

#WWDC18

CarPlay Audio and Navigation Apps

Tunes and turns

Jonathan Hersh, iOS Car Experience

Albert Wan, iOS Car Experience

Mike Knippers, iOS Car Experience

Agenda

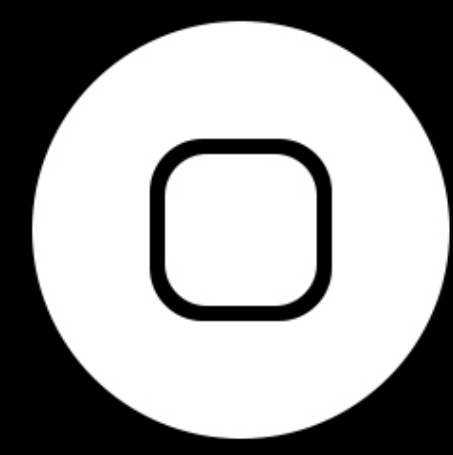
CarPlay audio app improvements

Navigating with the new CarPlay framework

CarPlay navigation demo



9:41



Phone



Music



Maps



Messages



Now Playing



Podcasts



Audiobooks



WhatsApp



< BACK

What's Special About CarPlay?

Touch screens, rotary knob, and touchpad inputs

Left and right hand drive

Night interface style

Screen sizes

Automaker

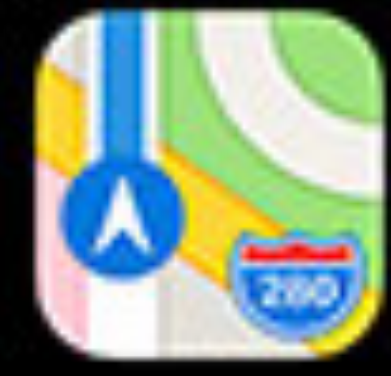
Messaging

VoIP calling

Audio

Navigation

<https://developer.apple.com/carplay>



9:41



LTE



Climate

Radio

Assistance

AUTO



DUAL

+

65°

-

82°

OUTSIDE

+

70°

-

-

-2

+



-

1

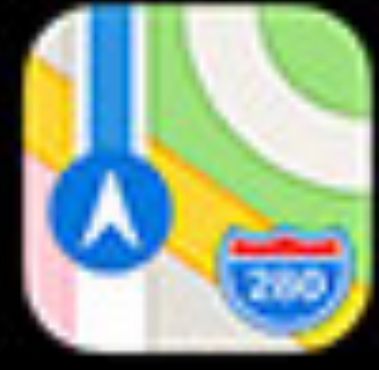
+



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WhatsApp



9:41

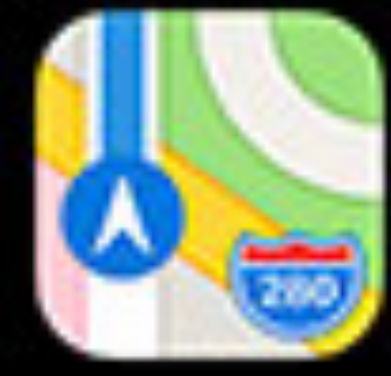


Unread Messages

New Message



< BACK



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LTE



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Srirocka — 9 of 24

Dragon's Breath

Five Alarm Chilis — 3 Million Scoville



1:00



-2:39



< BACK



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LTE

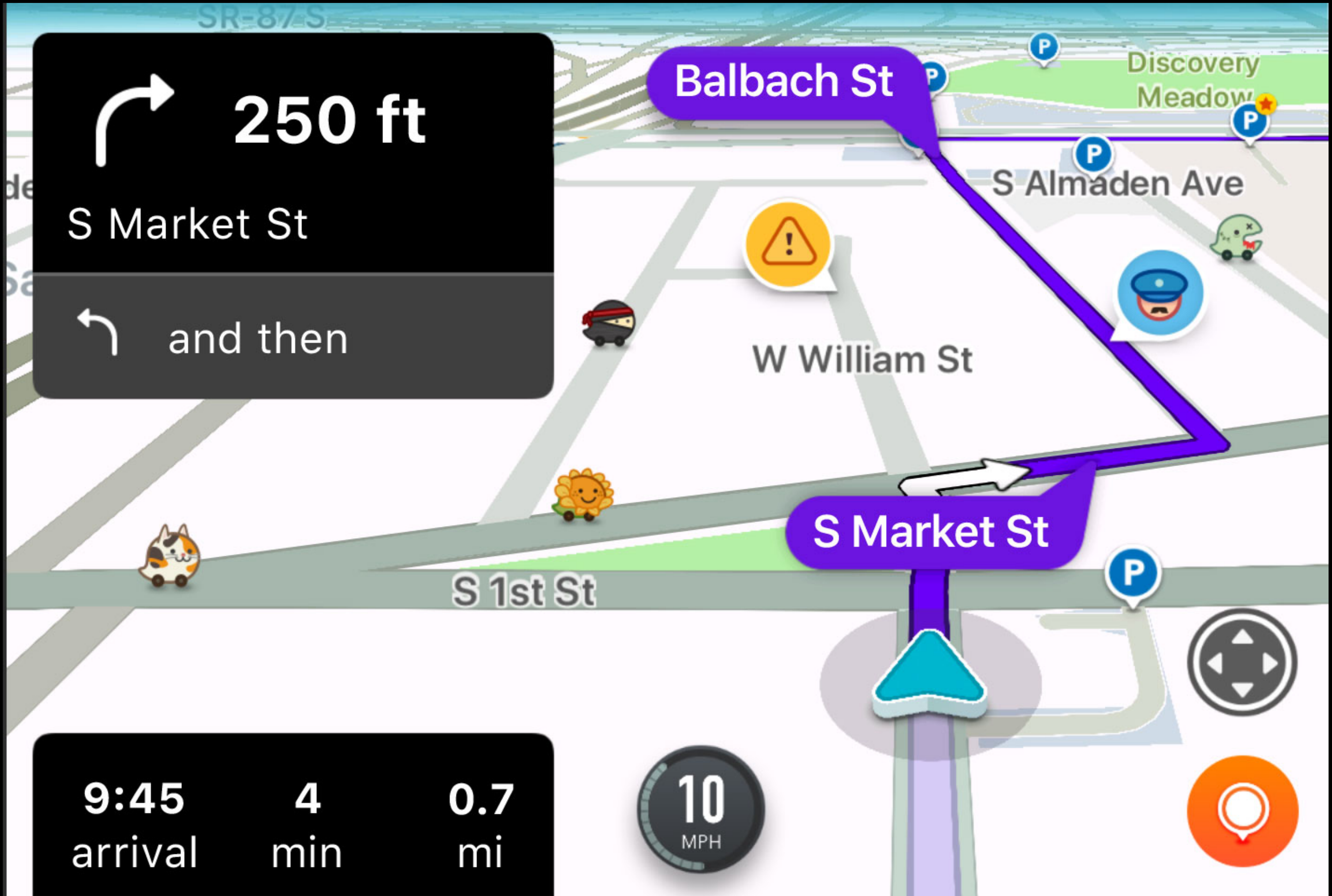


SR-87/S

250 ft

S Market St

and then



9:45 arrival **4** min **0.7** mi



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Automaker

Messaging

VoIP calling

Audio

Navigation

Automaker

Messaging

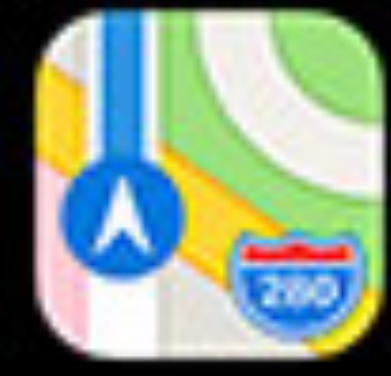
VoIP calling

Audio

Navigation

Audio Apps in CarPlay

Albert Wan, iOS Car Experience



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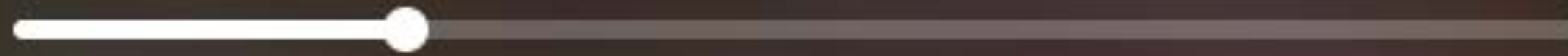
Srirocka — 1 of 12

Nacho Spices

Five Alarm Chilis — Admiral Pepper



1:30



-4:30



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Srirocka

Audio Apps in CarPlay

Template based

Works with all CarPlay systems

Uses existing MediaPlayer APIs

CarPlay Audio App APIs

Browsing Content

MPPlayableContent

Now Playing

MPNowPlayingInfoCenter

MPRemoteCommandCenter

```
func application(
_ application: UIApplication, didFinishLaunchingWithOptions launchOptions:
[UIApplicationLaunchOptionsKey: Any]?) -> Bool {

    // Set up data source and delegate
    MPPlayableContentManager.shared().dataSource = SrockaContentManager.shared
    MPPlayableContentManager.shared().delegate = SrockaContentManager.shared

    // Set Now Playing metadata in MPNowPlayingInfoCenter
    let nowPlayingInfo: [String: Any] = [:]
    MPNowPlayingInfoCenter.default().nowPlayingInfo = nowPlayingInfo

    // Respond to remote command events
    let commandCenter = MPRemoteCommandCenter.shared()
    commandCenter.playCommand.isEnabled = true
    commandCenter.playCommand.addTarget { _ in .success }
}
```

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MPP1ayableContent

MPPlayableContent
Remastered

Improvements in iOS 12



NEW

Improved performance in `MPPPlayableContent`

Faster startup sequence

Smoother animations

Better communication to your app

Best Practices

Call `reloadData()` only when needed

Use `beginUpdates()` and `endUpdates()`

Keep an internal representation of the data source to optimize performance



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Sizzling Sensations



Heating Habaneros >



Jalapeño Hits >

9:41



Cooling Cayennes >



< BACK



< Back

Sizzling Sensations



Heating Habaneros >

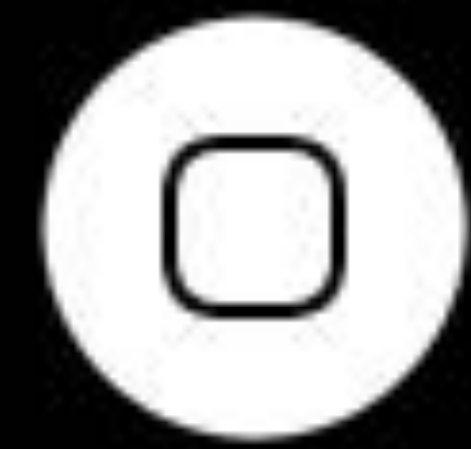


Jalapeño Hits >

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Cooling Cayennes >



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Don't Miss a Beat!

Account for these common scenarios

- Screen locked with passcode
- Unreliable network connectivity

Anticipate the Hits

Utilize `beginLoadingChildItems()` to initiate fetching content

```
func beginLoadingChildItems(at indexPath: IndexPath,  
                             completionHandler: @escaping (Error?) -> Void) {  
    if indexPath.indexAtPosition(2) == 0 {  
        // Start fetching content that requires a network connection or needs some setup  
        startProcessingHeatingHabaneros()  
    }  
    ...  
    completionHandler(nil)  
}
```

9:41



The Hottest Beats
Only on Ssirocka

Sign Up

Log In



9:41



Unable to connect to "Srirocka."

Try Again



< BACK



9:41



LTE



Recommended



Browse

Atomic Awakenings >

Mild Medleys >

Sizzling Sensations >

Tangy Tunes >



< BACK

Greatest Hits

Use `MPPPlayableContent` to populate the CarPlay screen

Anticipate user scenarios while driving

Run your audio apps in CarPlay!

Navigating with CarPlay Framework

Mike Knippers, iOS Car Experience



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Srirocka — 15 of 24



Peter Piper's Pickled Peppers



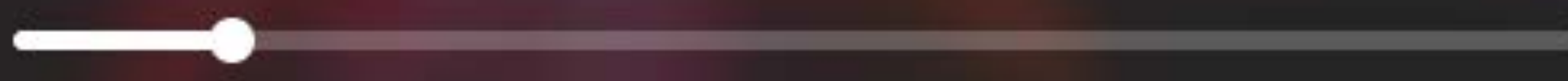
Five Alarm Chilis — Pickled Peppers

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LTE

0:34



-3:25



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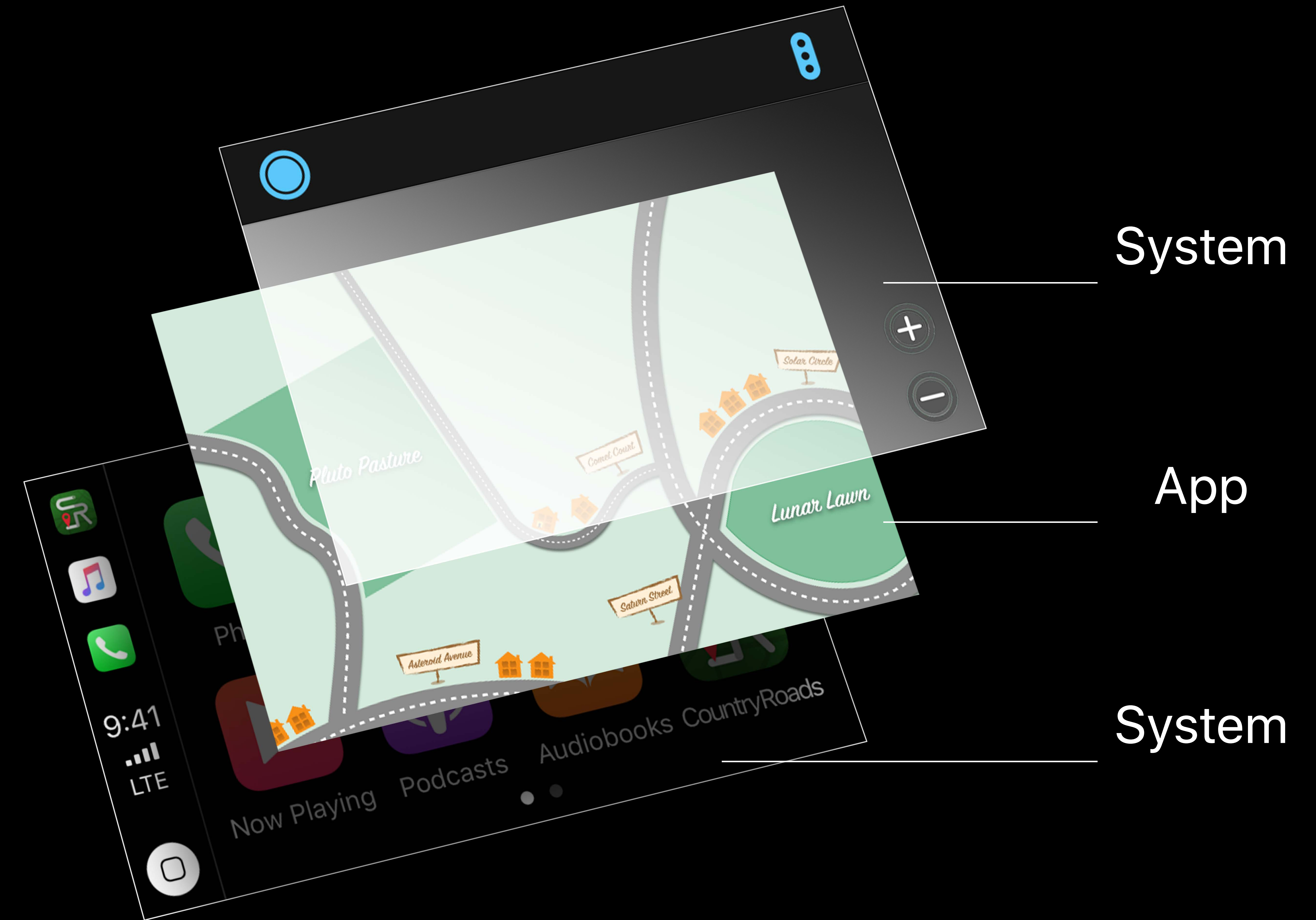
Navigation Apps in CarPlay



Built with CarPlay framework

Template based

Supports all CarPlay systems





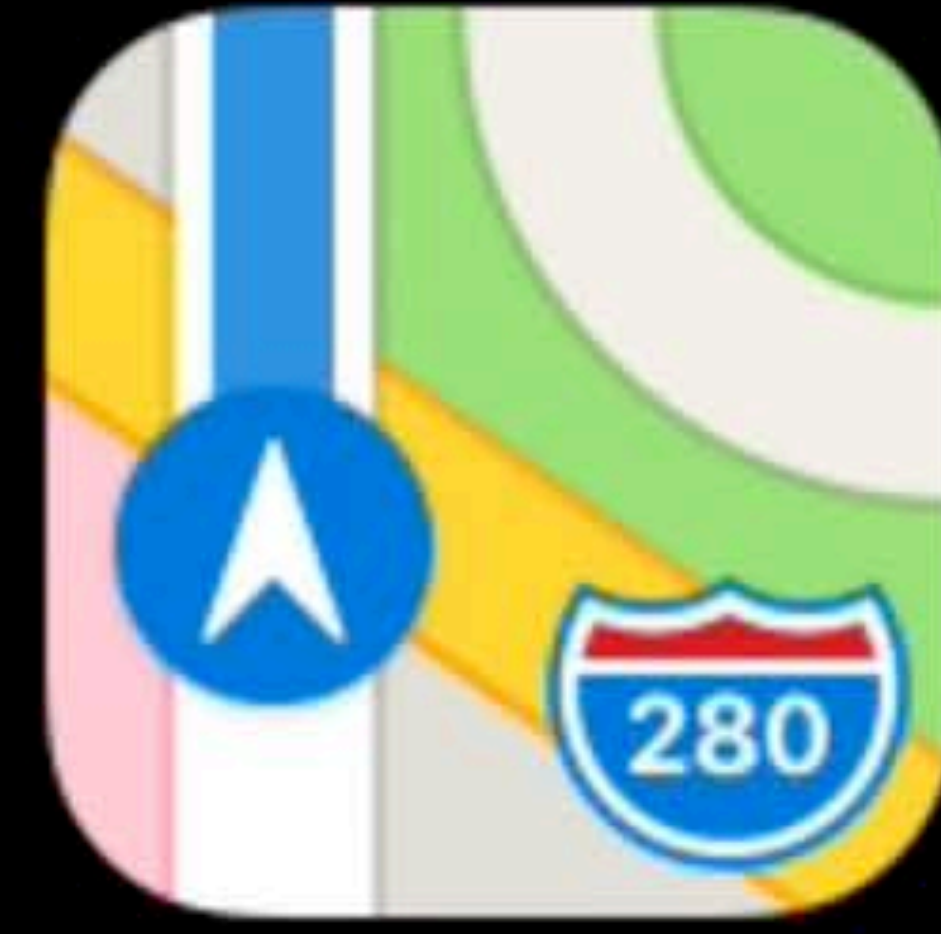
9:41



Phone



Music



Maps



Messages



Now Playing



Podcasts



Audiobooks



CountryRoads



< BACK



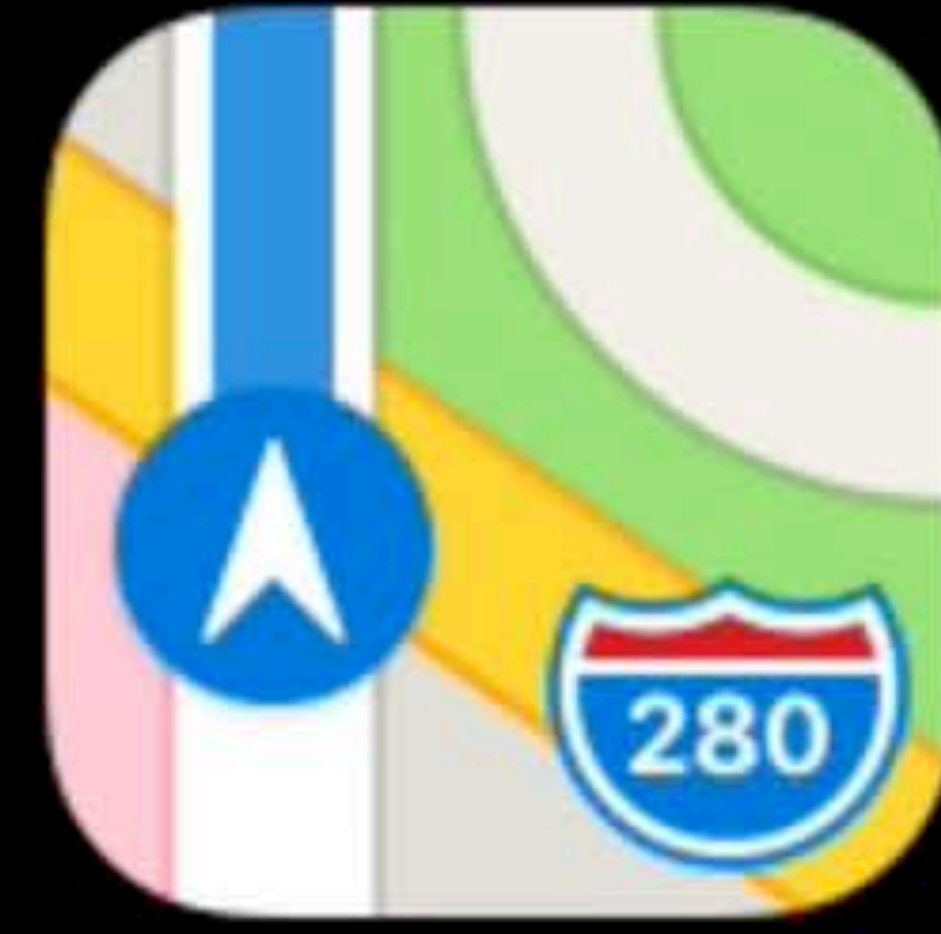
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Phone



Music



Maps



Messages



Now Playing



Podcasts



Audiobooks



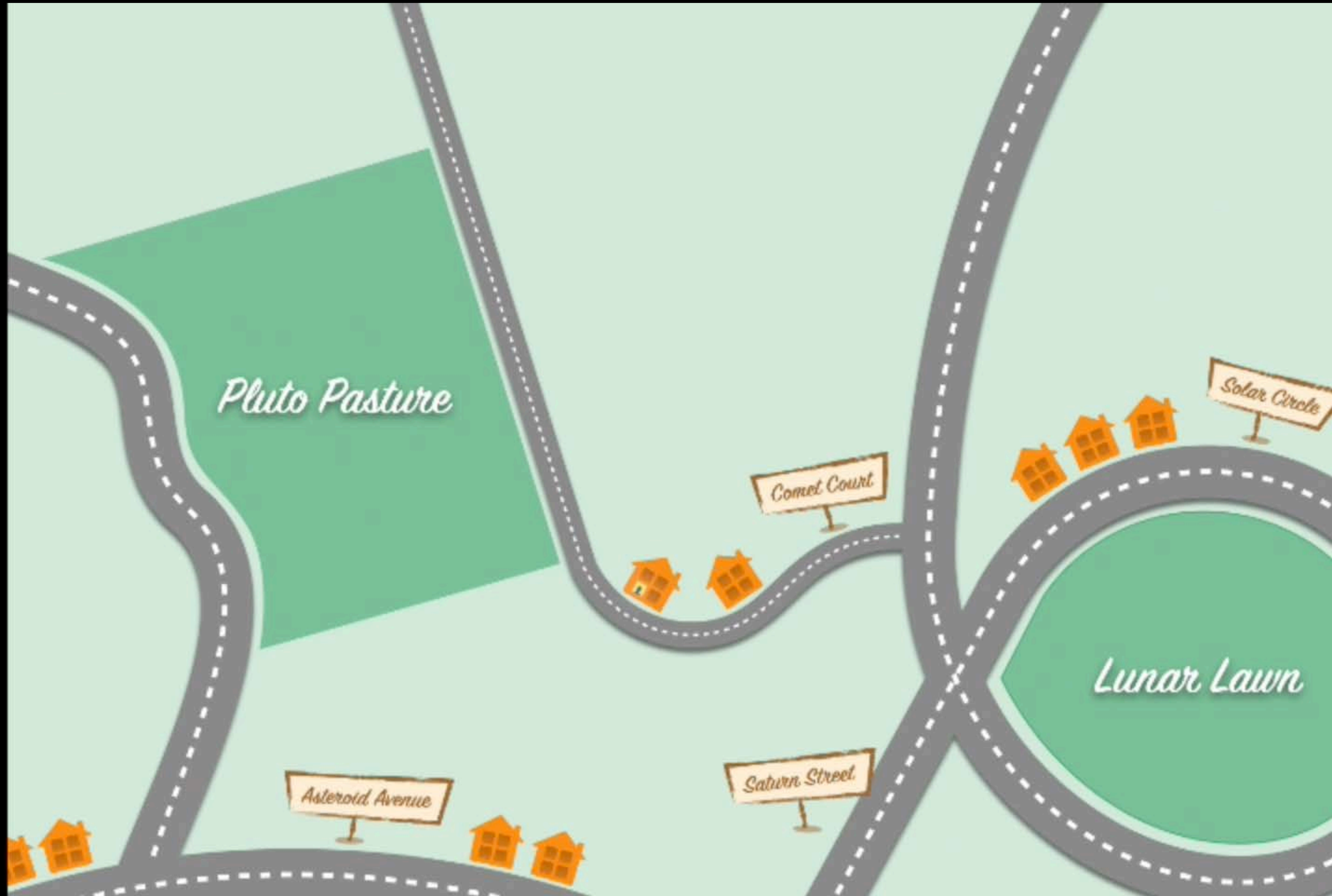
CountryRoads



< BACK



9:41



< BACK


```
func application(_ application: UIApplication,
                didConnectCarInterfaceController interfaceController: CPInterfaceController,
                to window: UIWindow) {

    self.interfaceController = interfaceController
    self.carWindow = window

    let rootViewController = MyRootViewController()
    window.rootViewController = rootViewController

    let rootTemplate: CPMAPTemplate = createRootTemplate()
    self.interfaceController?.setRootTemplate(rootTemplate, animated: false)
}
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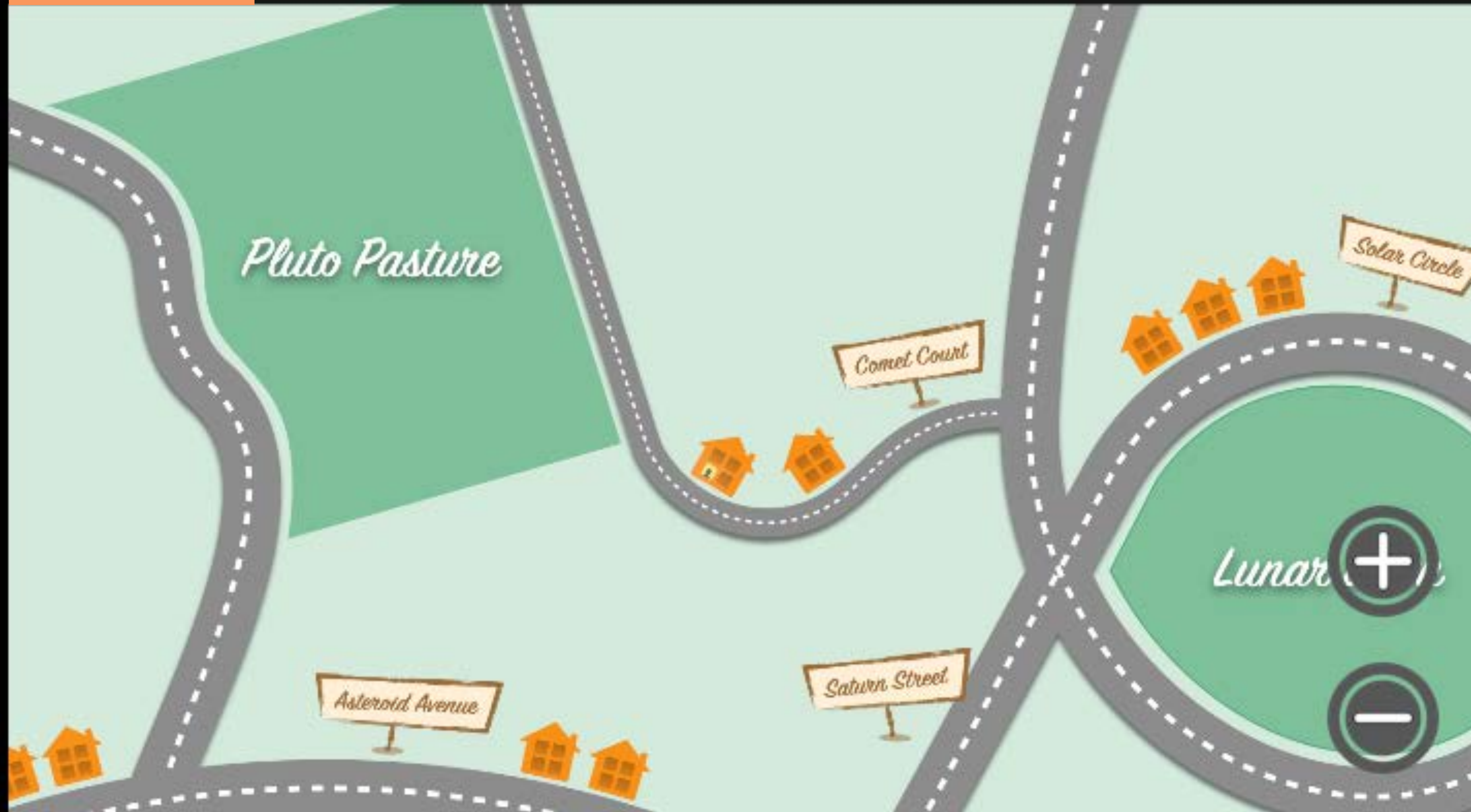
LTE



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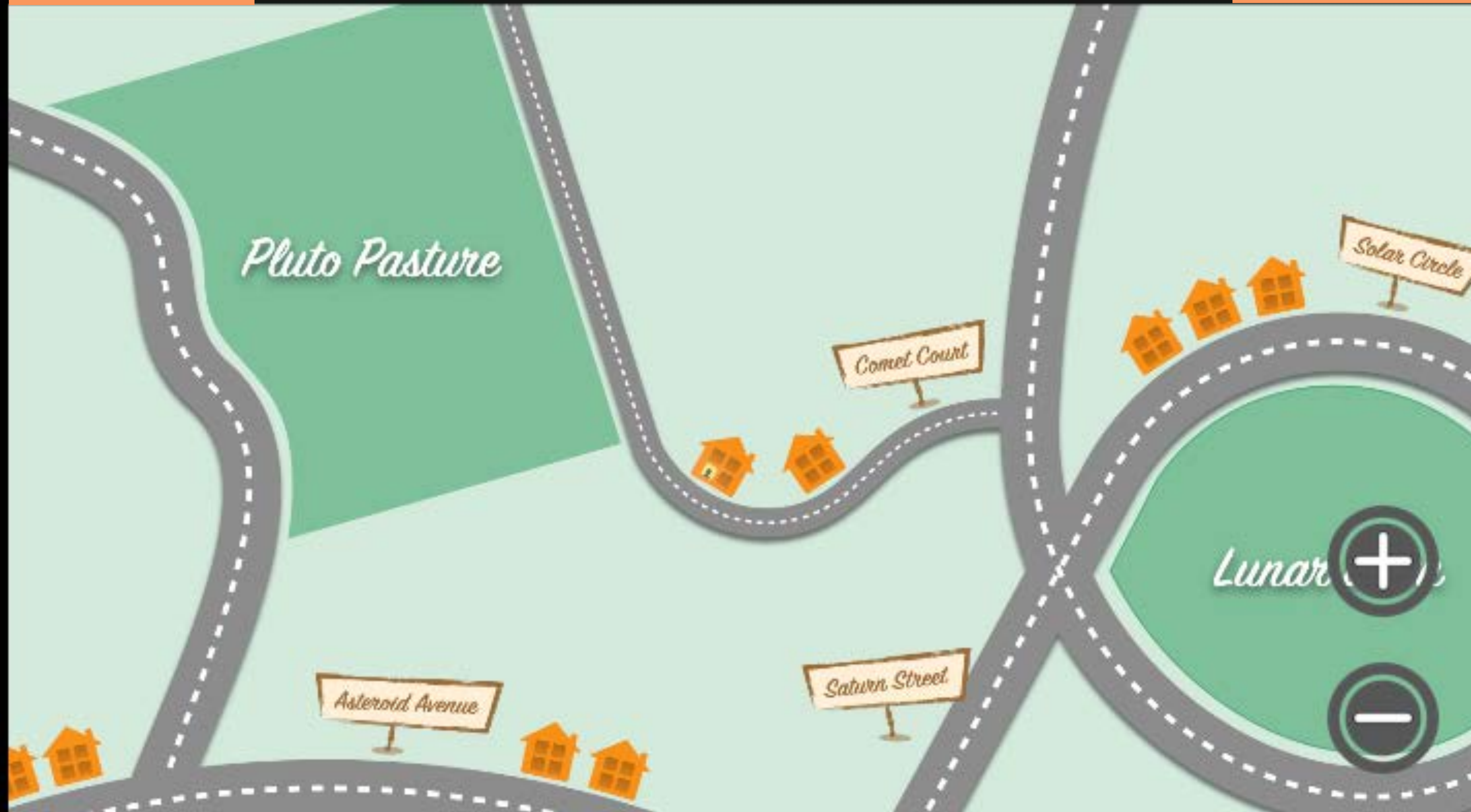
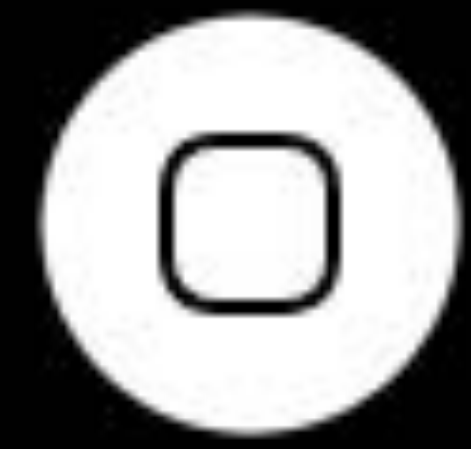
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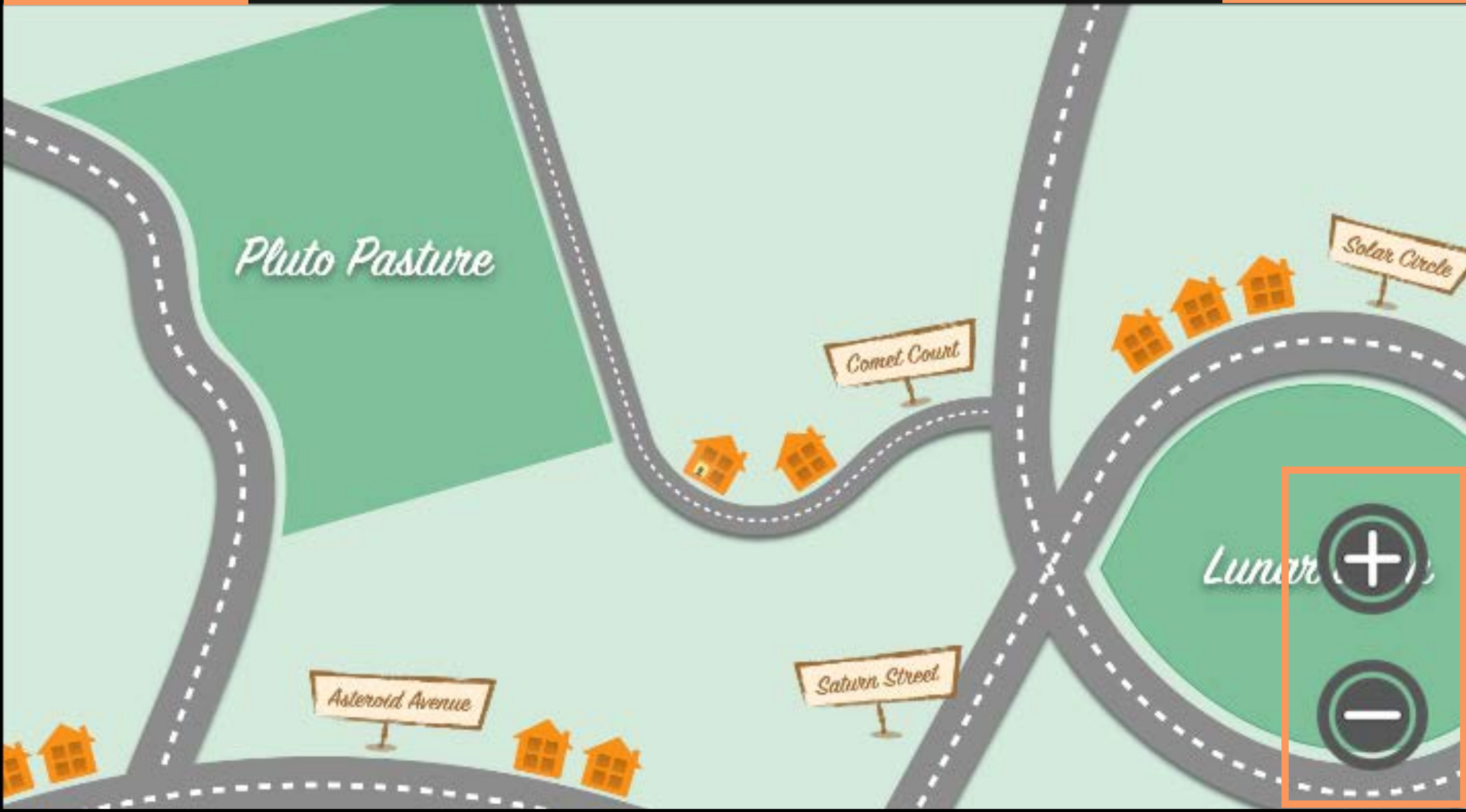
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Map Template

Key responsibilities

Panning

Navigation alerts

Guidance

Map Template

Key responsibilities

Panning

Navigation alerts

Guidance



9:41



LTE



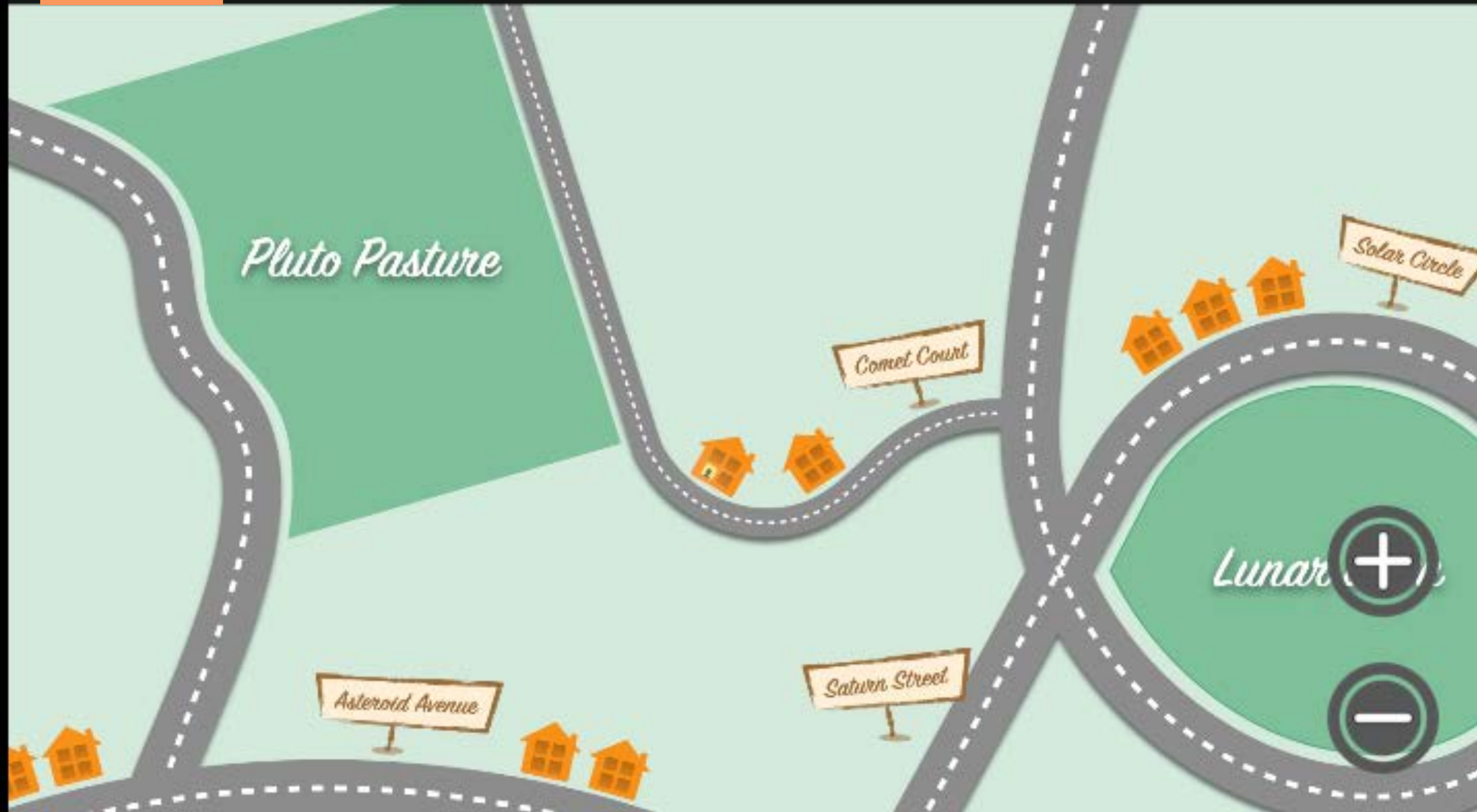
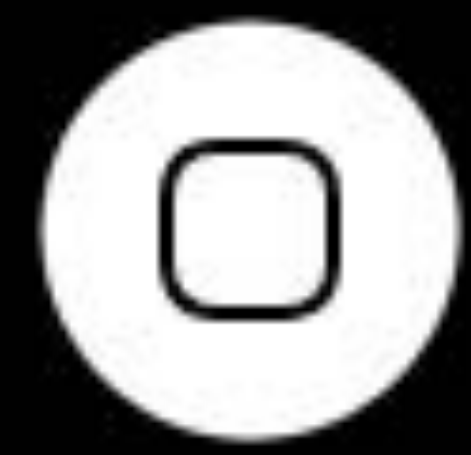
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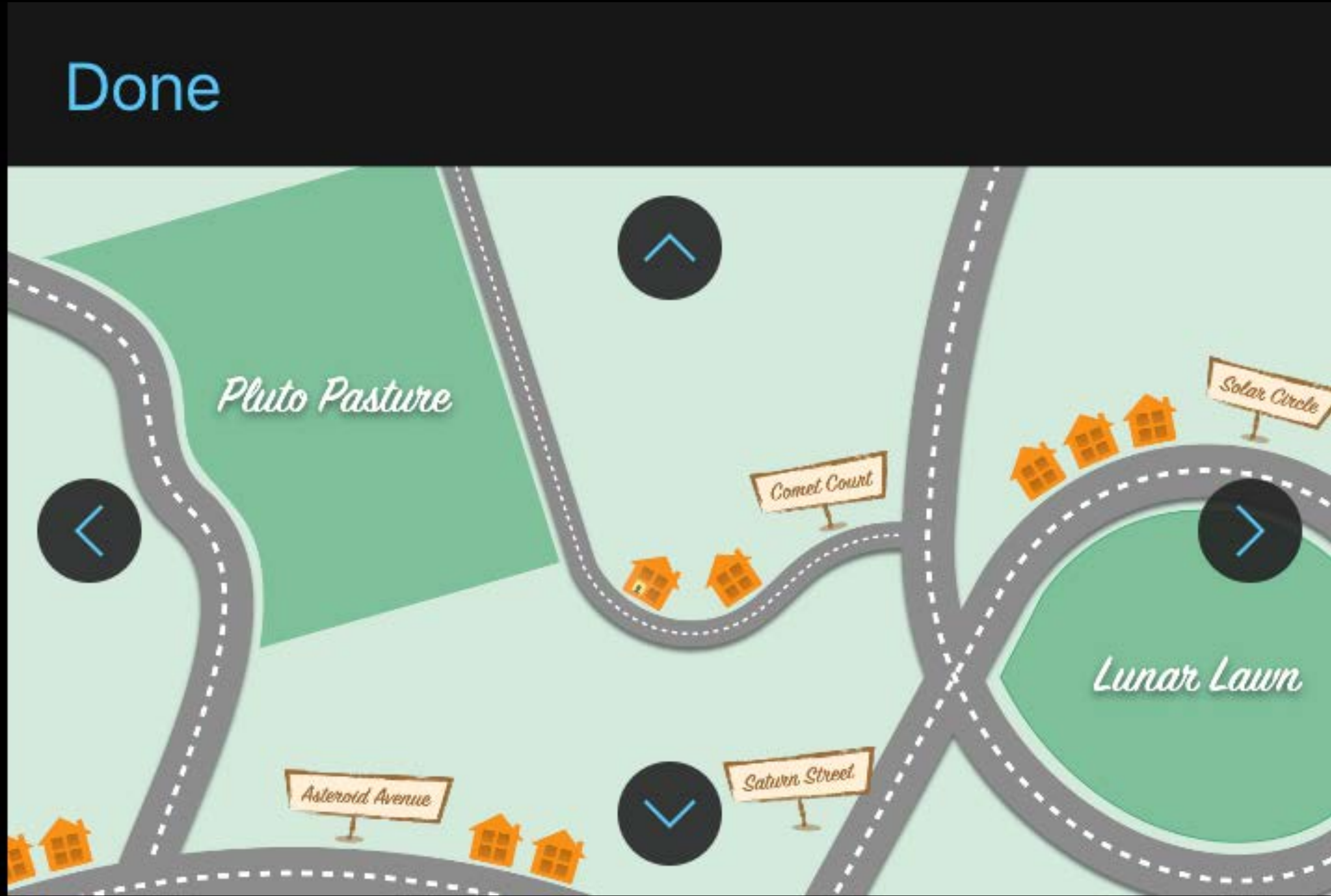
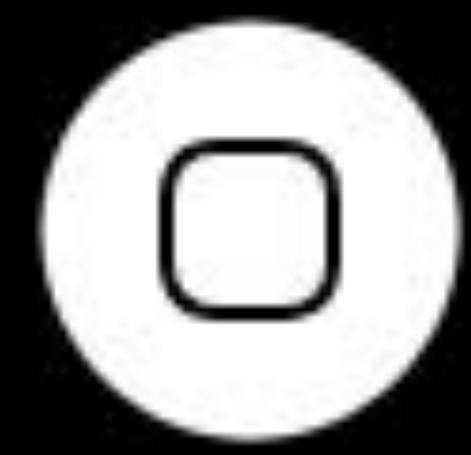
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Done



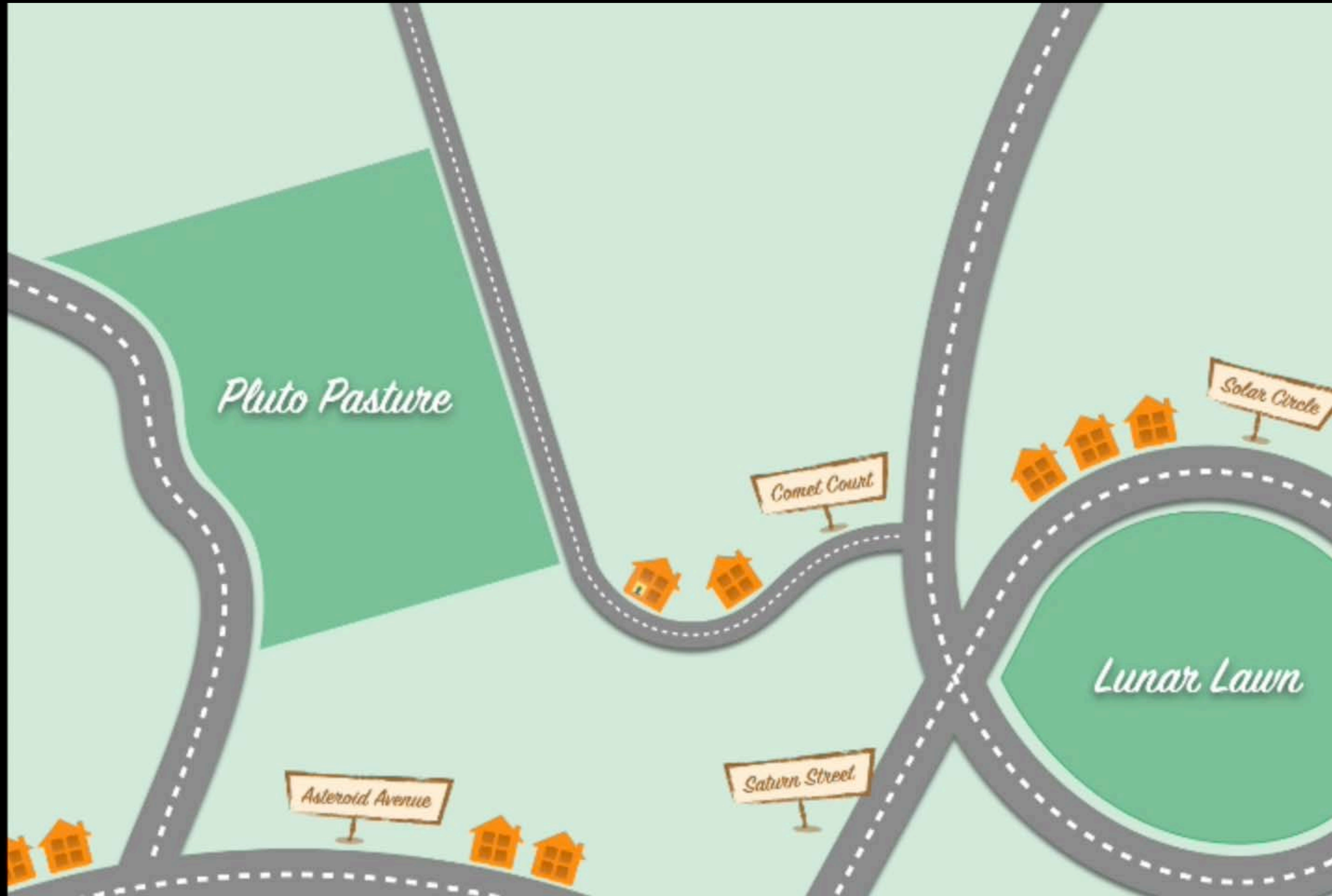
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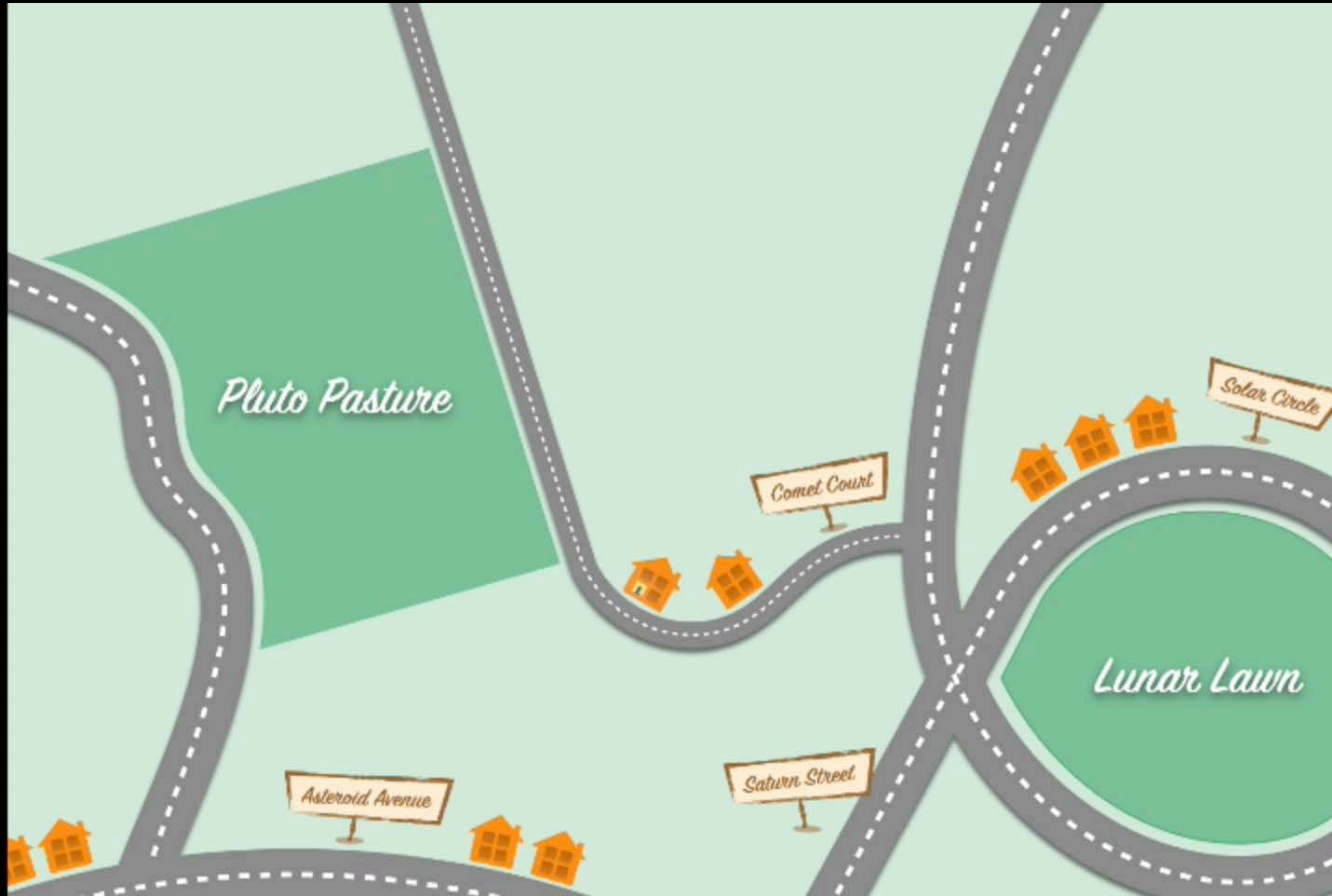
9:41



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9:41



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```
func createRootTemplate() -> CPMMapTemplate {
    let mapTemplate = CPMMapTemplate()
    ...
    let categorySearchButton = CPBarButton(type: .image) { [weak self] _ in
        self?.displayFavoriteCategories()
    }

    guard let favoritesImage = self.getButtonImage(buttonName: "Favorites") else {
        return
    }
    categorySearchButton.image = favoritesImage

    mapTemplate.trailingNavigationBarButtons = [trafficButton, categorySearchButton]

    return mapTemplate
}
```

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    mapTemplate.trailingNavigationBarButtons = [trafficButton, categorySearchButton]

    return mapTemplate
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```



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LTE



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Favorites



Parks



Beaches



Forests



Deserts



< BACK



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Favorites



Parks



Beaches



Forests



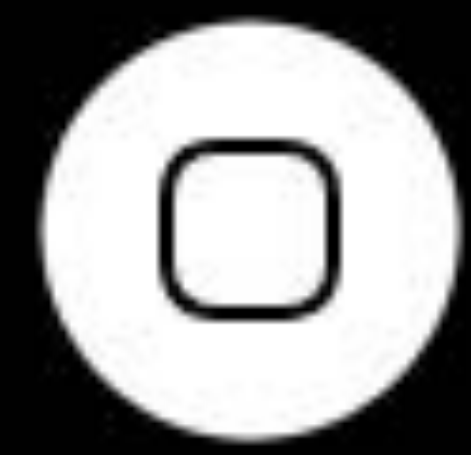
Deserts



< BACK



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< Back

Favorites



Parks



Beaches



Forests



Deserts



< BACK

```
func displayFavoriteCategories() {
    guard let image = self.getCategoryImage(categoryName: "Parks") else {
        return
    }

    let parksButton = CPGridButton(titleVariants: ["Parks"], image: image) { [weak self] _ in
        self?.searchForNearbyParks()
    }

    ...

    let buttons = [parksButton, beachesButton, forestsButton, desertsButton]
    let template = CPGridTemplate(title: "Favorites", gridButtons: buttons)

    interfaceController?.pushTemplate(template, animated: true)
}
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```
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< Favorites

Parks



Mars Meadow
1 Asteroid Avenue



Pluto Pasture
57 Comet Court



9:41



Lunar Lawn
14 Solar Circle



Saturn Square



< BACK



< Favorites

Parks



9:41



LTE



Mars Meadow
1 Asteroid Avenue



Pluto Pasture
57 Comet Court



Lunar Lawn
14 Solar Circle



Saturn Square



< BACK



< Favorites

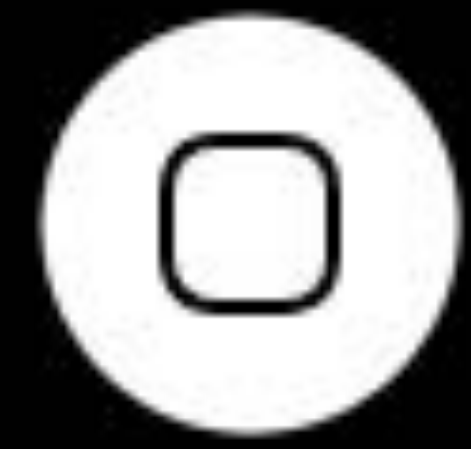
Parks



9:41



LTE



Mars Meadow
1 Asteroid Avenue



Pluto Pasture
57 Comet Court



Lunar Lawn
14 Solar Circle



Saturn Square



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```
func displayNearbyParks(with results: [SearchResult]) {
    let listItems = results.map { result in
        return CPListItem(text: result.name, detailText: result.address, image: result.image)
    }
    let section = CPListSection(items: listItems)

    let listTemplate = CPListTemplate(sections: [section])
    listTemplate.title = "Parks"
    listTemplate.delegate = self

    interfaceController?.pushTemplate(listTemplate, animated: true)
}

func listTemplate(_ listTemplate: CPListTemplate, didSelect item: CPListItem,
    completionHandler: @escaping () -> Void) {
    ...
}
```

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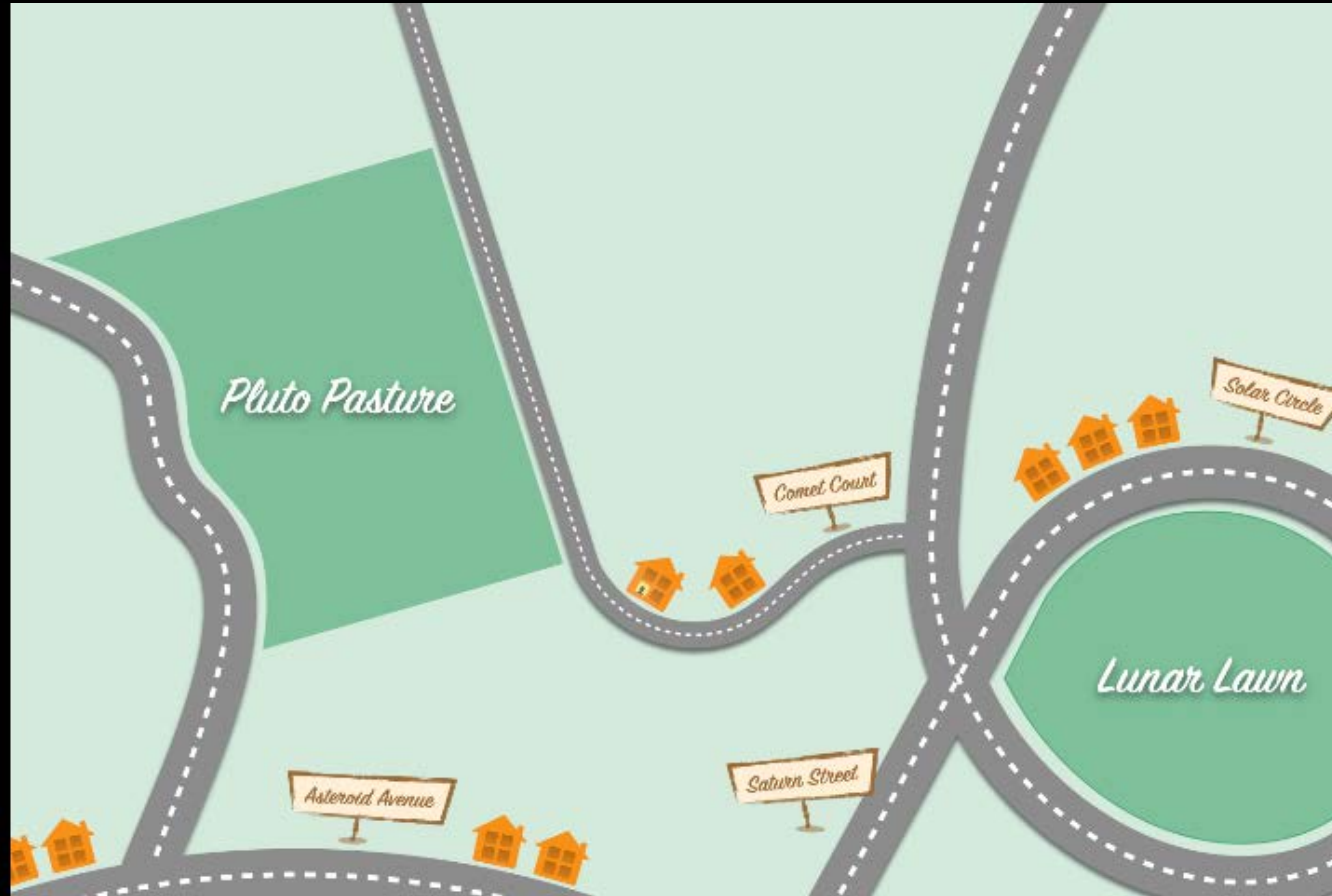
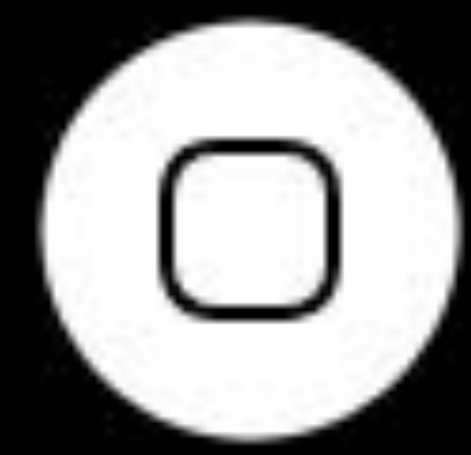
```
func listTemplate(_ listTemplate: CPListTemplate, didSelect item: CPListItem,
                 completionHandler: @escaping () -> Void) {
    ...
}
```



9:41



LTE



< BACK



9:41



LTE



Q Search [X] Cancel

Q W E R T Y U I O P

A S D F G H J K L

↑ Z X C V B N M [X]

123 space Search



< BACK



Search



Cancel



123

A

B C D E F G H I J K L M N O P Q R S T U V W X Y Z



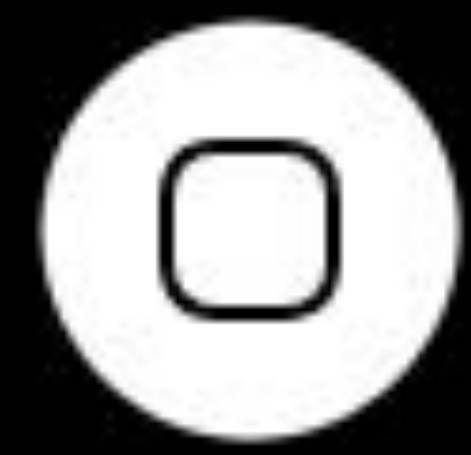
space

Search

9:41



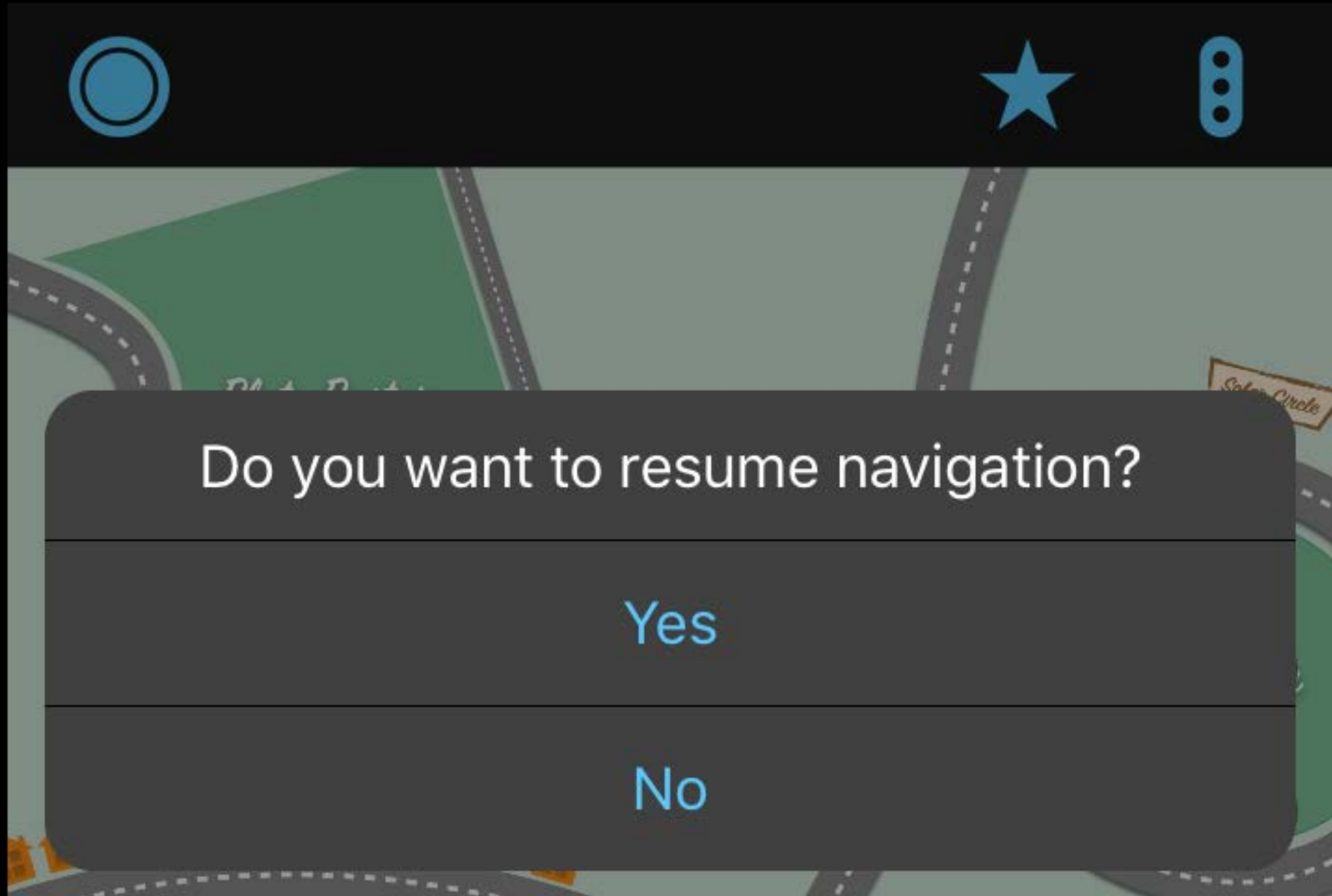
LTE



< BACK



9:41



< BACK



9:41



LTE



Unable to provide routing to
this destination

OK



< BACK



9:41



LTE



Cancel

Listening...



< BACK

Demo

Jonathan Hersh, iOS Car Experience

Guidance

Mike Knippers, iOS Car Experience

Guidance

Beginning navigation

Select Destination

Guidance

Beginning navigation

Select Destination



Preview

Guidance

Beginning navigation

Select Destination



Preview



Select Route and Begin

Guidance

Beginning navigation

Select Destination



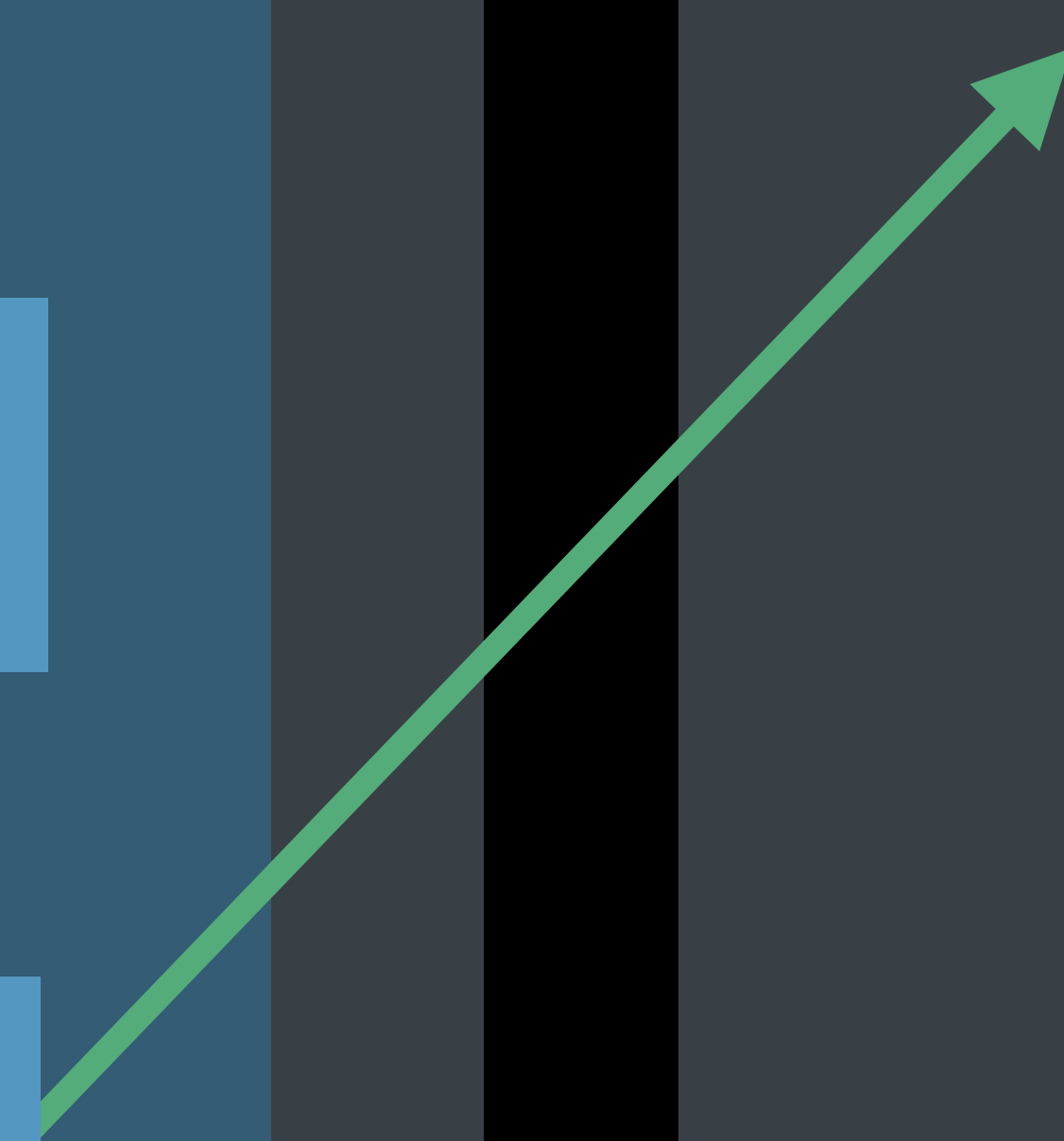
Preview



Select Route and Begin

Active navigation

Show Turn By Turn



Guidance

Beginning navigation

Select Destination



Preview



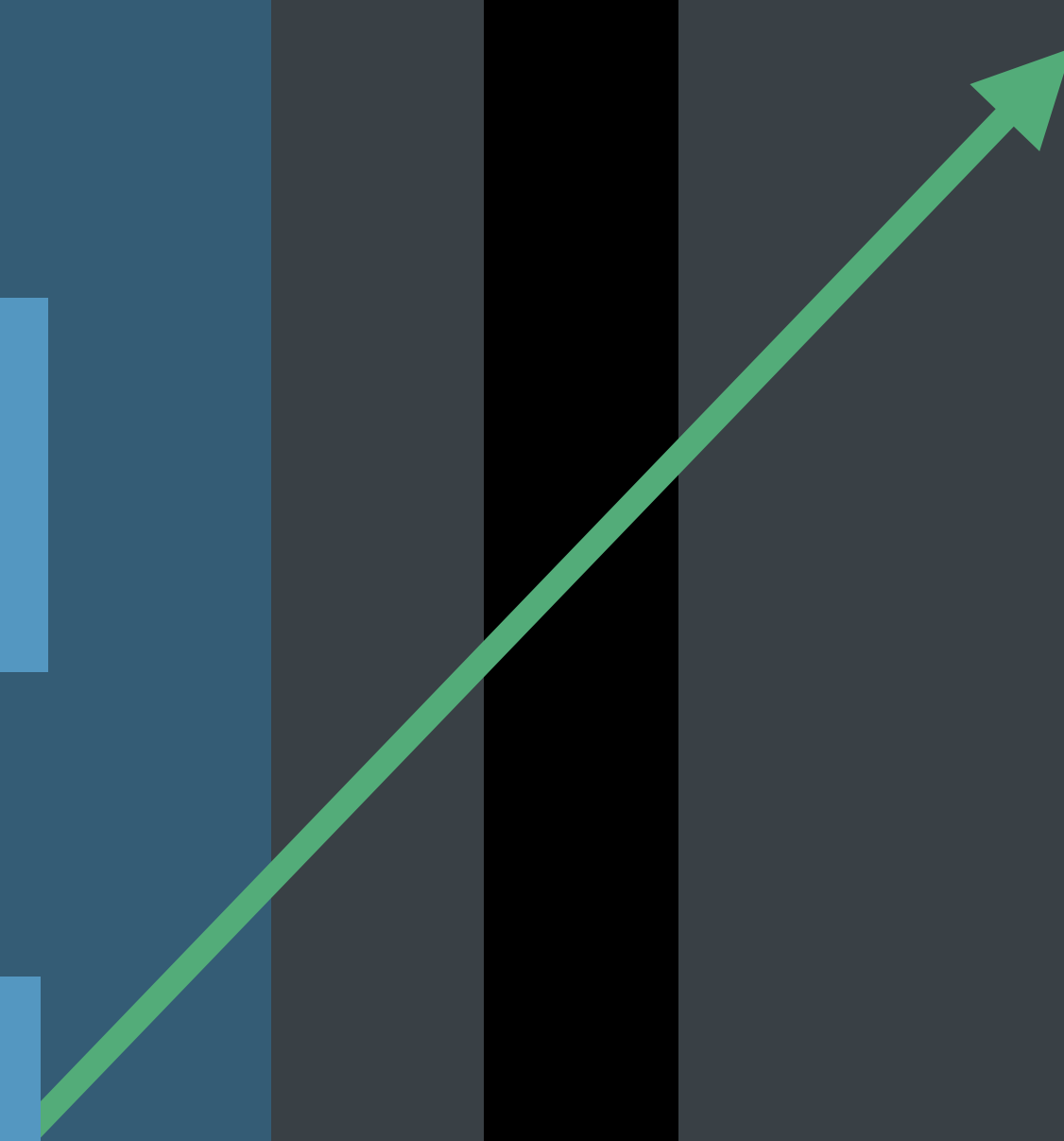
Select Route and Begin

Active navigation

Show Turn By Turn



End Navigation

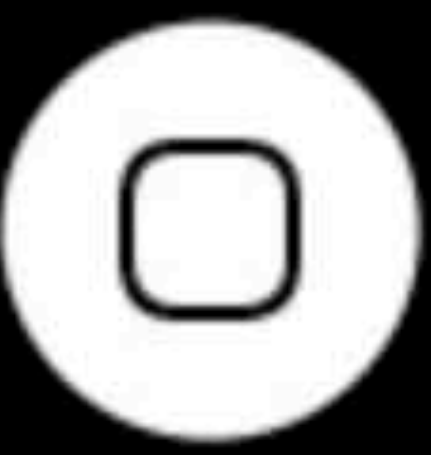




Cancel



9:41



Mars Meadow

Possible meteor shower.

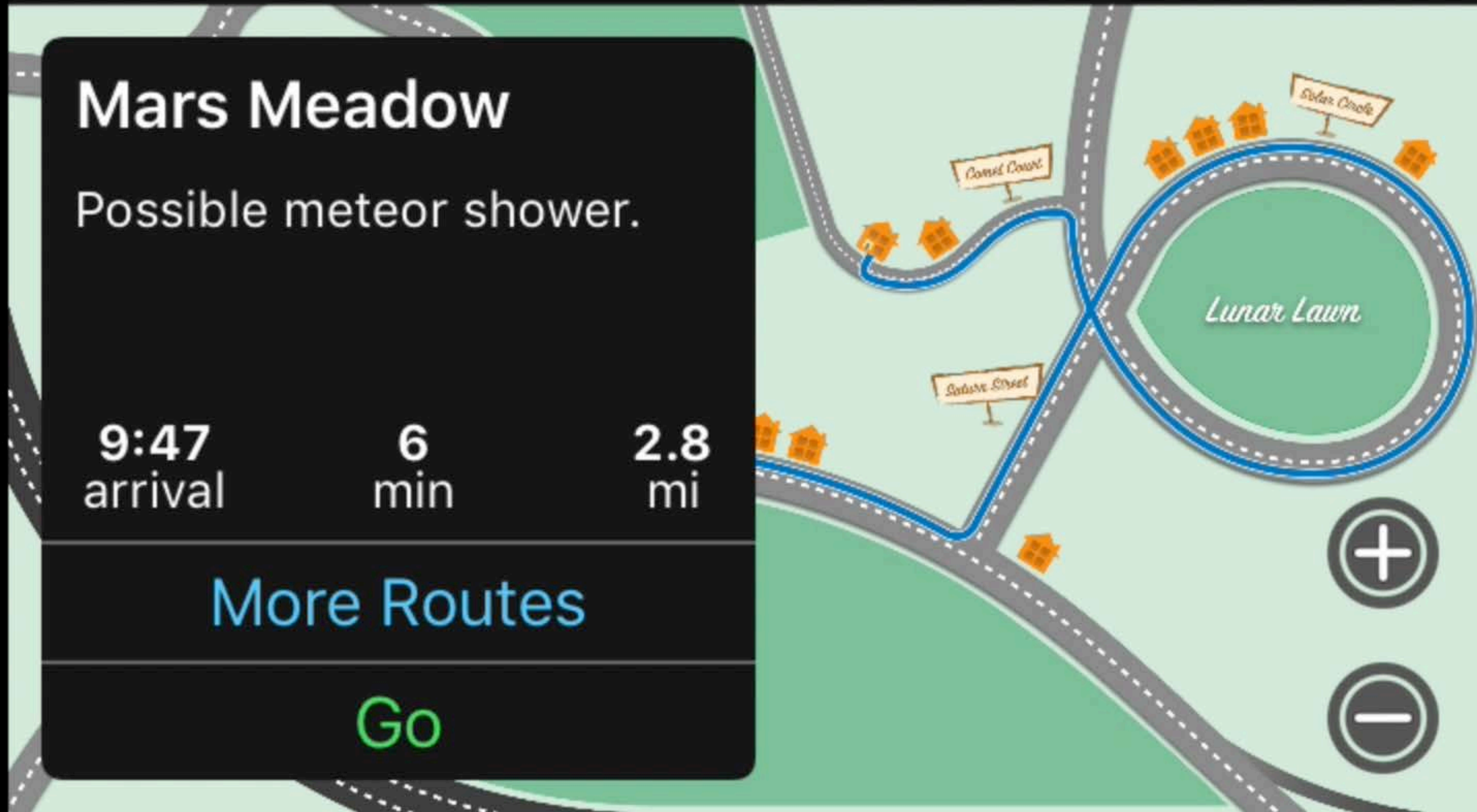
9:47
arrival

6
min

2.8
mi

More Routes

Go



< BACK



Cancel



9:41



Mars Meadow

Possible meteor shower.

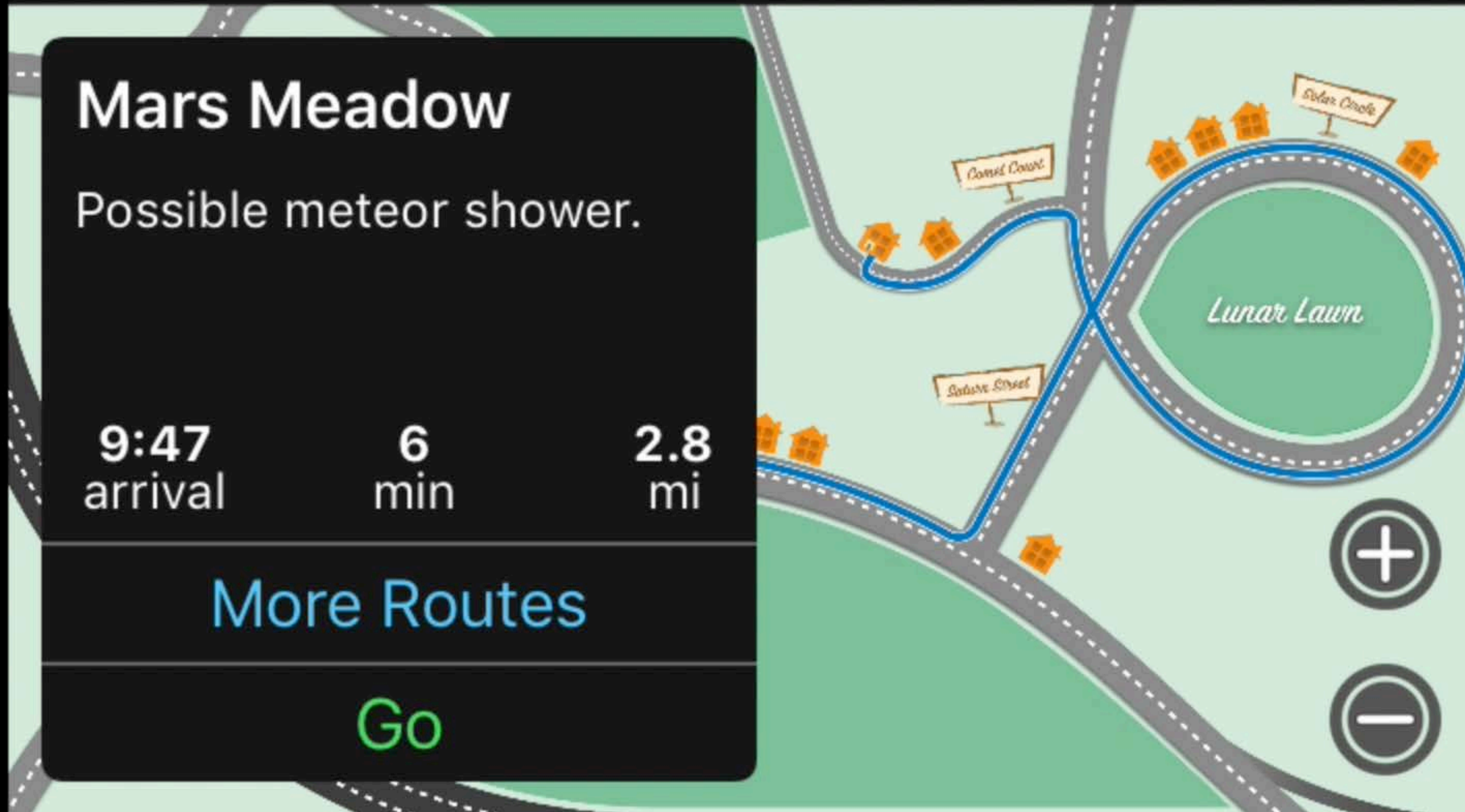
9:47
arrival

6
min

2.8
mi

More Routes

Go



< BACK

Route Preview

Classes and methods

```
class CPtrip, class CPRouteChoice, class CPTravelEstimates
// CPMAPTemplate
func showTripPreviews(_ tripPreviews: [CPtrip])

// CPMAPTemplateDelegate
func mapTemplate(_ mapTemplate: CPMAPTemplate,
                 selectedPreviewFor trip: CPtrip,
                 using routeChoice: CPRouteChoice)

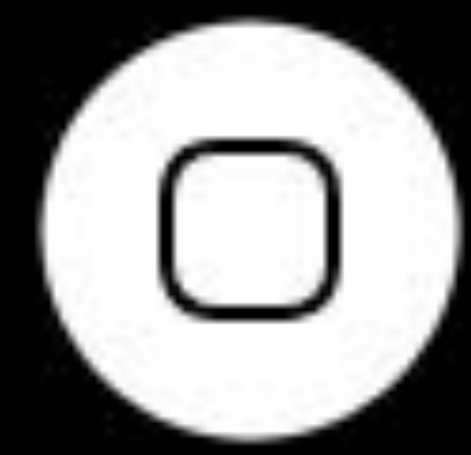
// UIView
func safeAreaInsetsDidChange()
```




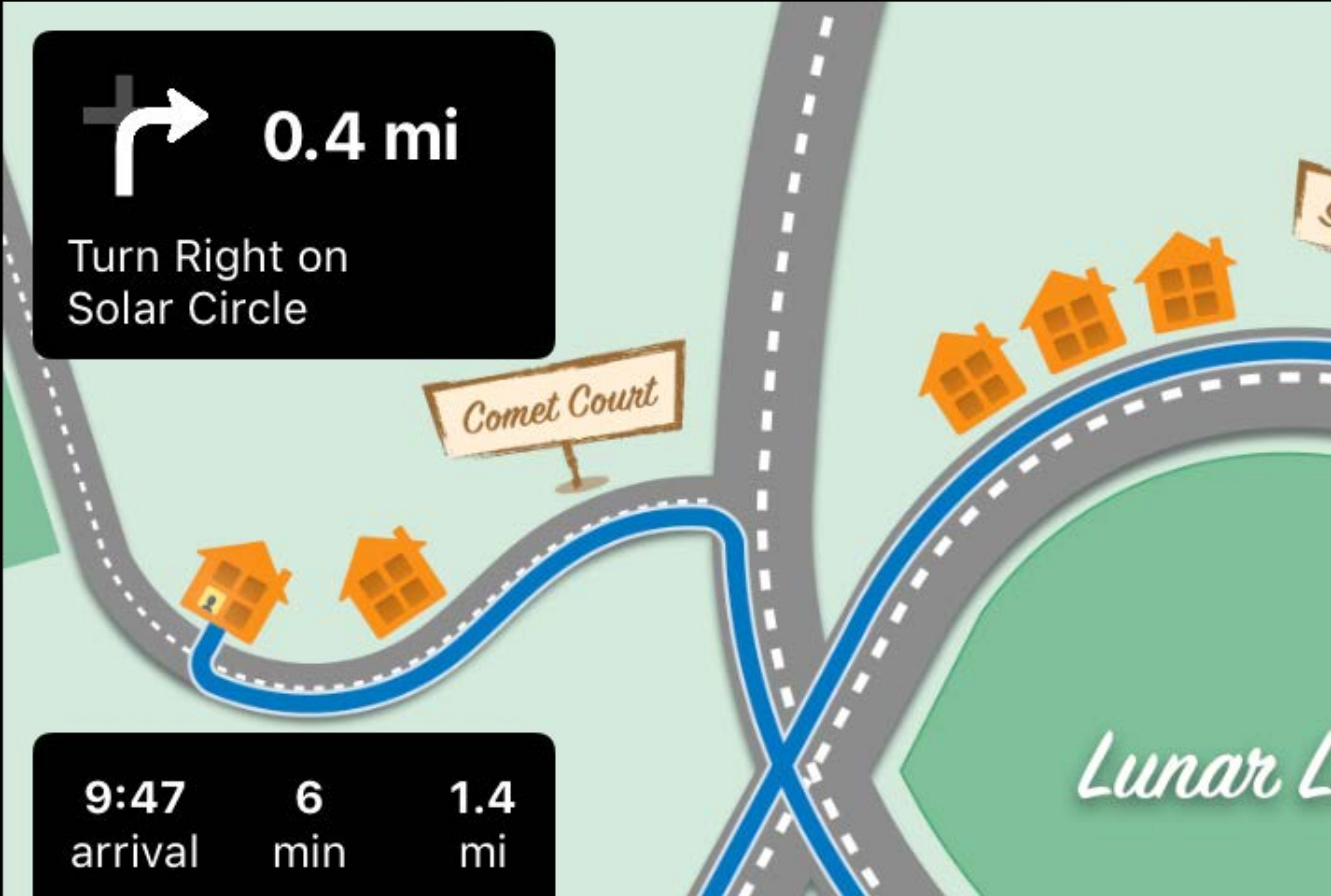
9:41



LTE



 **0.4 mi**
Turn Right on
Solar Circle



9:47 arrival **6** min **1.4** mi



< BACK

Guidance

Classes and methods

```
protocol CMapTemplateDelegate, class CMapTemplate, class CPNavigationSession
// CMapTemplateDelegate
func mapTemplate(_ mapTemplate: CMapTemplate,
                startedTrip trip: CPtrip,
                using routeChoice: CPRouteChoice)

// CMapTemplate
func startNavigationSession(for trip: CPtrip) -> CPNavigationSession
```


Guidance

Classes and methods

```
class CPNavigationSession, class CPManeuver, class CPTravelEstimates

// CPNavigationSession
var upcomingManeuvers: [CPManeuver]
func update(_ estimates: CPTravelEstimates, for maneuver: CPManeuver)
// AVAudioSession
let AVAudioSessionModeVoicePrompt: String
static var duckOthers: AVAudioSessionCategoryOptions
static var interruptSpokenAudioAndMixWithOthers: AVAudioSessionCategoryOptions
```

Guidance

What happens next?

Set upcoming maneuvers and travel estimates

Set pause reason

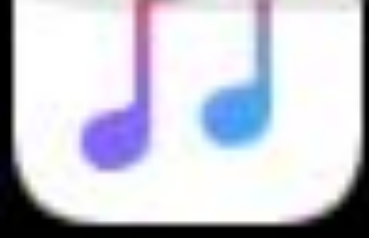
Navigation alerts

End Navigation



0.4 mi

Turn Right on Solar Circle



Phone

Music

Maps

Messages

9:41



LTE



Now Playing

Podcasts

Audiobooks

CountryRoads



< BACK

Notifications

```
// CMapTemplateDelegate
func mapTemplate(_ mapTemplate: CMapTemplate,
                 shouldShowNotificationFor
                 maneuver: CManeuver) -> Bool

func mapTemplate(_ mapTemplate: CMapTemplate,
                 shouldUpdateNotificationFor maneuver: CManeuver,
                 with travelEstimates: CTravelEstimates) -> Bool

func mapTemplate(_ mapTemplate: CMapTemplate,
                 shouldShowNotificationFor
                 navigationAlert: CNavigationAlert) -> Bool
```

Demo

Jonathan Hersh, iOS Car Experience

```
guard let destination = item.userInfo as? MKMapItem else { completionHandler(); return }

let currentLocation = MKMapItem.forCurrentLocation()
let routeChoice = CPRouteChoice(summaryVariants: ["Take Solar Circle."],
    additionalInformationVariants: ["Traffic is light."])
let trip = CPTrip(origin: currentLocation,
    destination: destination,
    routeChoices: [routeChoice])

mapTemplate.showTripPreviews([trip])
let estimates = CPTripEstimates(distanceRemaining: Measurement(value: 1500,
    unit: .meters),
    timeRemaining: 300)

mapTemplate.updateEstimates(estimates, for: trip)
```

```
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```

```
func mapTemplate(_ mapTemplate: CMapTemplate,
                startedTrip trip: CPtrip, using routeChoice: CRouteChoice) {

    mapTemplate.hideTripPreviews()
    let session = mapTemplate.startNavigationSession(for: trip)
    session.pauseTrip(for: .loading)

    guard let selectedRoute = routeChoice.userInfo as? CountryRoute else { return }

    let maneuvers: [CManeuver] = selectedRoute.steps.map { step in
        let maneuver = CManeuver()
        maneuver.instructionVariants = [step.instructions]
        maneuver.distanceFromPreviousManeuver = Measurement(value: step.distance,
                                                             unit: .feet)

        return maneuver
    }
    session.upcomingManeuvers = [maneuvers.first]
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        return maneuver
    }

    session.upcomingManeuvers = [maneuvers.first]
}
```

CarPlay audio app improvements

Navigating with the new CarPlay framework

CarPlay navigation demo

More Information

<https://developer.apple.com/wwdc18/213>

 **WWDC18**