

Xcode 6 Tips and Tricks Tech Talk

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<http://www.raywenderlich.com/85999/xcode-6-tips-tricks-tech-talk-video>

- Intro

- Thanks everyone for joining the hangout today
- Today we'll talk about
 - Several Xcode features in general
 - Xcode 6 specific features like Live View Debugging and Playgrounds
 - Head on over to the iOS Simulator
- Let's get started

- Xcode

- Preferences Section

- First Keyboard Shortcut - "Command + ," to open preferences panel in most OS X apps
- General -> Issue Navigator Detail: change from 3 lines to 5 or 10 lines for better readability
- Navigation -> Double Click Navigation: change from open in new window to same as click
- Fonts & Colors
 - Critical to get a good setup for working long hours
 - Tutorial Team Member Matthijs uses Inconsolata 16pt (free font online)
 - I use the Midnight theme
 - Easily customize pieces of the theme to fit your needs
- Text Editing -> Show Line numbers

- Plugins

- Plugins are extensions to Xcode that add features that don't come out of the box or makes using built-in features easier.
- Package manager called Alcatraz centralizes a lot of packages available for Xcode similar to CocoaPods for code
 - warnings - not all plugins work for Xcode 6 yet and many don't support swift
 - important to note Alcatraz is a package manager while CocoaPods is a dependency manager
 - Command+Shift+9 to bring it up (available under Window menu as well)
- Two to highlight
 - CocoaPods and KSIImageNamed
- Themes
- Templates
 - Tutorial Team member Joshua Green uses OCMock and Expecta to rapidly create unit test classes consistently
- That's a quick overview of Plugins - check out Alcatraz, as Joshua Green said "for every time you say I wish Xcode did this...

there is a plugin for it"

- Code Snippets

- Little bite size pieces of code that can be saved for later
- Apple has switched to using this for a lot of their demos
- Fairly hidden down in the bottom of the Utilities drawer
 - mostly generic code samples but several are really useful such as isEqual (how Apple want's us to do comparisons)
 - really great for when you have multiple developers and want a consistent and fast way to re-use code
- Powerful feature of adding your own and keyboard shortcuts -> show awakeFromNib
- Saved in Library/Developer/Xcode/UserData/CodeSnippets
- That's code snippets - pretty powerful and allows you to be consistent

- Keyboard Shortcuts

- Moving around Xcode
 - Quick Open (Command+Shift+O)
 - "Show in Navigator" for current file (Command+Shift+J)
 - Quick jump to filter (Command+Option+J)
- Shortcuts in Code
 - Format/Indent Code (Control+I)
 - Add or remove a breakpoint (Command+\)
 - Commenting/Uncomment is now smarter in Xcode 6
 - Select a word, press Command+E (to search for it) and Command+G to parse through results
 - Control+6 to select Jump Bar and filtering for a method
 - Close Debugger console (Command+Shift+Y)
 - Double-click on a bracket to highlight the code to it's closing bracket

- Scheme Management

- Just briefly highlight this critical piece in Xcode but most often mis-understood: Schemes
- Apple defines Schemes as a 'collection of targets, configurations, and tests to build'
- Schemes can be used for different versions of an application (such as Free and Paid), building Frameworks, etc.
- Anything that you feel should be run separate from anything else in your project (such as a test build of your App Store app)
- Edit Scheme > Localization (location and region) at runtime, Zombies, etc

- Xcode 6

- Live View Debugging

- Similar to the Reveal app which came out about a year or so ago
- I believe iteration 1 for Apple - Point in time (freezes app) vs Reveal app is live
- Debug -> View Debugging -> Capture View Hierarchy
- Show view hierarchy on the left (option+click to collapse and expand all)

- Swift Playgrounds

- Similar to what we saw with Alcatraz, preview icon and an additional + button to save it on the timeline

- Asset Catalogs

- Enhanced to support more file types like vector images and template images

- Tutorial team member Ellen Shapiro pointed out you can specify template, original, or automatic (Utilities)

- **Storyboard Improvements**

- Show multiple device previews in Assistant Editor
 - Explain what it is and how useful it is (.h/.m side by side i.e. counterpart, unit test cases, etc)
 - Add iPhone 4s, 5, 6, iPad
- Tutorials Team Member Ricardo Cepeda's favorite feature is showing alternate languages for strings
- Tutorials Team Member Andy Pereira showed me 2 cool things in Storyboards
 - That you can set a Global Tint color (Utilities, File Inspector)
 - User-defined runtime attributes for properties on a class
 - example - add a new key path called layer.cornerRadius, set type to Number and value to 5

- iOS Simulator

- **Devices Window**

- Ability to create custom simulator setups

- **Keyboard Shortcuts**

- Go into Applications folder, right click on Xcode and "Show Package Contents", navigate to Content/Applications and create an Alias for iOS Simulator then move that Alias to the Applications folder, now you can add custom keyboard shortcuts to it
 - Open Settings > Keyboard > Shortcut
 - Mapping "Reset Content and Settings...", "Simulate Memory Warning" keyboard shortcuts
 - Important: menu items must match exactly including capitalization and ...
 - Saving screenshots (Command+S)
 - Go to home screen (Command+Shift+H)
 - Do this command twice to show the App Switcher
 - Toggle keyboard (Command+Shift+K)

- **Load Images via command line**

- open terminal and cd /Applications/Xcode.app/Contents/Developer/usr/bin/
- ./simctl list to get a list of all simulators
- ./simctl boot [UUID] to start it, ./simctl addphoto [UUID] [Location]
- ./simctl shutdown [UUID] because Xcode gets mad when people touch it's stuff
- This works for anything that you need to get to the simulator - documents, keys, pre-defined sql database

- **Slow animations**

- Finish

- **RayWenderlich.com Tutorial**

- **Thanks to the team!!**