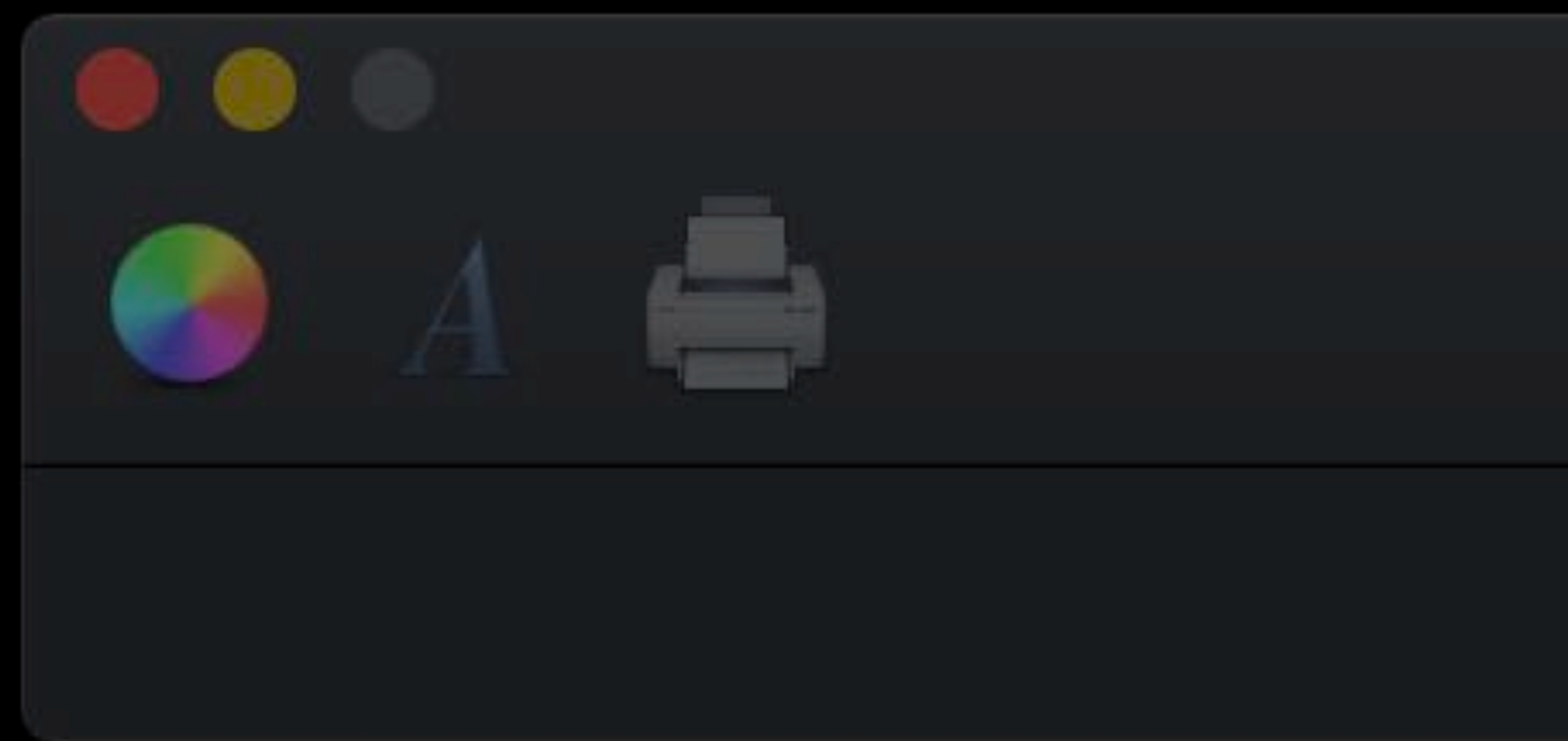
Identifier

Priority

Behavior Autovalidates
 Selectable
 Is Centered Item

open var centeredItemIdentifier: NSToolbarItemIdentifier

NSToolbar



Toolbar Item

Image Name

Label

Palette Label

Tag

Identifier

Priority



Behavior Autovalidates
 Selectable
 Is Centered Item


open var centeredItemIdentifier: NSToolbarItemIdentifier


NSGridView


NSGridView


▼ **Trust**


When using this certificate: Use System Defaults  


Secure Sockets Layer (SSL) no value specified 


Secure Mail (S/MIME) no value specified 

Extensible Authentication (EAP) no value specified 

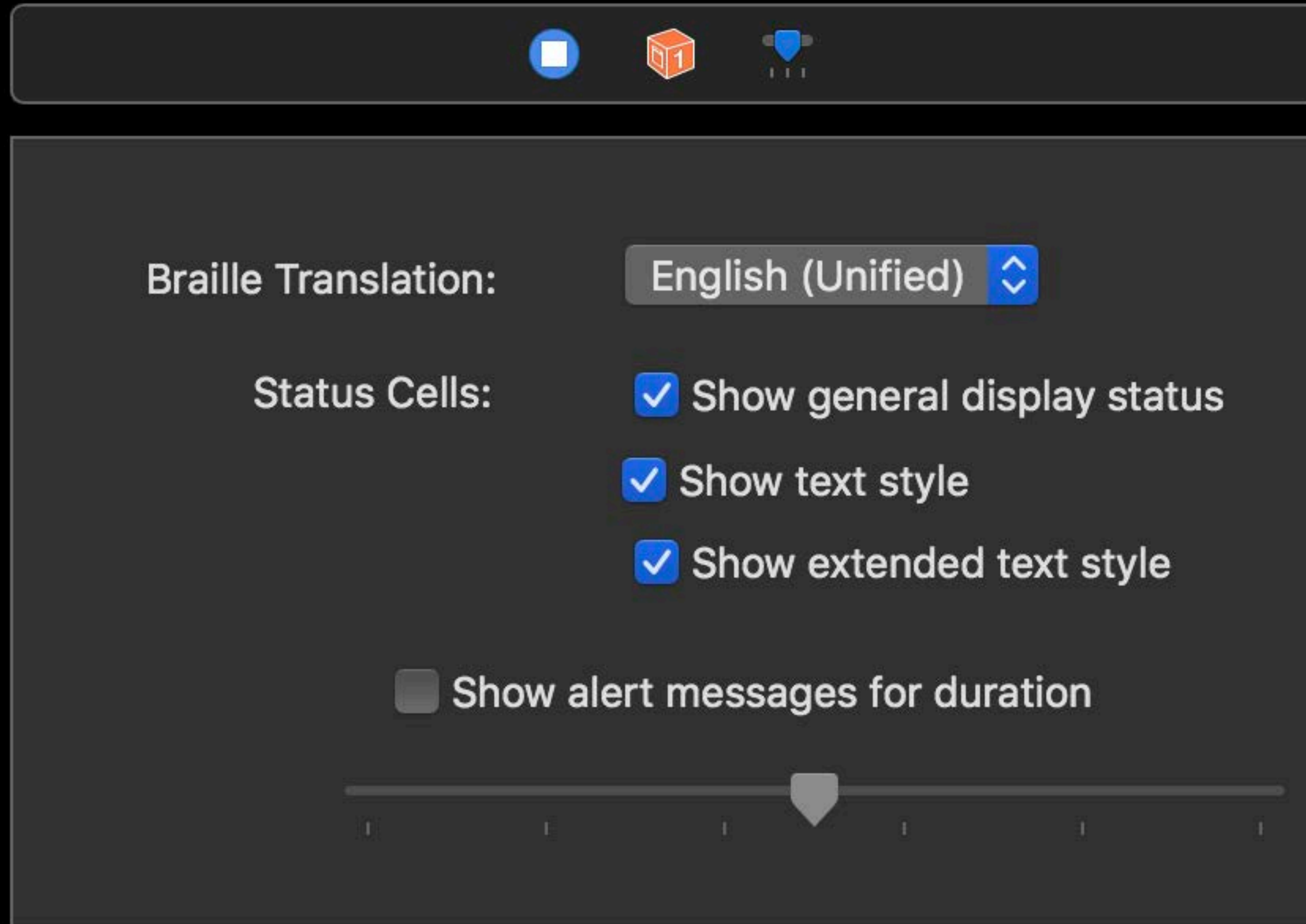
IP Security (IPsec) no value specified 

Code Signing no value specified 


Time Stamping no value specified 

X.509 Basic Policy no value specified 

NSGridView




The image shows a screenshot of the macOS System Settings application, specifically the Braille settings pane. At the top, there is a navigation bar with three icons: a blue square, an orange cube with the number '1', and a blue shield with three vertical lines. Below this, the settings are organized into sections. The 'Braille Translation' section features a dropdown menu currently set to 'English (Unified)'. The 'Status Cells' section contains three checked checkboxes: 'Show general display status', 'Show text style', and 'Show extended text style'. At the bottom, there is an unchecked checkbox for 'Show alert messages for duration', followed by a horizontal slider control with a central arrowhead and tick marks.

Braille Translation: English (Unified) 

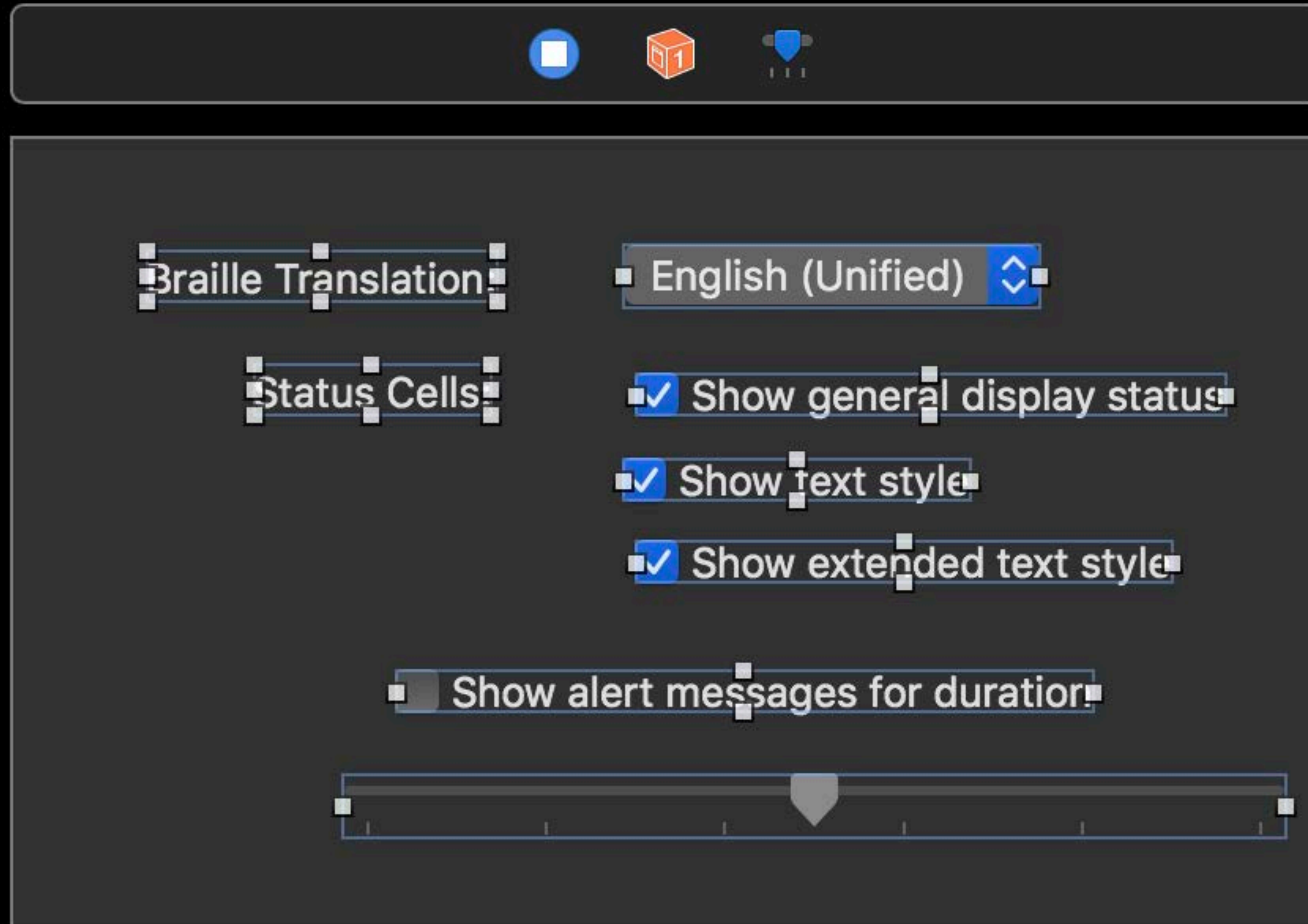
Status Cells:

- Show general display status
- Show text style
- Show extended text style

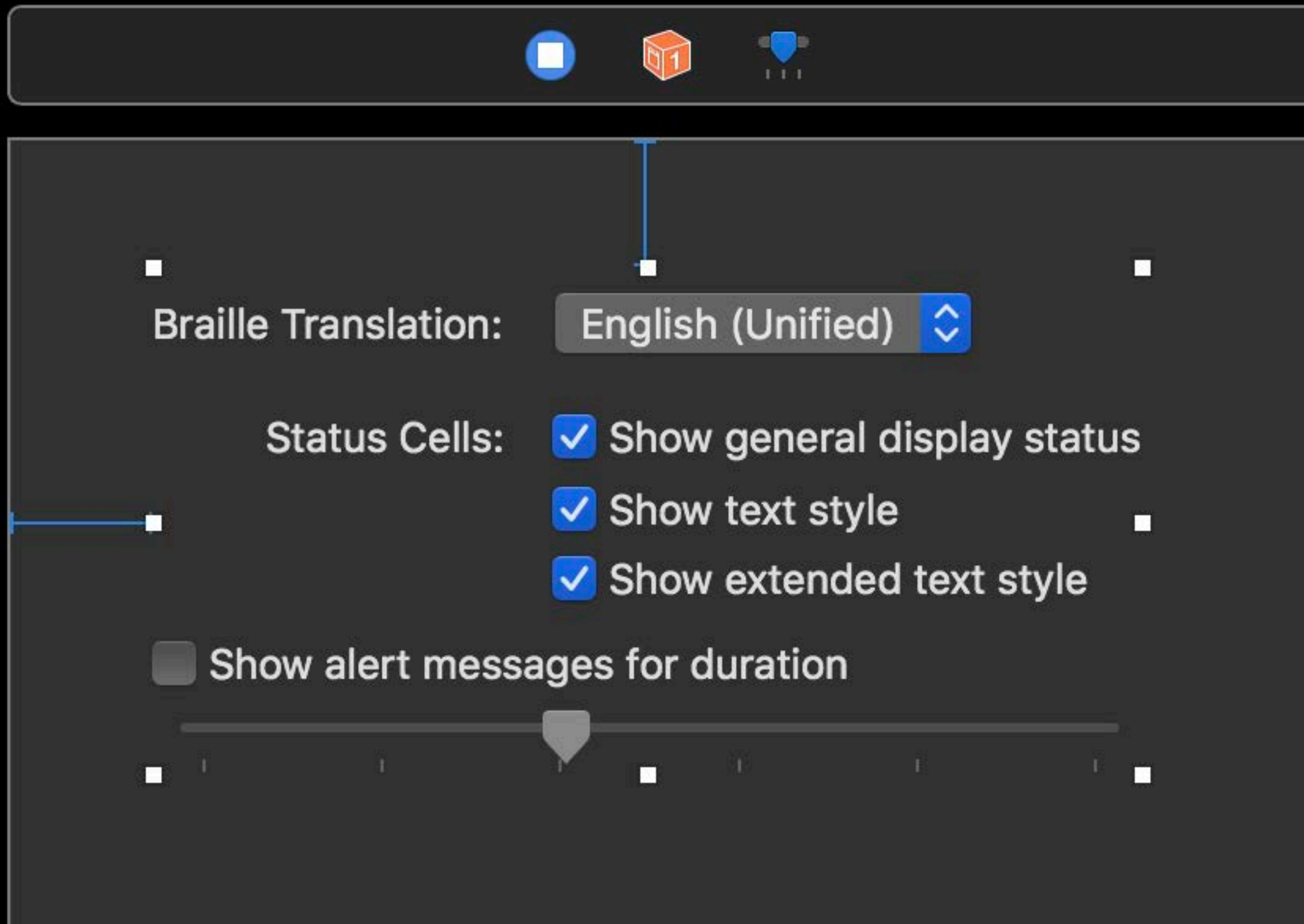
Show alert messages for duration



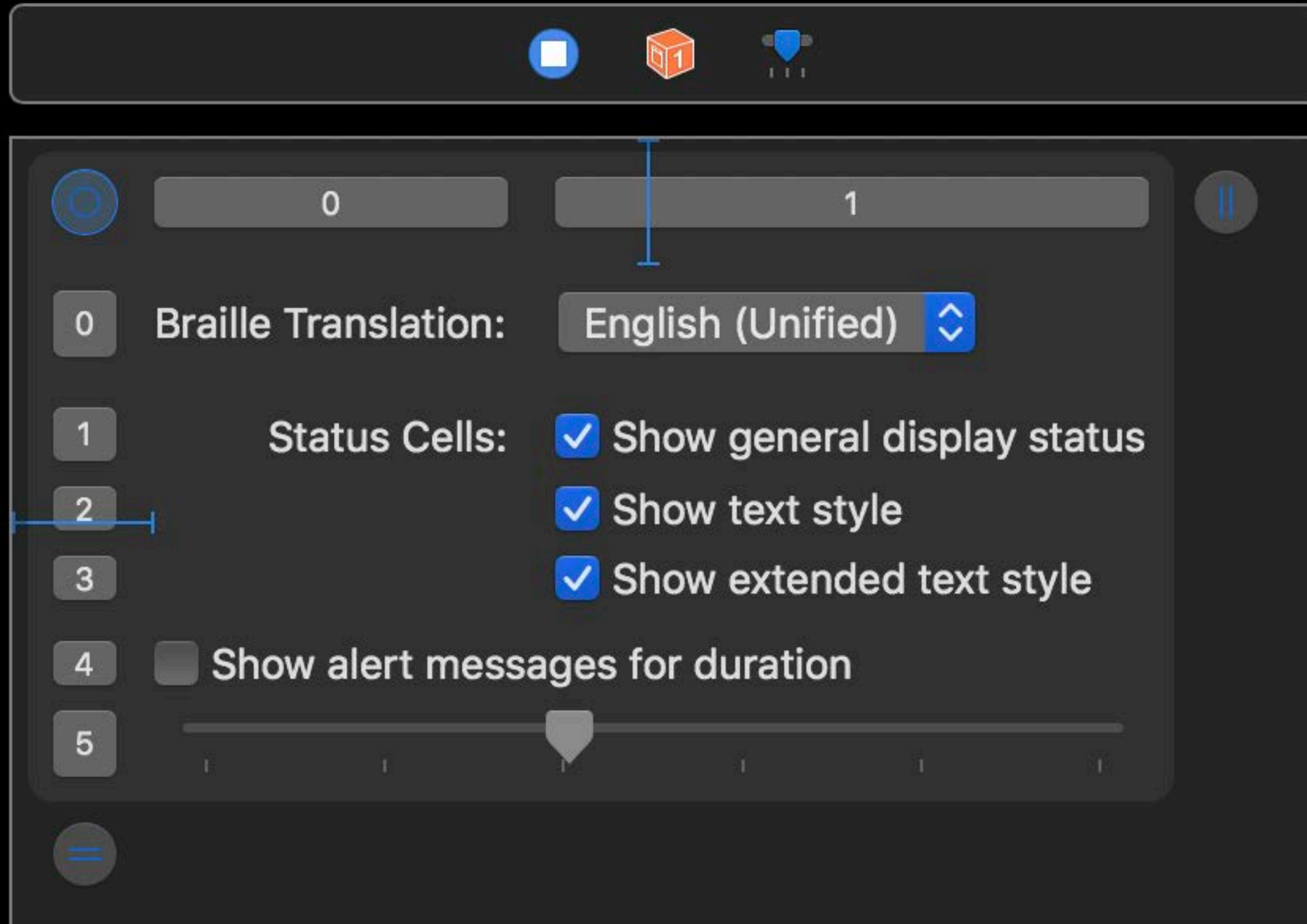
NSGridView



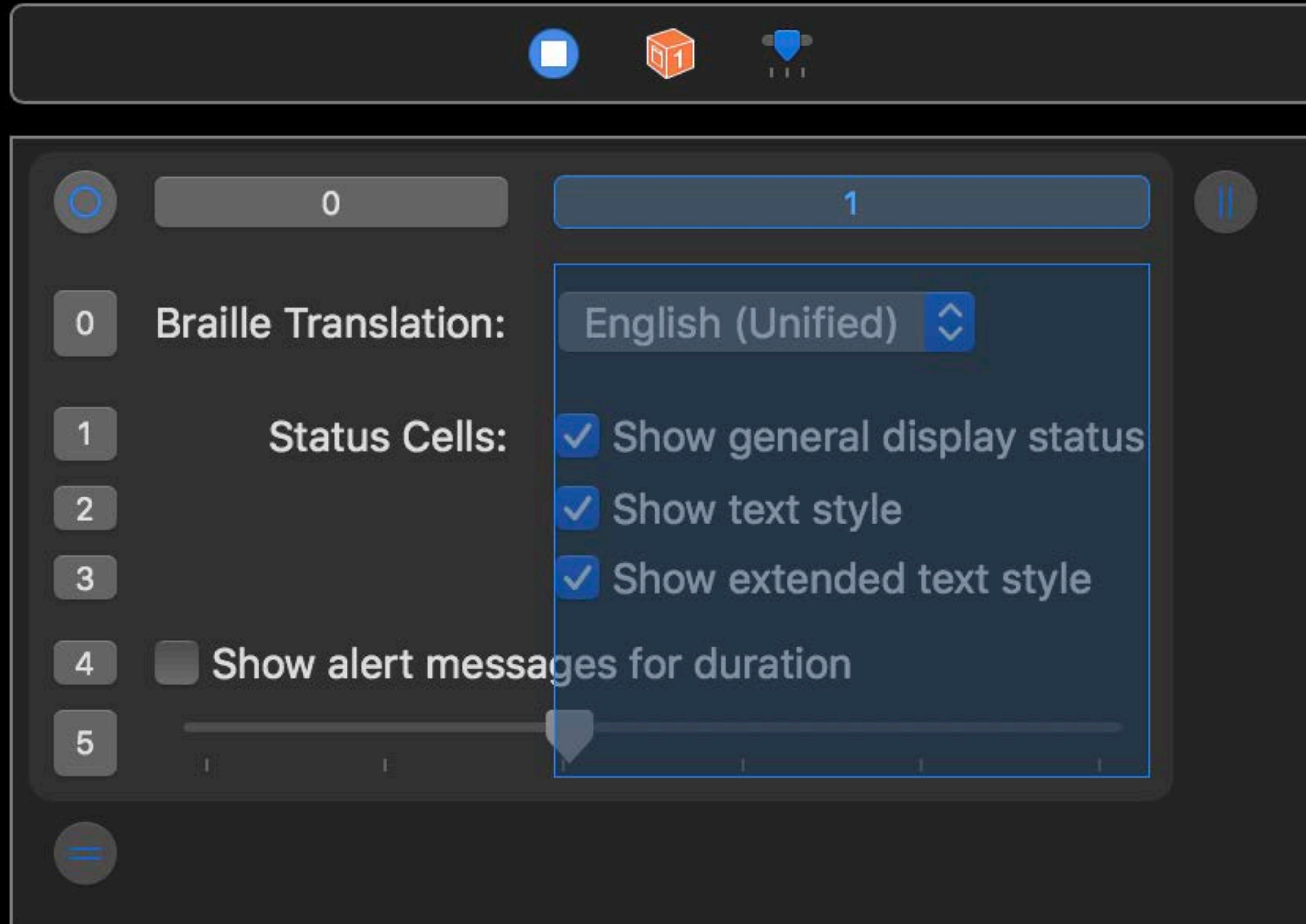
NSGridView



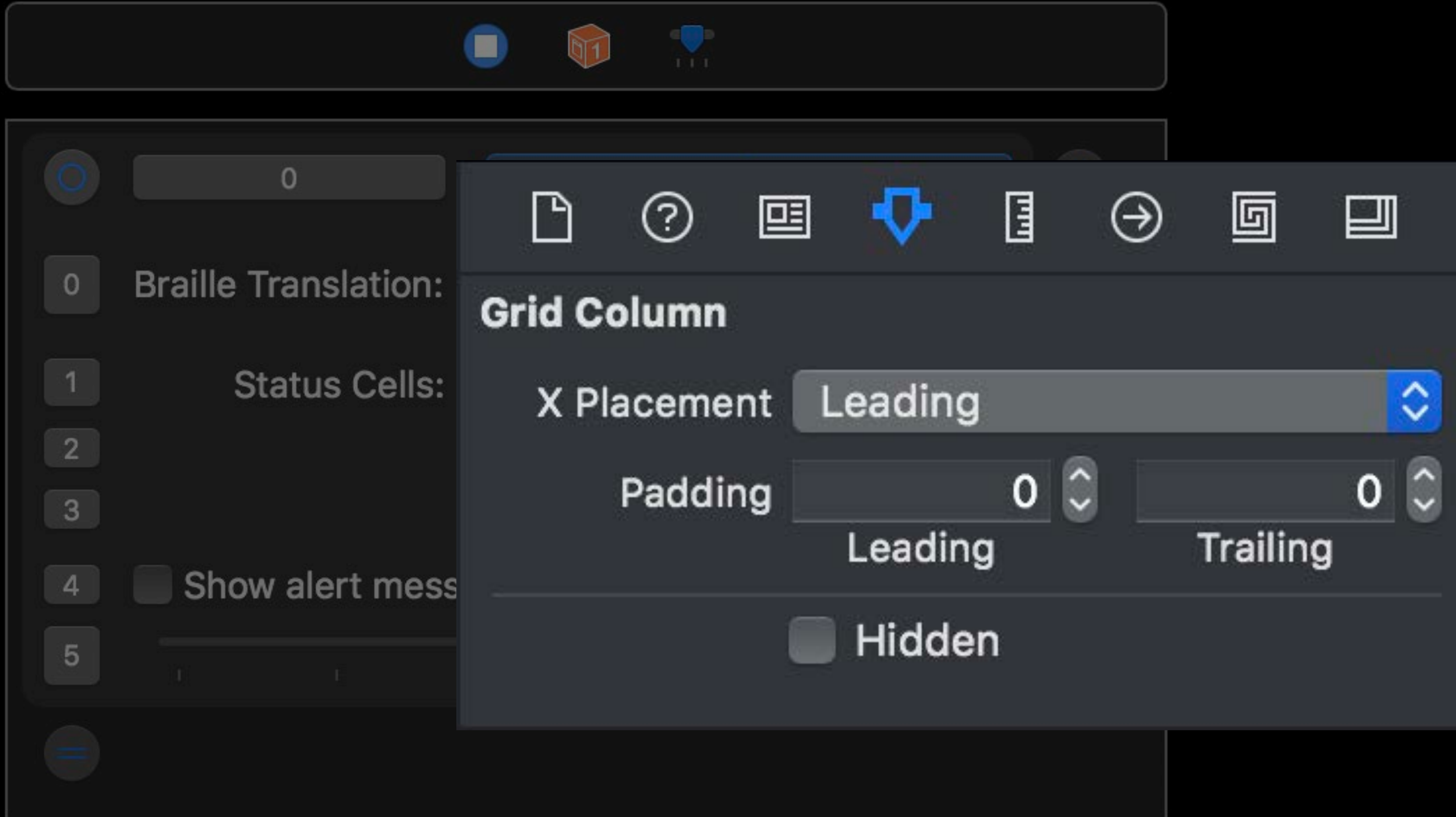
NSGridView



NSGridView



NSGridView



NSGridView

The image shows a screenshot of an iOS application interface. At the top, there is a navigation bar with three icons: a blue square, an orange cube with the number '1', and a blue shield with '111'. Below the navigation bar is a list of settings items, each with a circular icon and a text label: '0' (a circle with '0'), '0 Braille Translation:', '1 Status Cells:', '2', '3', '4 Show alert mess...', and '5'. A settings menu is open over the '0' item, titled 'Grid Column'. The menu has a toolbar with icons for file, help, grid, pointer, grid column (highlighted in blue), right arrow, grid, and list. The settings in the menu are: 'Width' with a value of '188' and a vertical slider, and an 'Explicit' checkbox that is unchecked. Below this is a horizontal separator. The next section is 'Padding', with 'Leading' and 'Trailing' sub-sections, each having a value of '0' and a vertical slider.

NSTextView

NSTextView

New factory methods:

```
open class func fieldEditor() -> Self
```

```
open class func scrollableTextView() -> NSScrollView
```

```
open class func scrollableDocumentContentTextView() -> NSScrollView
```

```
open class func scrollablePlainDocumentContentTextView() -> NSScrollView
```

NSTextView

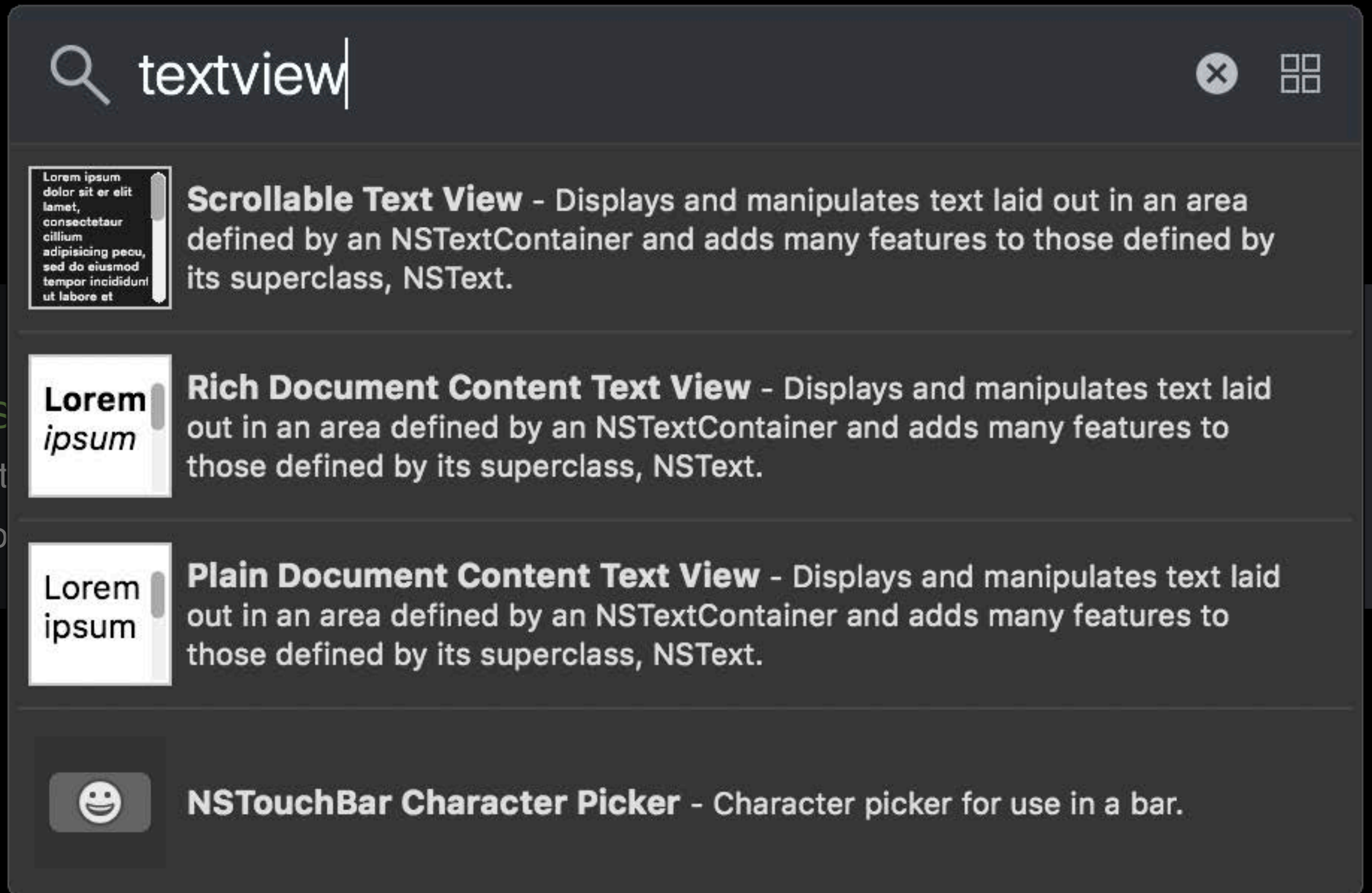
New factory methods:

open class func fieldEditor() -> Self

open class func scrollableView() -> NSTextView

open class func scrollableDocumentContentTextEditor() -> NSTextView

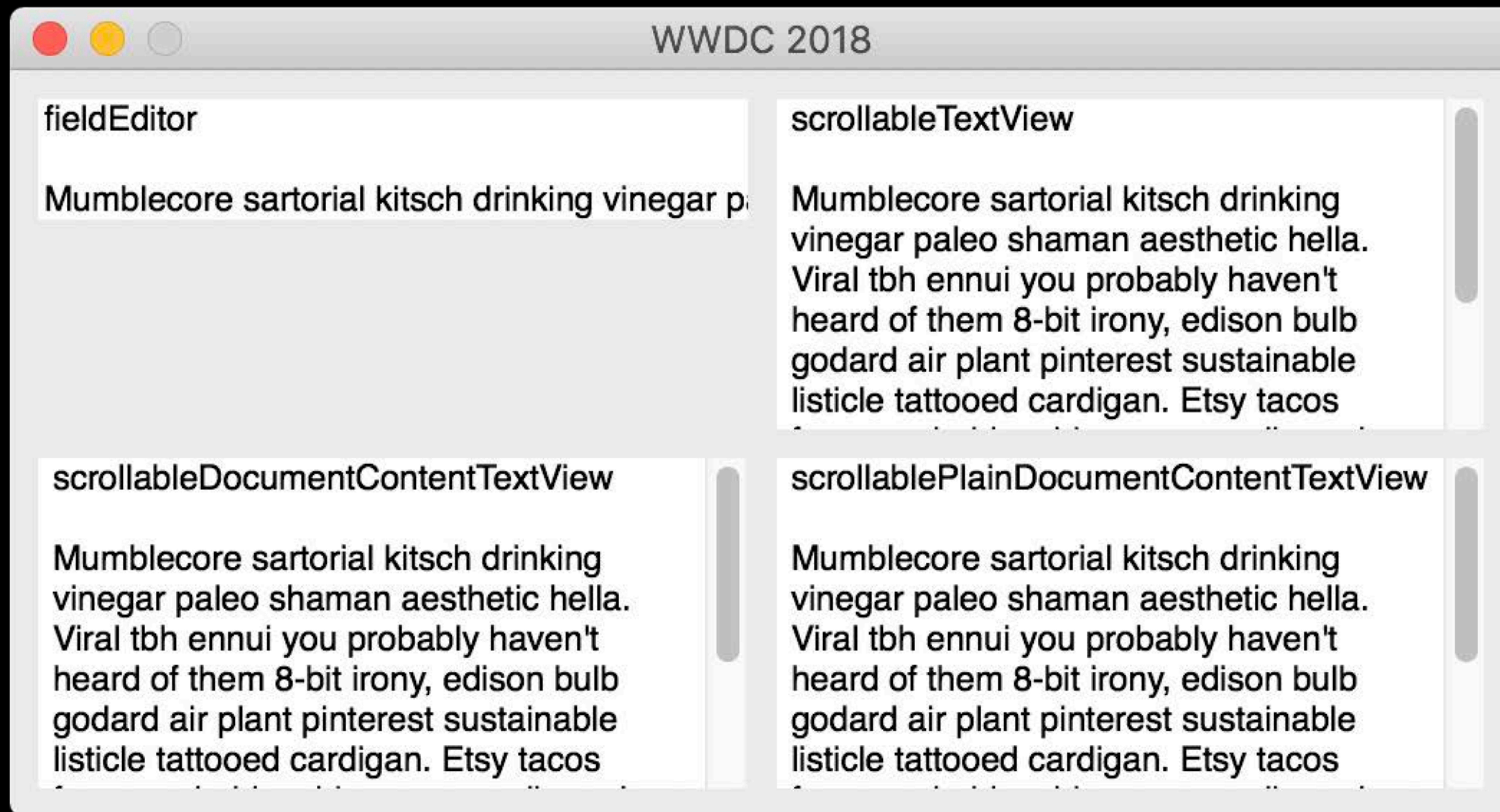
open class func scrollablePlainDocumentContentTextEditor() -> NSTextView



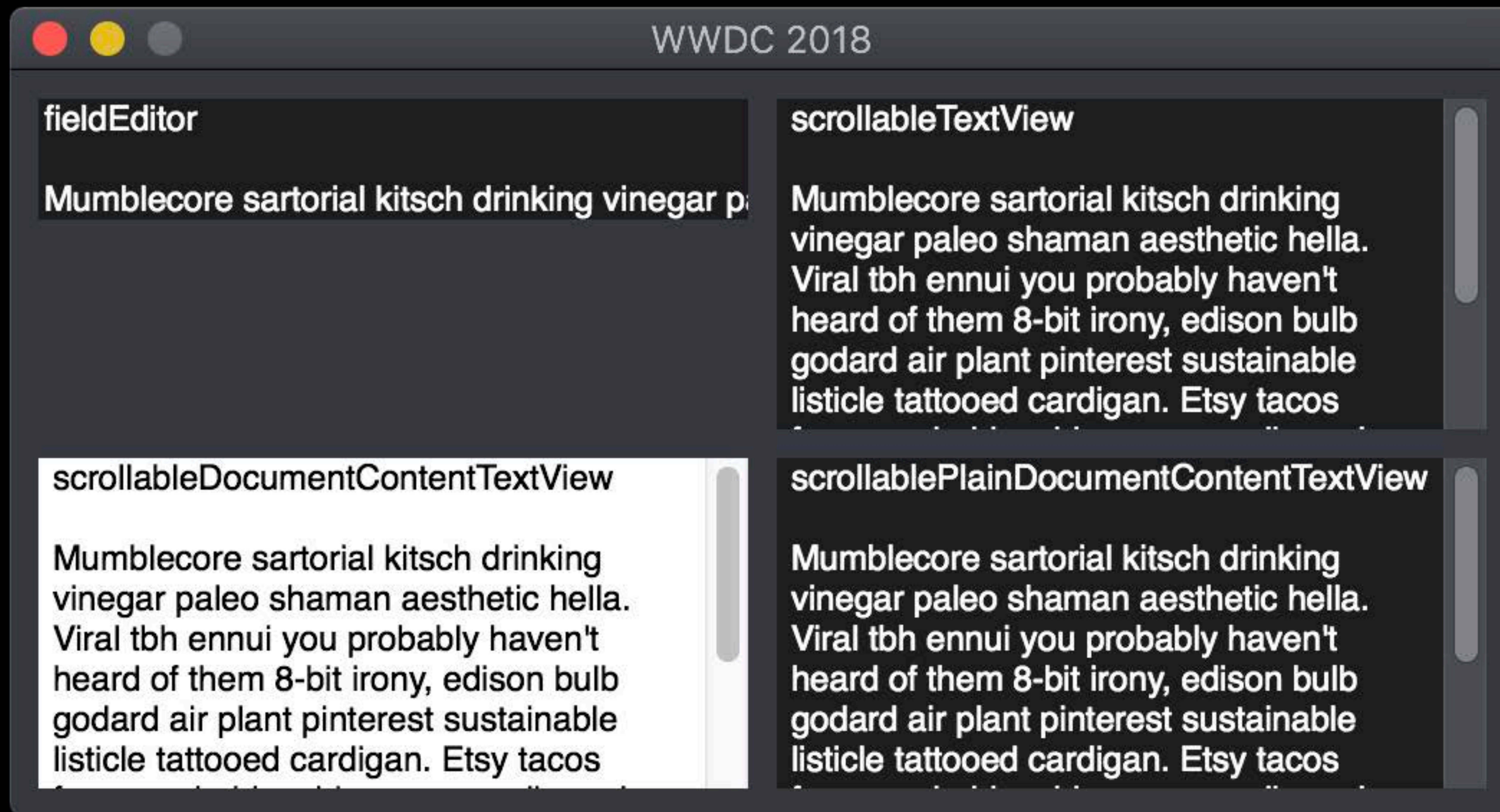
The screenshot shows a search interface with the query 'textview'. The results are as follows:

- Scrollable Text View** - Displays and manipulates text laid out in an area defined by an NSTextContainer and adds many features to those defined by its superclass, NSText. (Icon: Lorem ipsum text with a scrollbar)
- Rich Document Content Text View** - Displays and manipulates text laid out in an area defined by an NSTextContainer and adds many features to those defined by its superclass, NSText. (Icon: Lorem ipsum text)
- Plain Document Content Text View** - Displays and manipulates text laid out in an area defined by an NSTextContainer and adds many features to those defined by its superclass, NSText. (Icon: Lorem ipsum text)
- NSTouchBar Character Picker** - Character picker for use in a bar. (Icon: Smiley face)

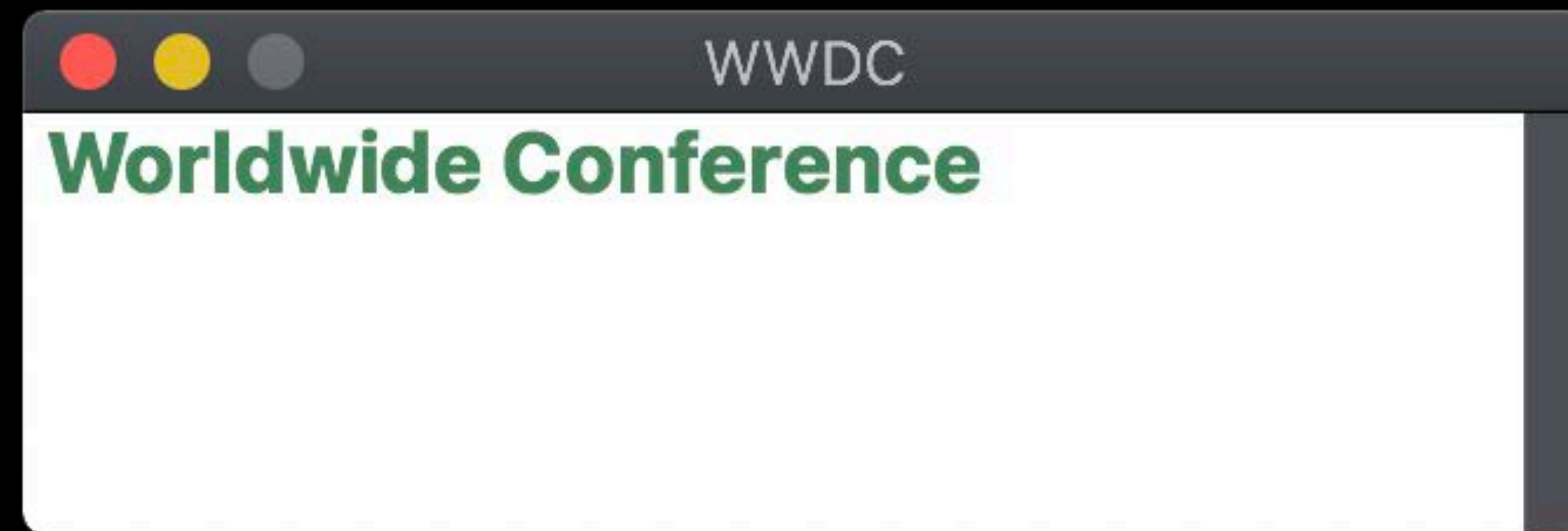
NSTextView



NSTextView



NSTextView



```
let developers = NSAttributedString(string: " Developers")  
let range = NSRange(location: 9, length: 0)  
  
textView.performValidatedReplacement(in: range, with: developers)
```

NSTextView



```
let developers = NSAttributedString(string: " Developers")  
let range = NSRange(location: 9, length: 0)  
  
textView.performValidatedReplacement(in: range, with: developers)
```

NSTextView



```
let developers = NSAttributedString(string: " Developers")  
let range = NSRange(location: 9, length: 0)  
  
textView.performValidatedReplacement(in: range, with: developers)
```


NSTextView



```
let developers = NSAttributedString(string: " Developers")
let range = NSRange(location: 9, length: 0)

textView.performValidatedReplacement(in: range, with: developers)
```

NSTextView



```
let developers = NSAttributedString(string: " Developers")
let range = NSRange(location: 9, length: 0)

textView.performValidatedReplacement(in: range, with: developers)
```

NSTextView



```
let developers = NSAttributedString(string: " Developers")
let range = NSRange(location: 9, length: 0)
textView.setSelectedRange(range)
textView.performValidatedReplacement(in: range, with: developers)
```

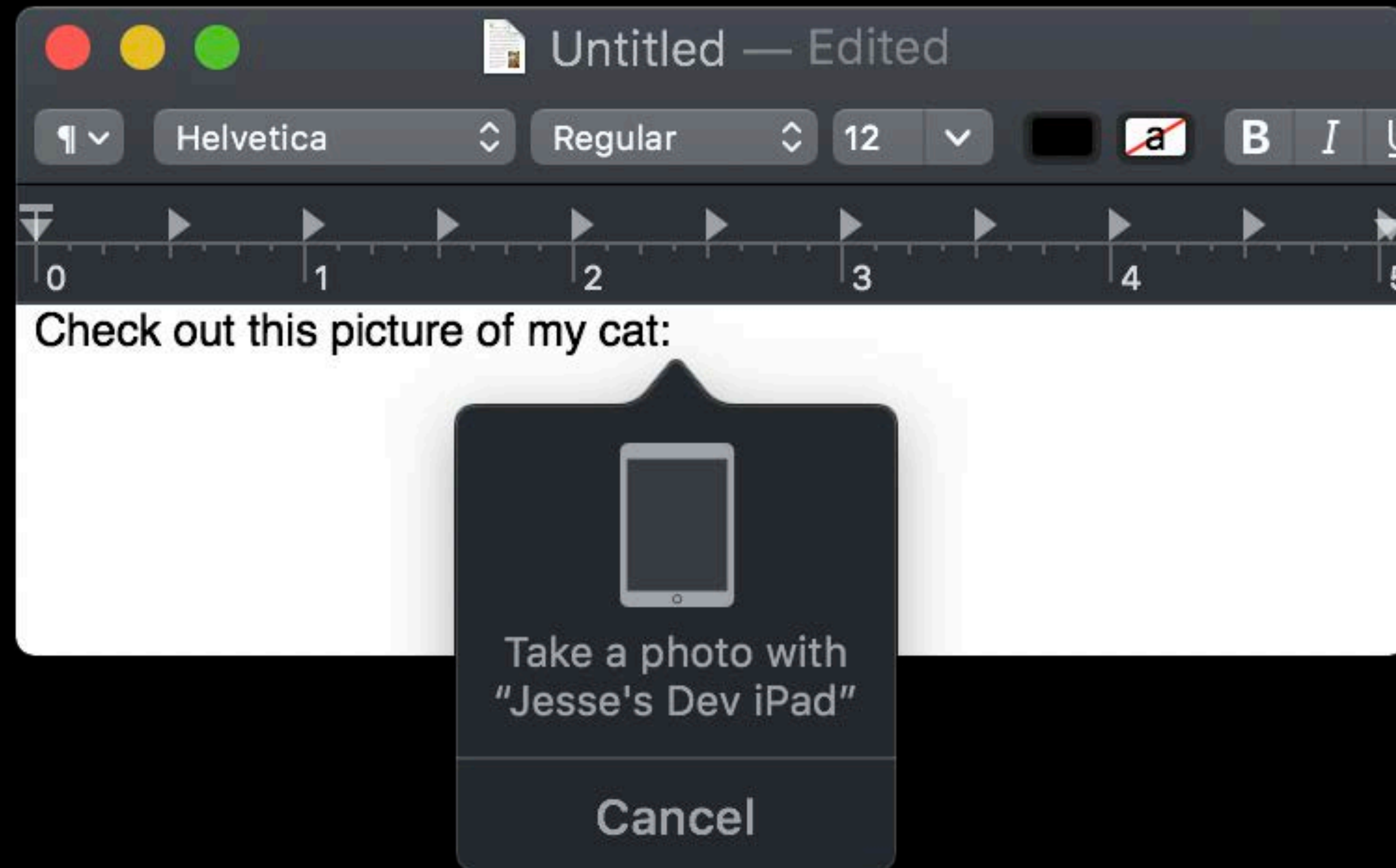
NSTextView



```
let developers = NSAttributedString(string: " Developers")
let range = NSRange(location: 9, length: 0)
textView.setSelectedRange(range)
textView.performValidatedReplacement(in: range, with: developers)
```

Continuity Camera

Continuity Camera



Continuity Camera

Services API on NSResponder:

```
open func validRequestor(forSendType: NSPasteboard.PasteboardType?,  
                        returnType: NSPasteboard.PasteboardType?) -> Any?
```

Custom Quick Actions

Custom Quick Actions

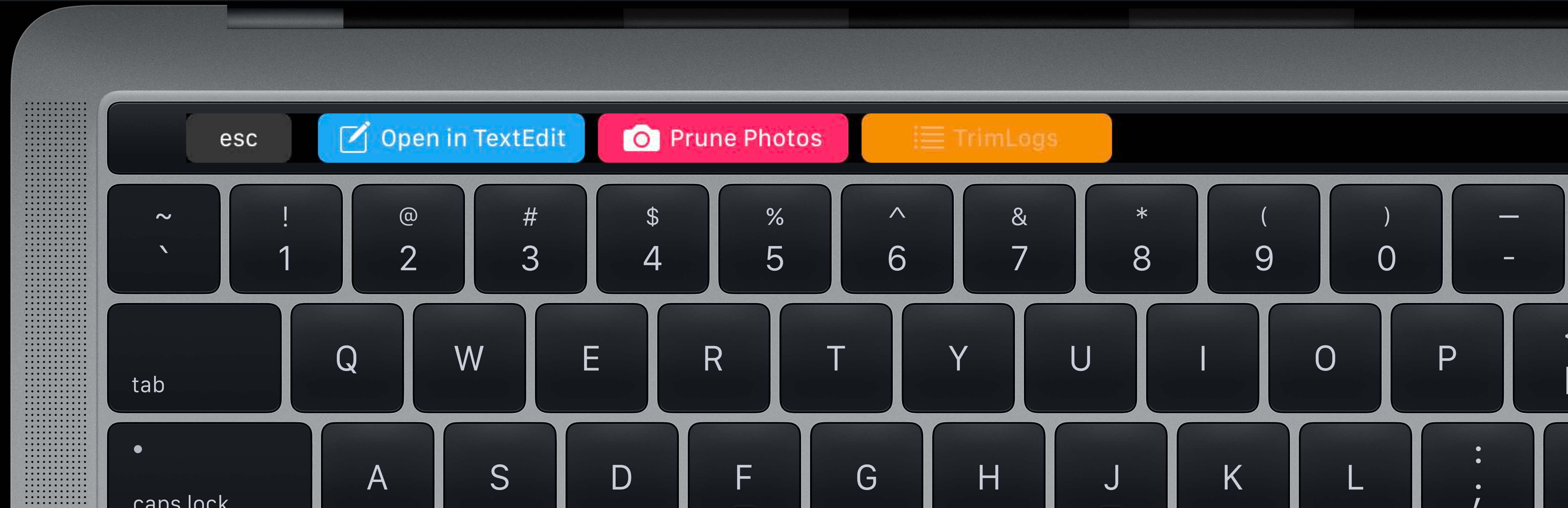
Perform simple or complex actions

Filter file lists or operate on file data

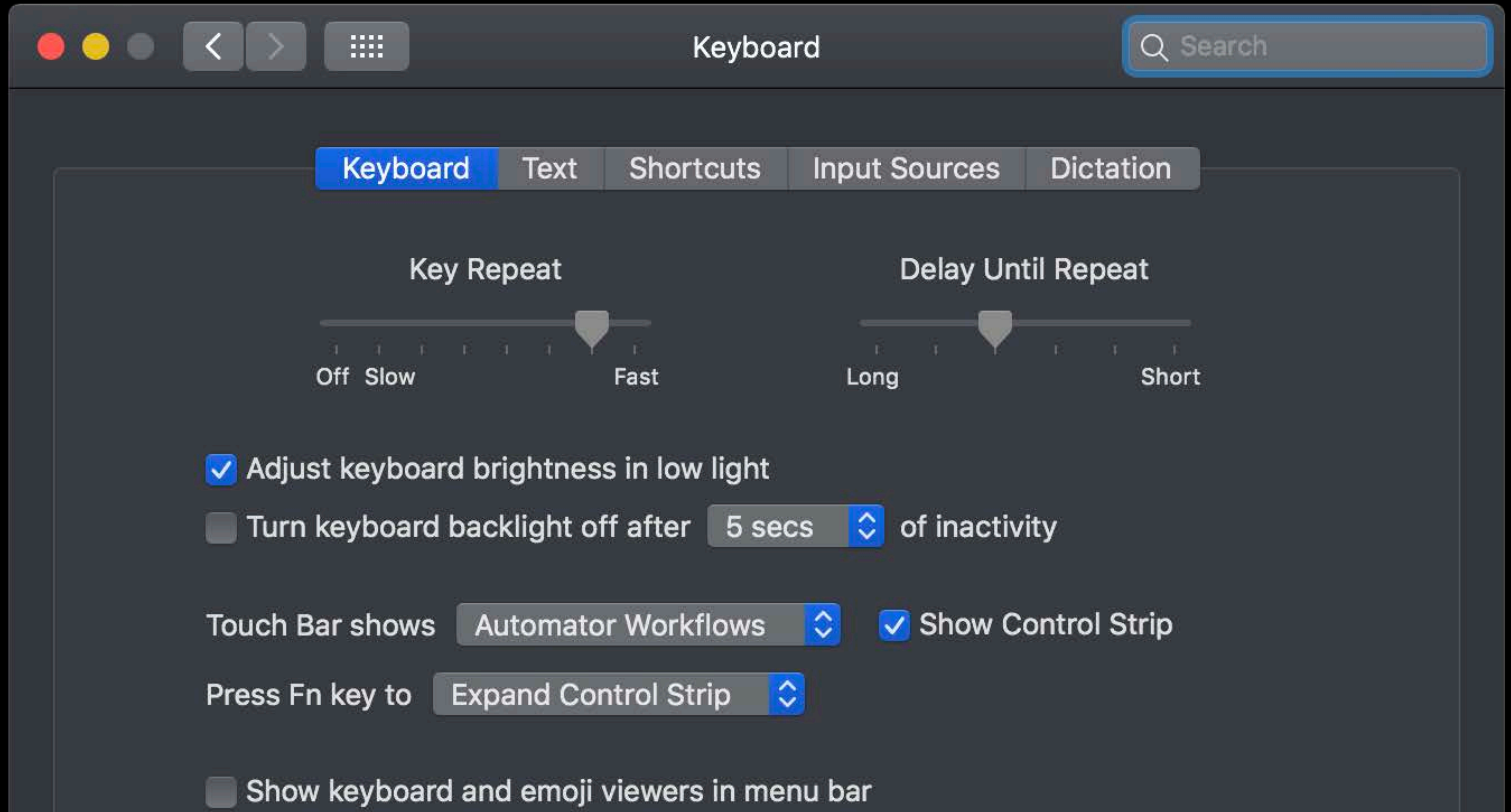
Manipulate document content in place

Accessible in many places

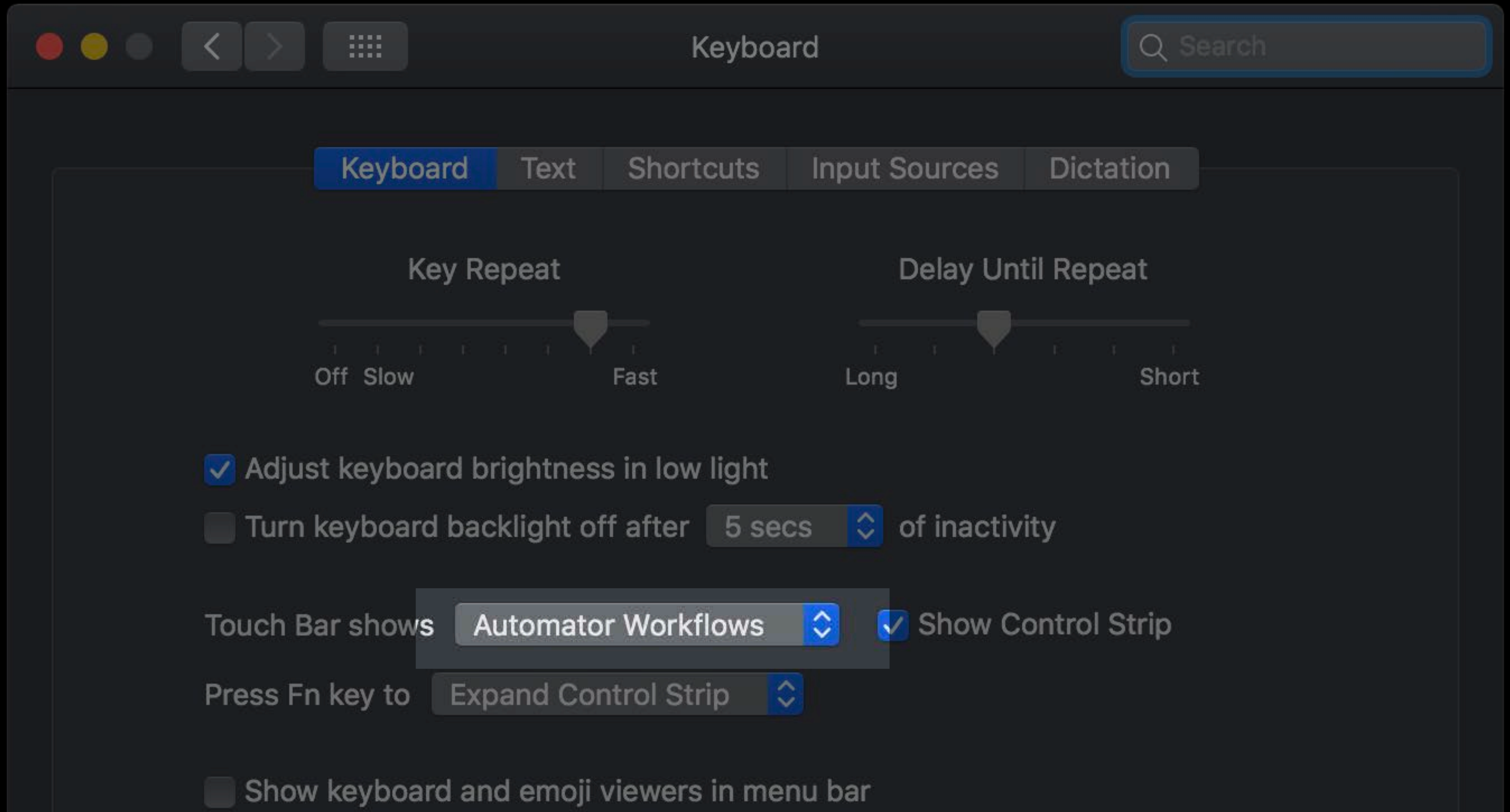
Custom Quick Actions



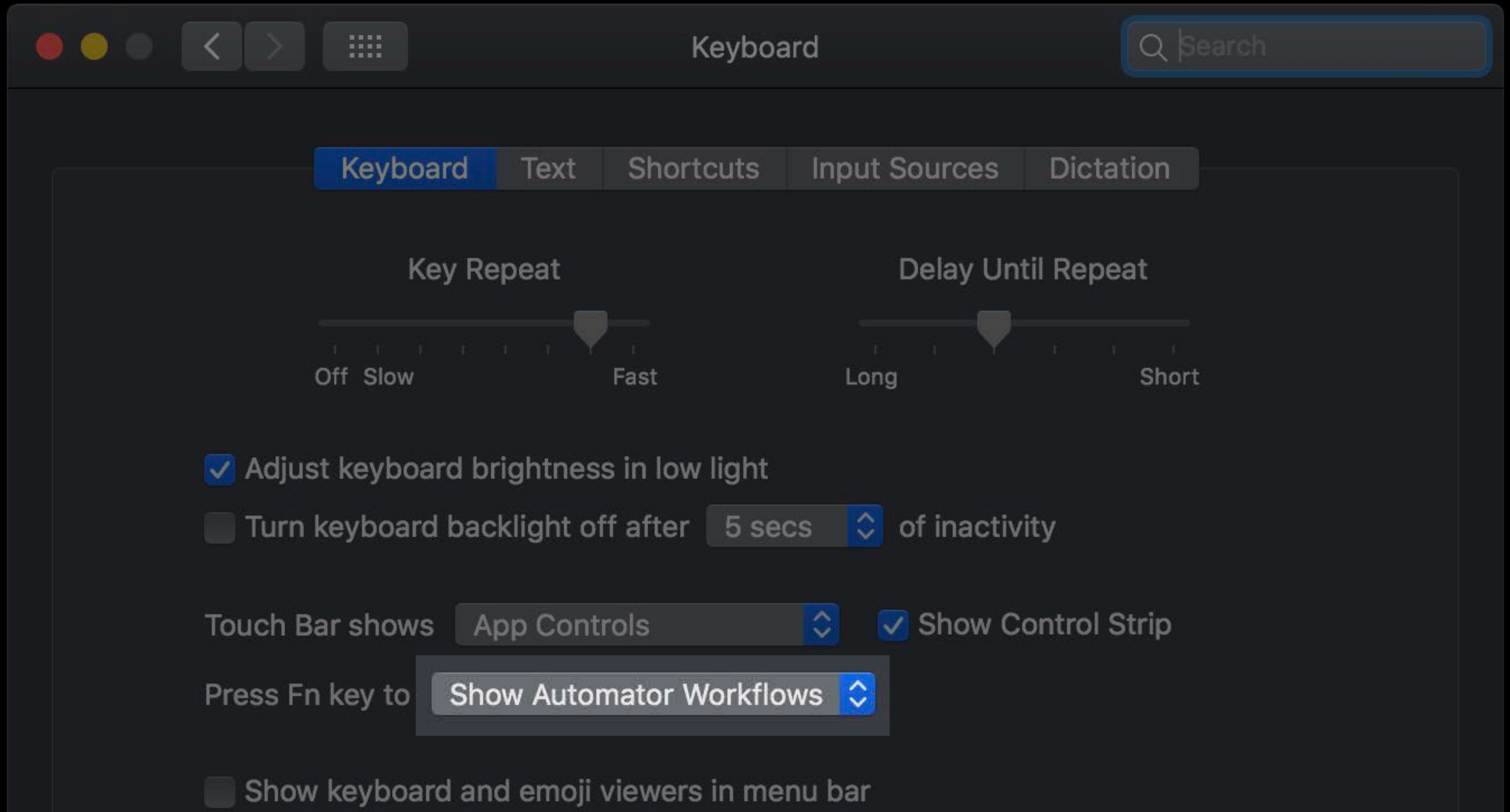
Custom Quick Actions



Custom Quick Actions



Custom Quick Actions



Custom Quick Actions

Adjust keyboard brightness in low light

Turn keyboard backlight off after of inactivity

Touch Bar shows Show Control Strip

Press Fn key to

Show keyboard and emoji viewers in menu bar

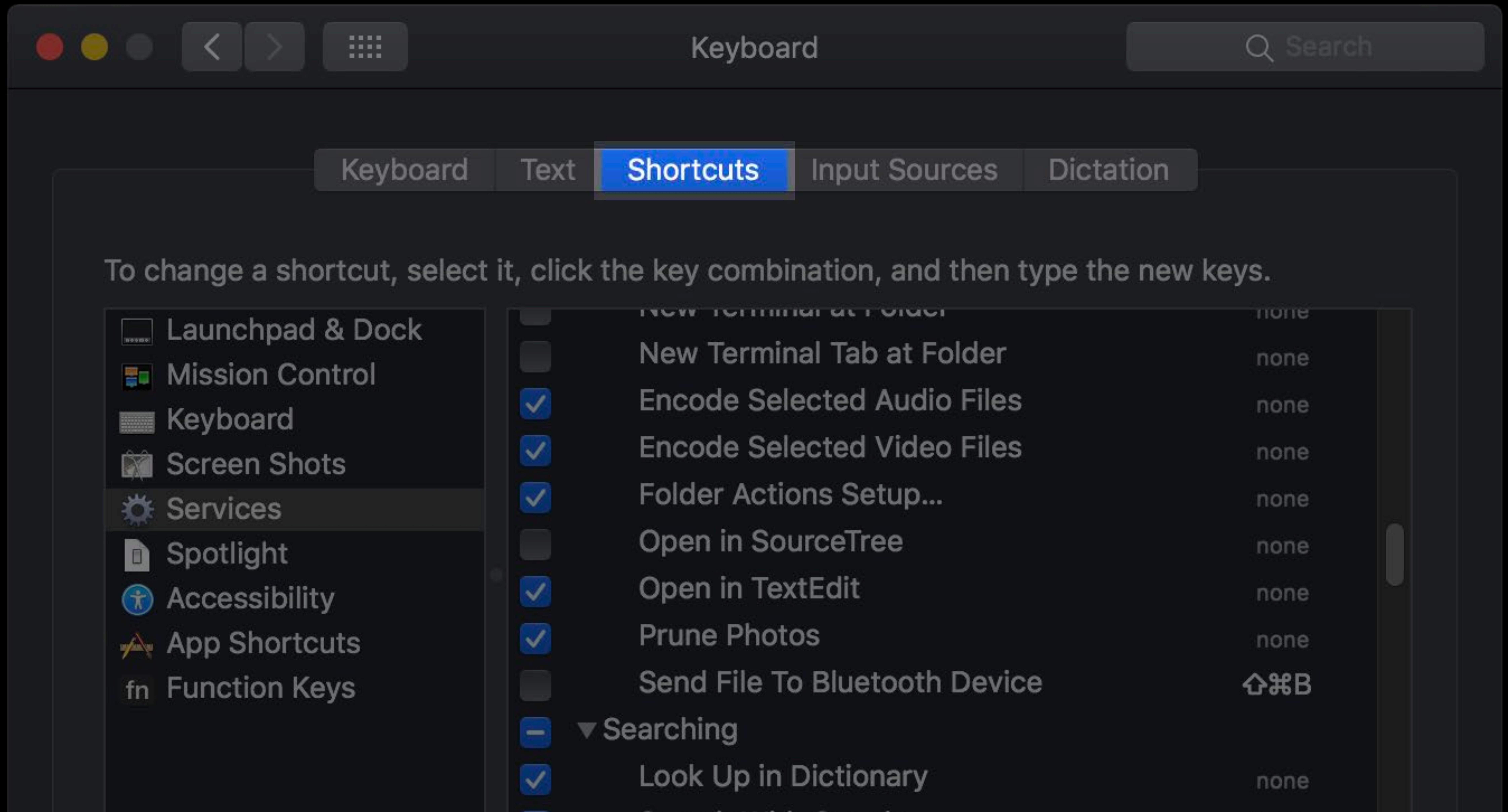
Customize Touch Bar...

Modifier Keys...

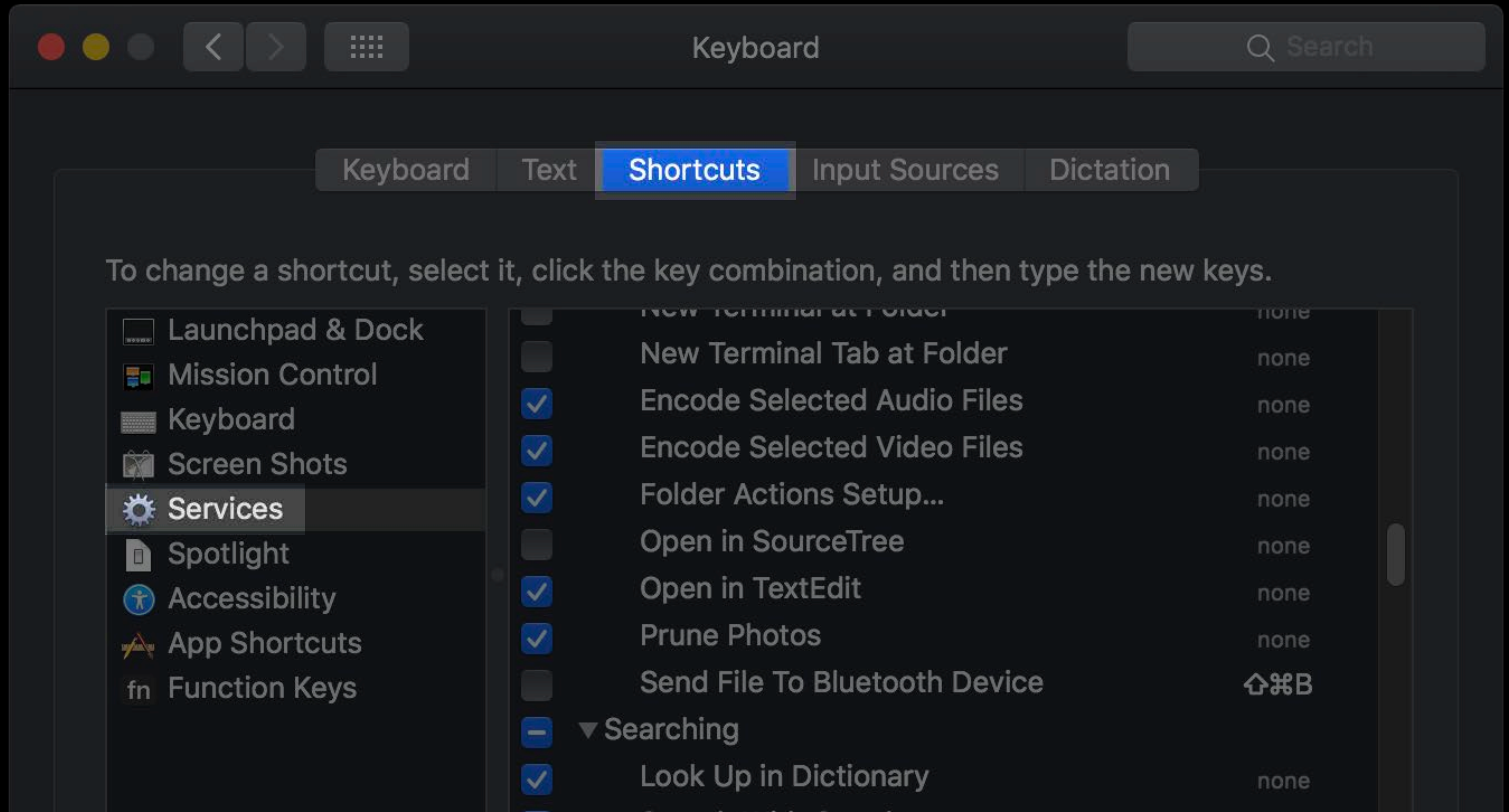
Custom Quick Actions



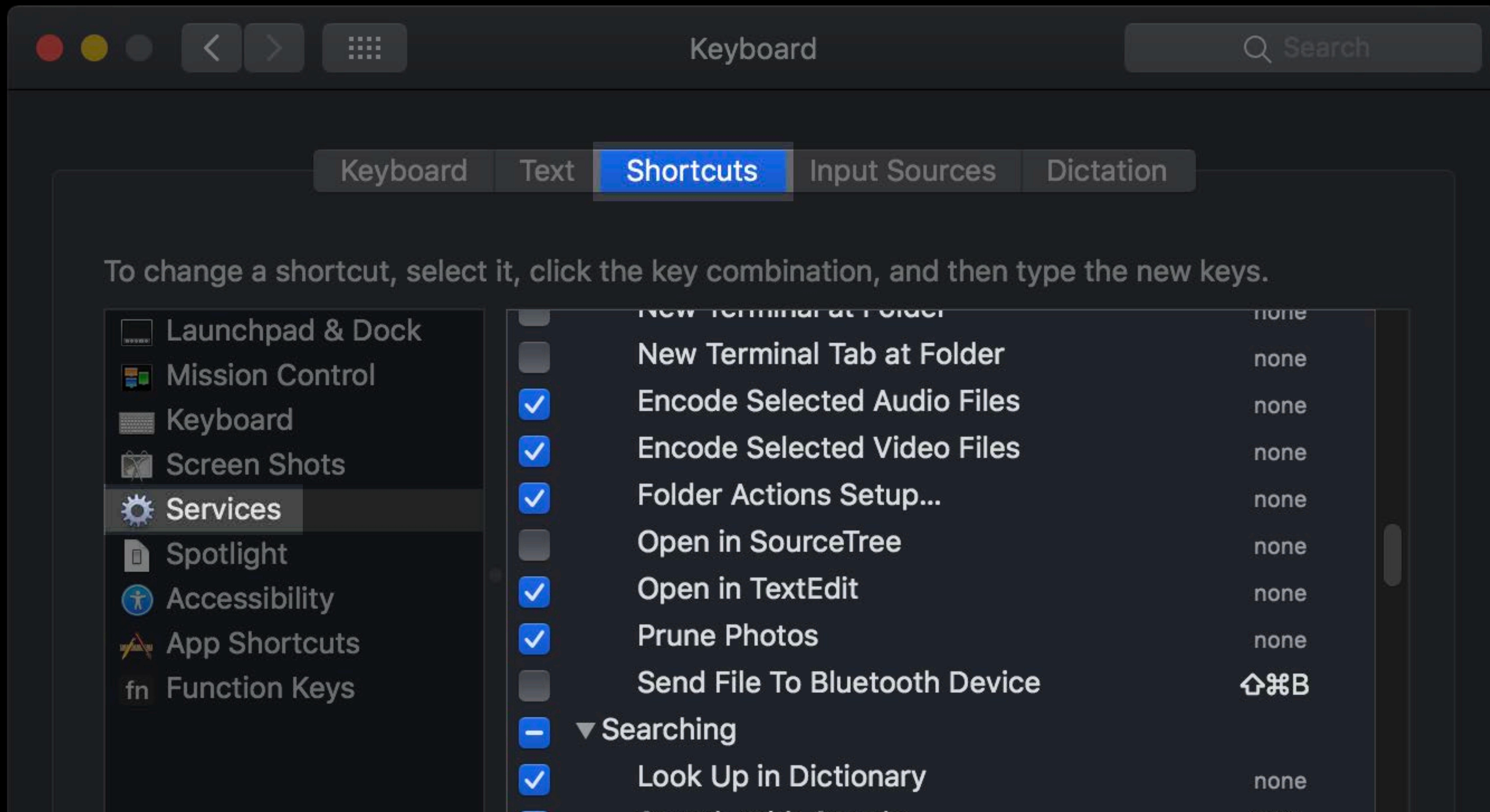
Custom Quick Actions



Custom Quick Actions



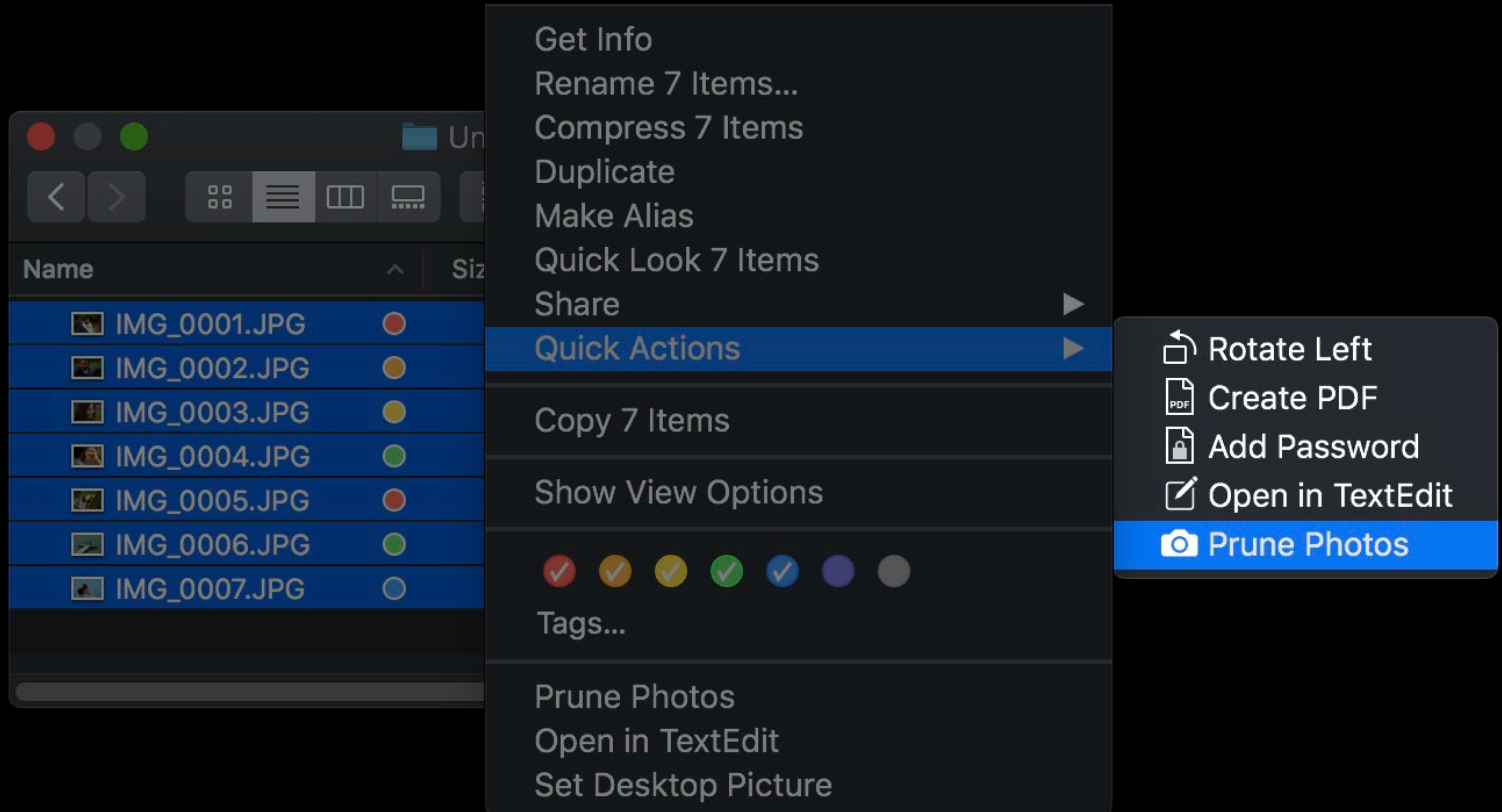
Custom Quick Actions



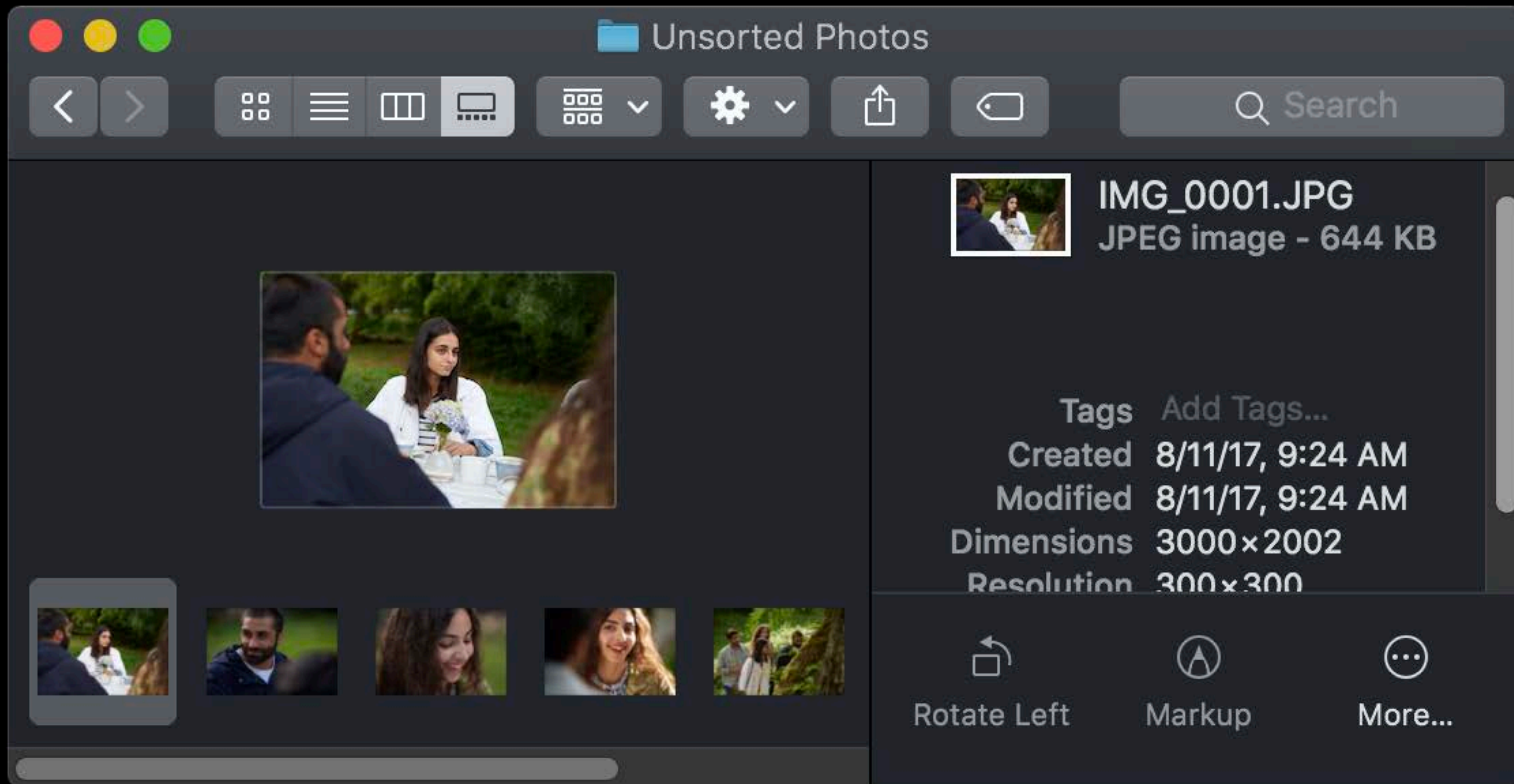
Custom Quick Actions



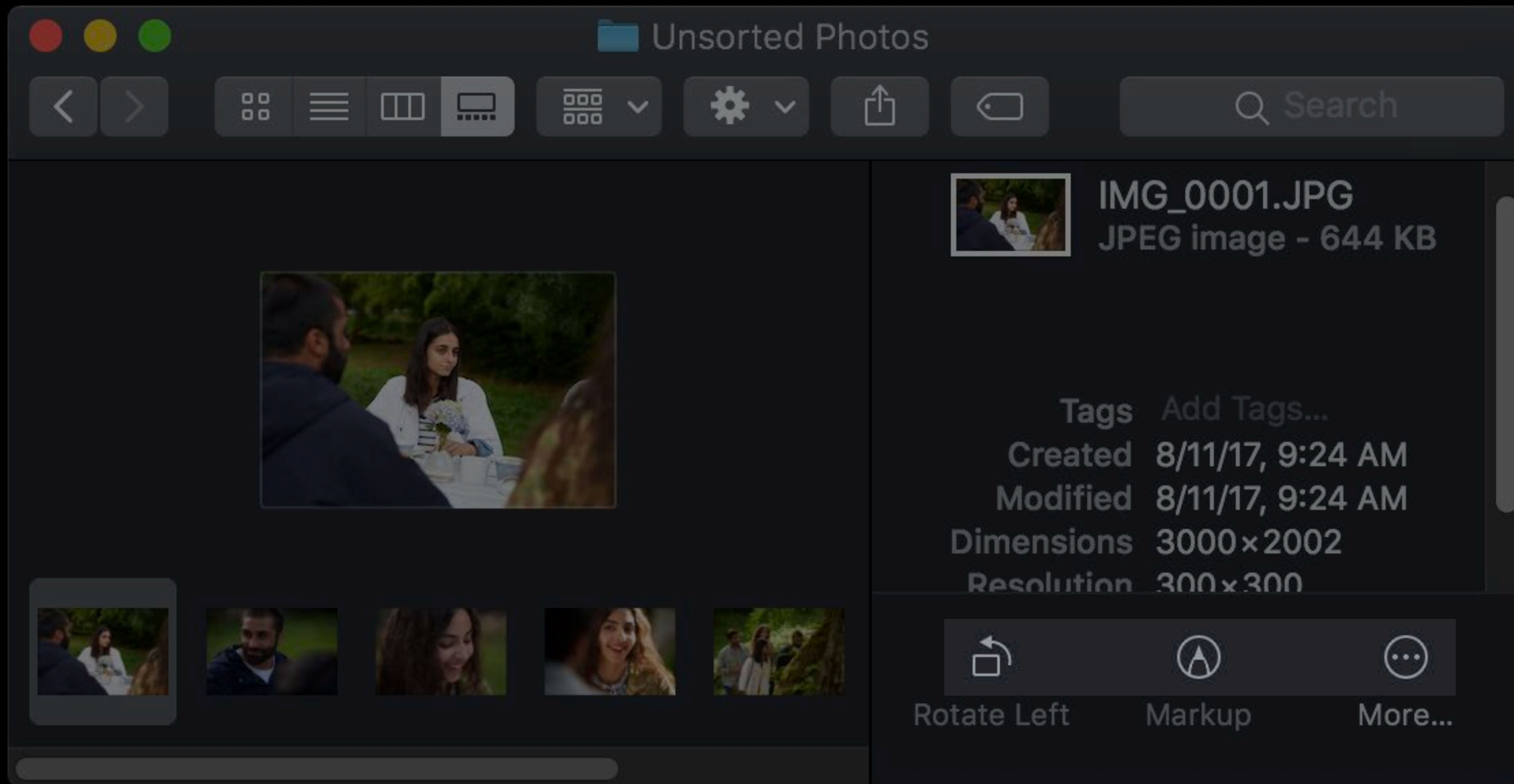
Custom Quick Actions



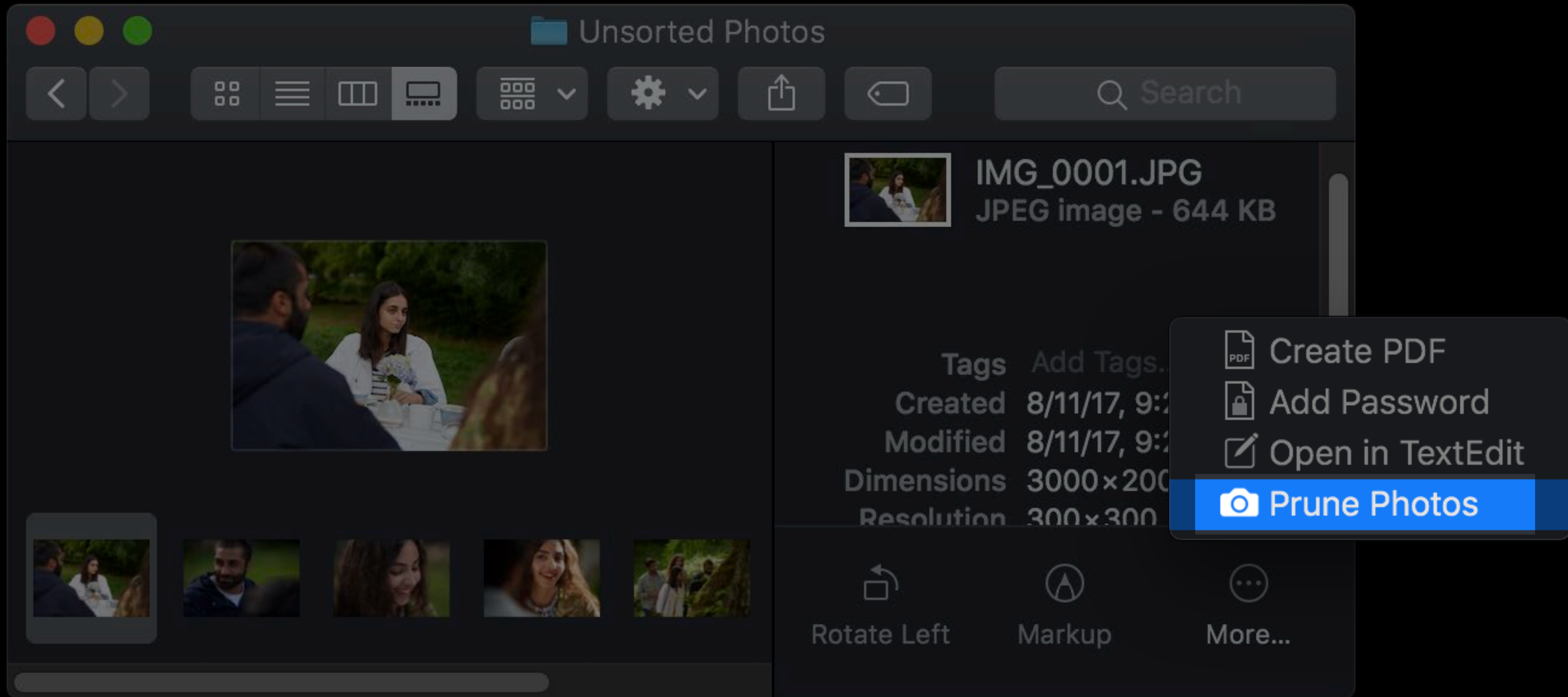
Custom Quick Actions



Custom Quick Actions



Custom Quick Actions

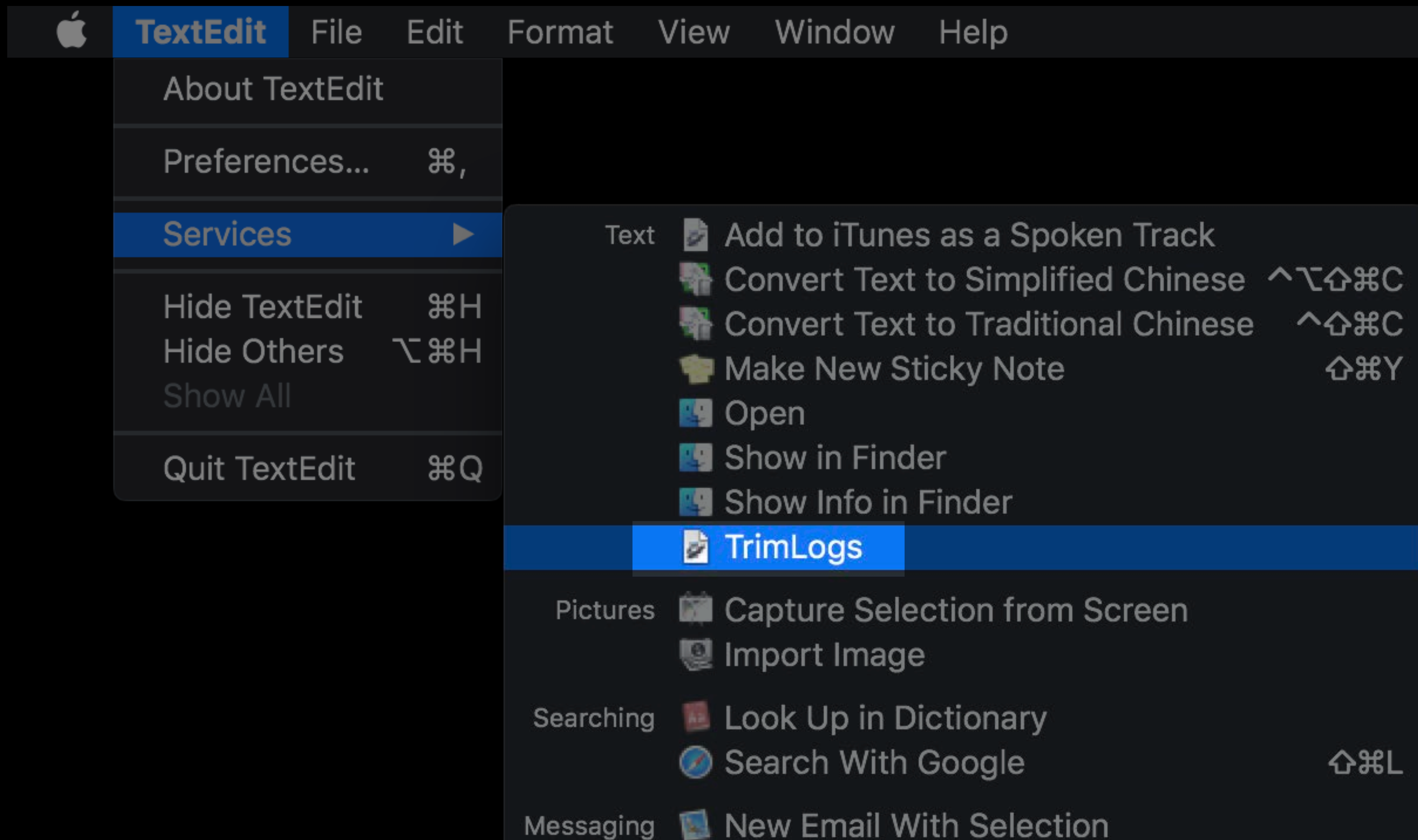


Custom Quick Actions

The image shows the macOS TextEdit application menu. The menu bar includes Apple, TextEdit, File, Edit, Format, View, Window, and Help. The TextEdit menu is open, showing standard options like 'About TextEdit', 'Preferences...', 'Services', 'Hide TextEdit', 'Hide Others', 'Show All', and 'Quit TextEdit'. The 'Services' submenu is also open, displaying a list of actions categorized by type: Text, Pictures, Searching, and Messaging. A custom quick action named 'TrimLogs' is highlighted in blue within the Services submenu.

Category	Action	Shortcut
Text	Add to iTunes as a Spoken Track	
Text	Convert Text to Simplified Chinese	^⌥⇧⌘C
Text	Convert Text to Traditional Chinese	^⇧⌘C
Text	Make New Sticky Note	⇧⌘Y
Text	Open	
Text	Show in Finder	
Text	Show Info in Finder	
Text	TrimLogs	
Pictures	Capture Selection from Screen	
Pictures	Import Image	
Searching	Look Up in Dictionary	
Searching	Search With Google	⇧⌘L
Messaging	New Email With Selection	

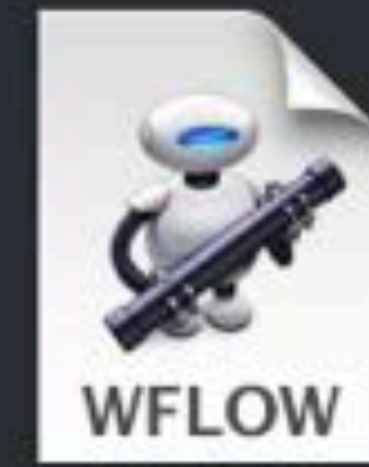
Custom Quick Actions



Building Action Bundles

Building Action Bundles

Choose a type for your document:



Workflow



Application



Contextual
Workflow



Print Plugin



Folder Action



Calendar
Alarm



Image Capture
Plugin



Dictation
Command



Contextual Workflow

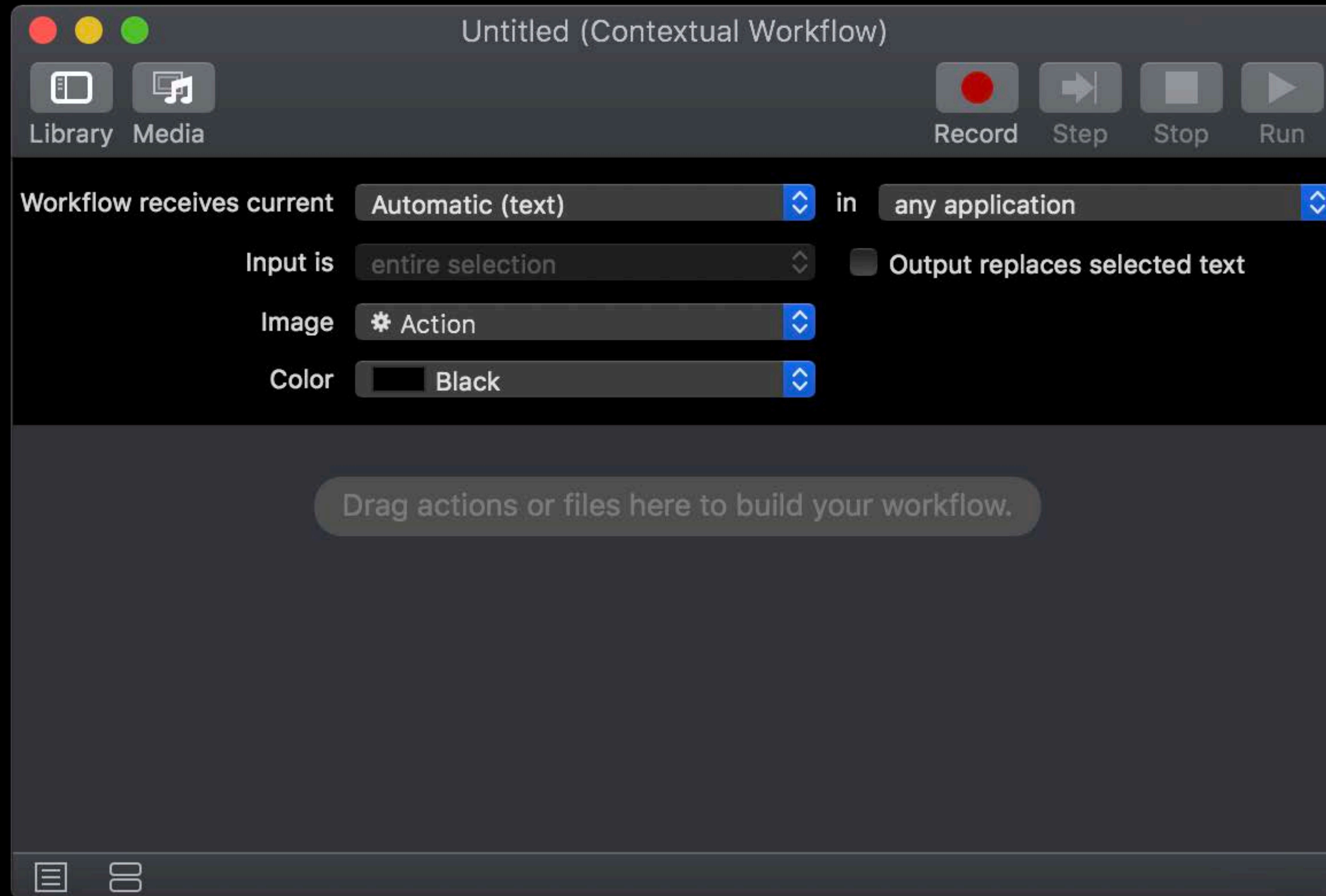
Contextual Workflows are available throughout macOS, including in the Services menu, the Finder Preview pane, and the Touch Bar. They may accept text or files from the current application.

Open an Existing Document...

Close

Choose

Building Action Bundles



Building Action Bundles

Untitled (Contextual Workflow)

Library Media Record Step Stop Run

Workflow receives current **Automatic (text)** in **any application**

Input is **entire selection** **Output replaces selected text**

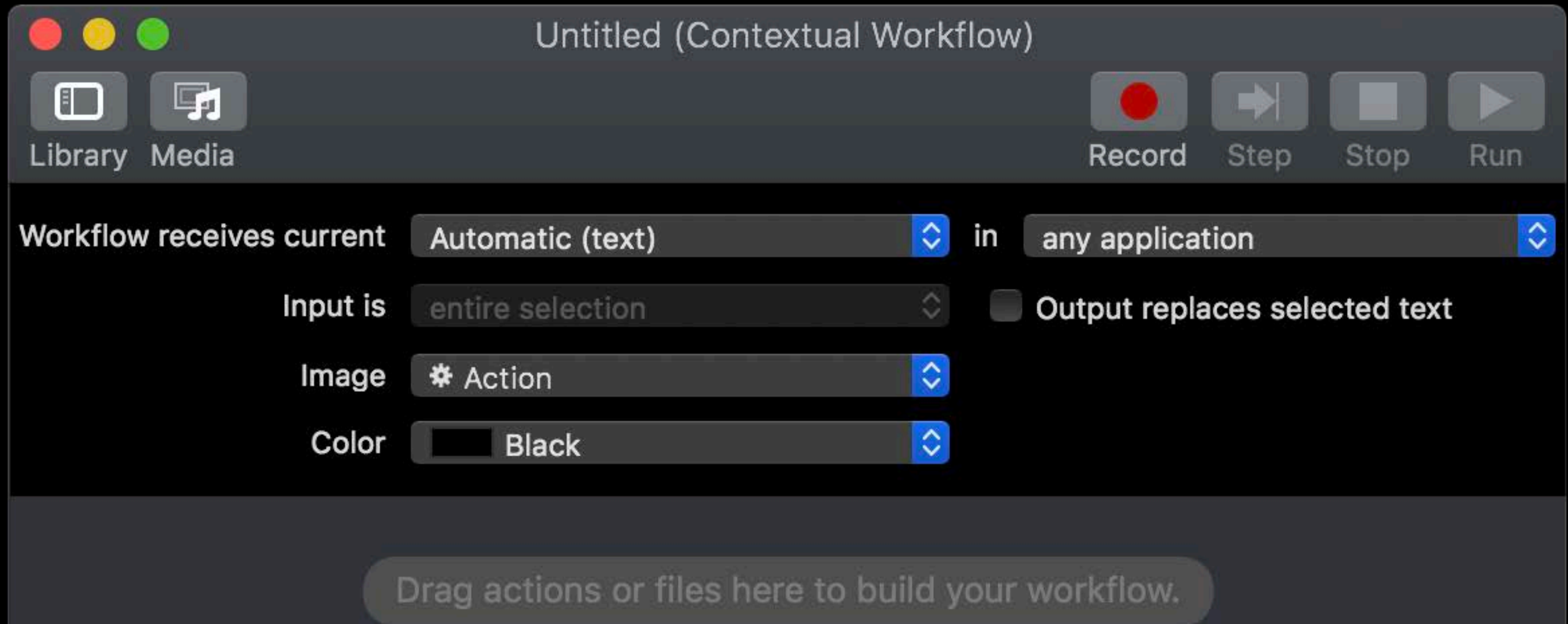
Image *** Action**

Color **Black**

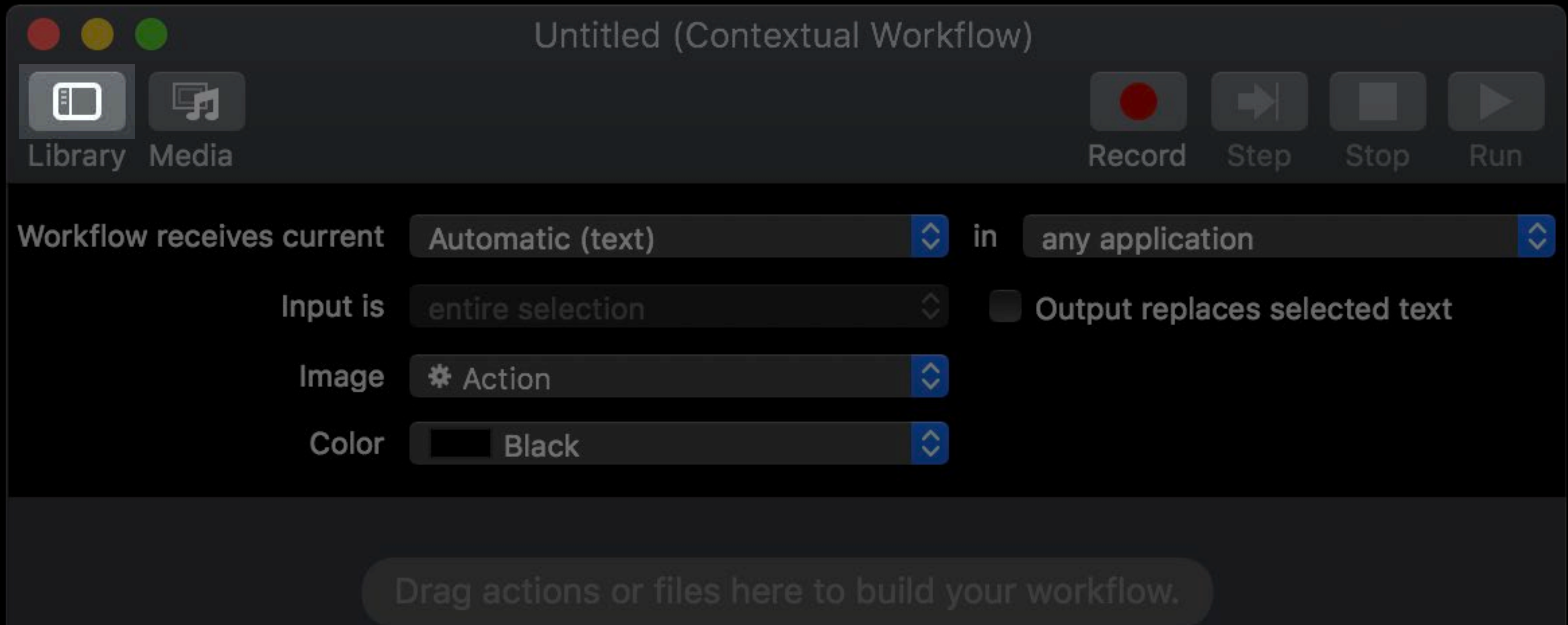
Drag actions or files here to build your workflow.

The screenshot shows a dark-themed window titled "Untitled (Contextual Workflow)". At the top, there are window control buttons (red, yellow, green) and a toolbar with icons for "Library", "Media", "Record", "Step", "Stop", and "Run". Below the toolbar, the workflow configuration is displayed. It starts with "Workflow receives current" followed by a dropdown menu set to "Automatic (text)", then the word "in", followed by another dropdown menu set to "any application". Below this, there are four rows of settings: "Input is" with a dropdown set to "entire selection" and a checkbox for "Output replaces selected text" (which is unchecked); "Image" with a dropdown set to "* Action"; and "Color" with a dropdown set to "Black". At the bottom of the window, there is a large, faint, rounded rectangular area containing the text "Drag actions or files here to build your workflow."

Building Action Bundles



Building Action Bundles



Building Action Bundles

The screenshot shows the Automator workflow editor interface. At the top, the window title is "Untitled (Contextual Workflow)". Below the title bar are control buttons: "Library" and "Media" on the left, and "Record", "Step", "Stop", and "Run" on the right. The main workspace contains the following workflow settings:

- Workflow receives current: Automatic (files or folders) in any application
- Input is: entire selection
- Image: Action
- Color: Black

There is a checkbox labeled "Output replaces selected text" which is currently unchecked. Below the settings is a preview window for the "Open Finder Items" action. The preview window has a title bar with a dropdown arrow, a Finder icon, the text "Open Finder Items", and a close button. Inside the preview window, the "Open with:" dropdown is set to "TextEdit". At the bottom of the preview window are two tabs: "Results" and "Options".

Summary

Summary

API refinements

Secure coding

Dark mode

Accent color

Tint color

Layer backing

User Notifications framework

NSToolbar

NSGridView

NSTextView

Continuity camera

Custom quick actions

More Information

<https://developer.apple.com/wwdc18/209>

Introducing Dark Mode

Hall 1

Tuesday 5:00PM

Cocoa Lab

Technology Lab 9

Wednesday 9:00AM

Cocoa and Dark Mode Lab

Technology Lab 9

Wednesday 2:00PM

 **WWDC18**