

ART,SY

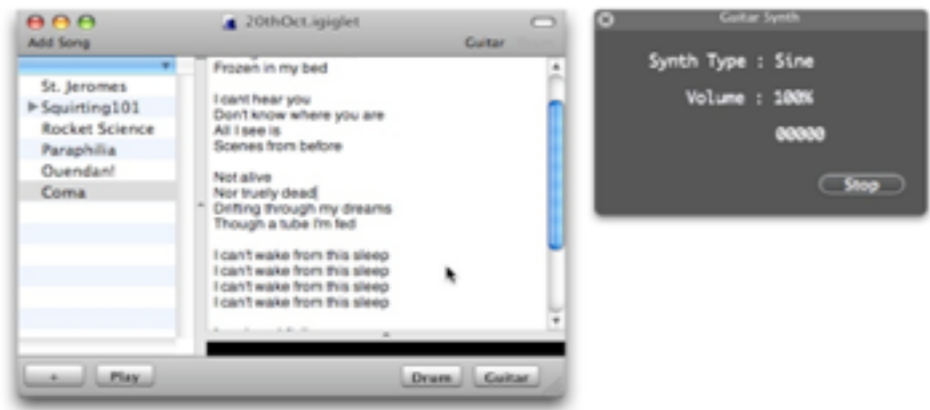
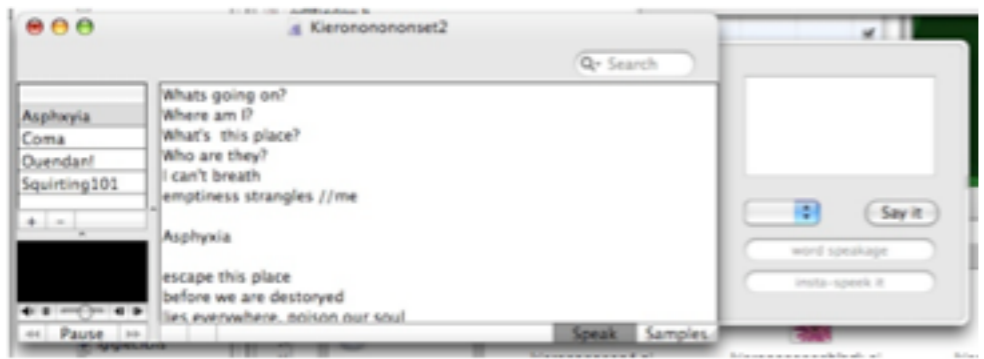
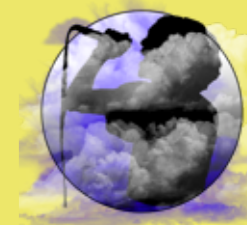
⟨COCOAPODS⟩

 DANGER

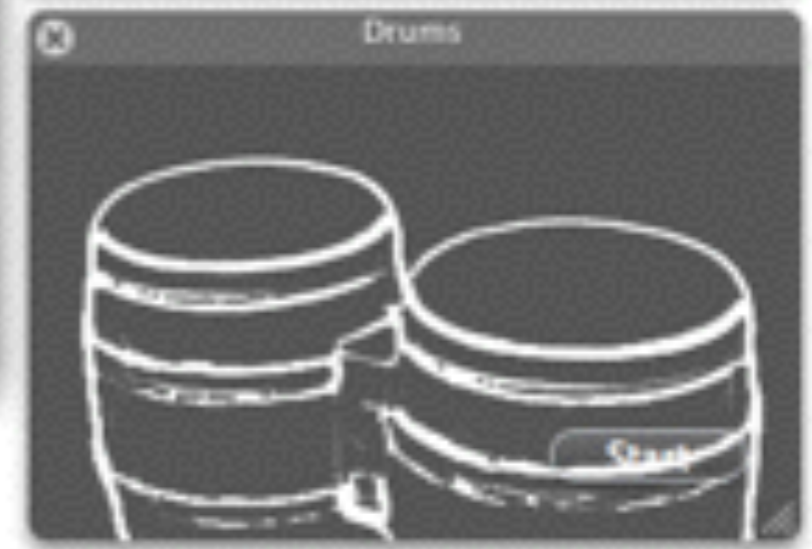
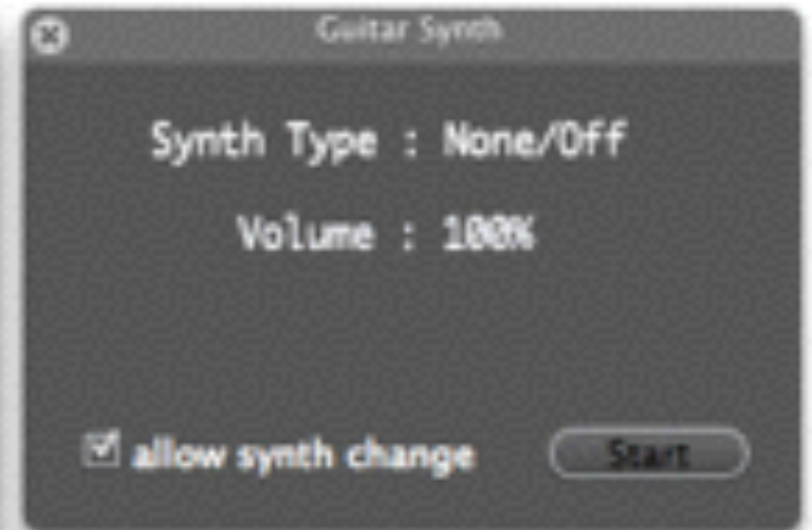
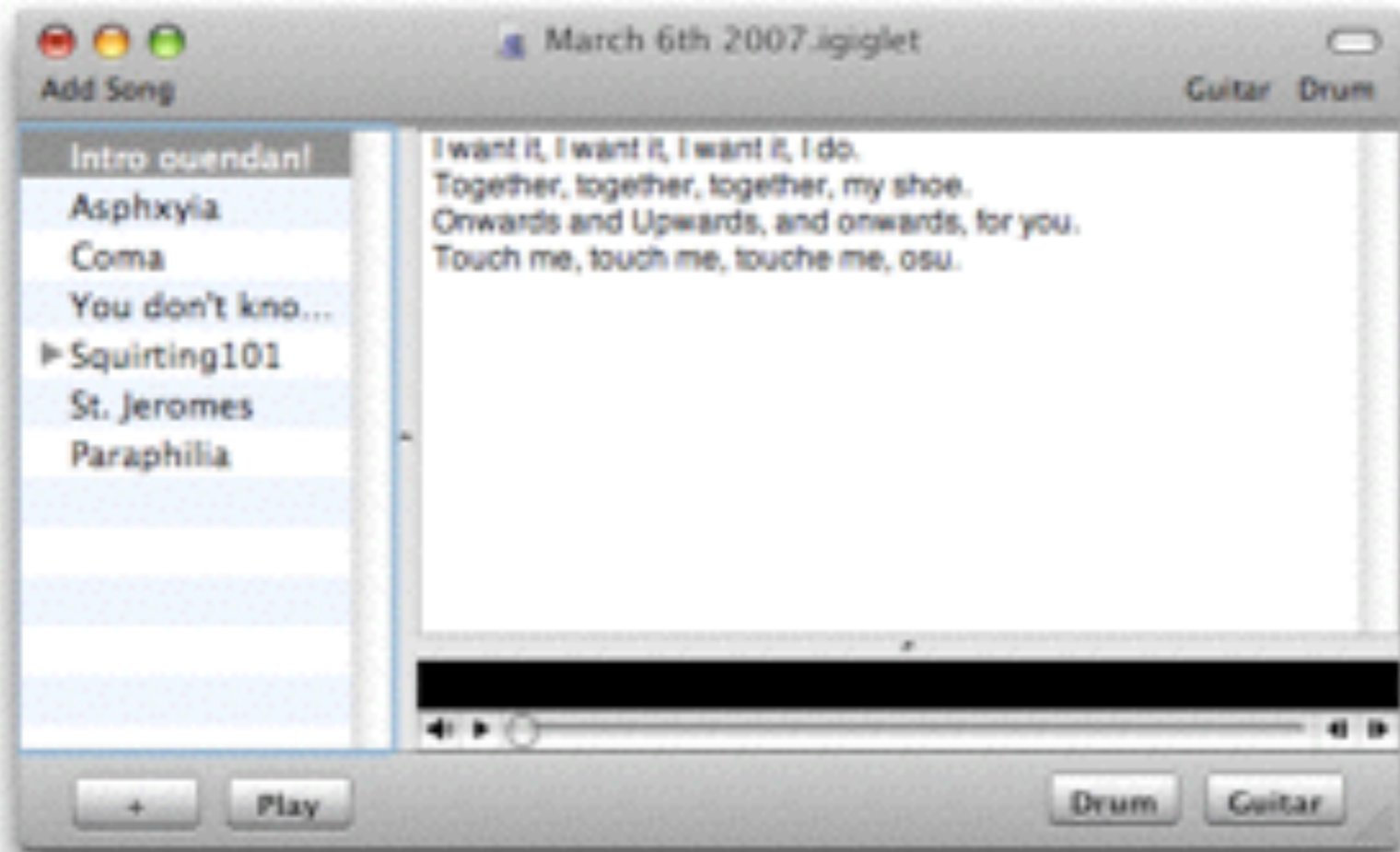
ORTA

10 YEARS AGO





CRUD



CRUD



D R A G & D R O P

P L A Y I N G M E D I A

L O A D I N G N I B S



“

The original brief had no concept of Unconventional Instruments, which came in by user requests and eventually grew to be roughly half the project.



“

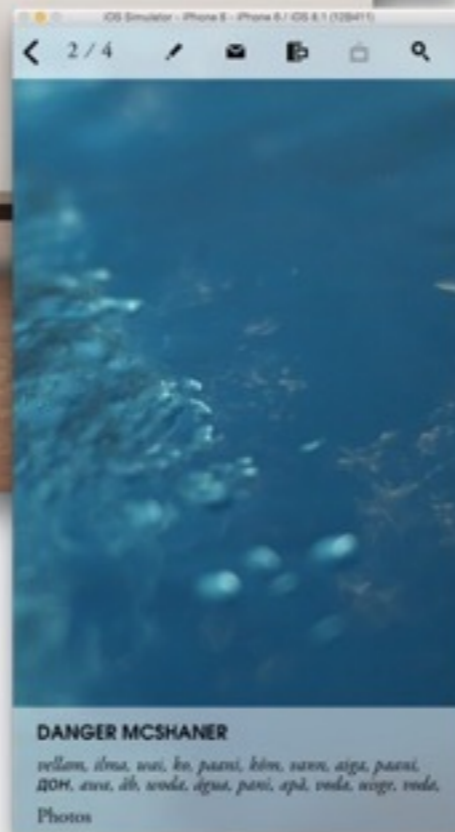
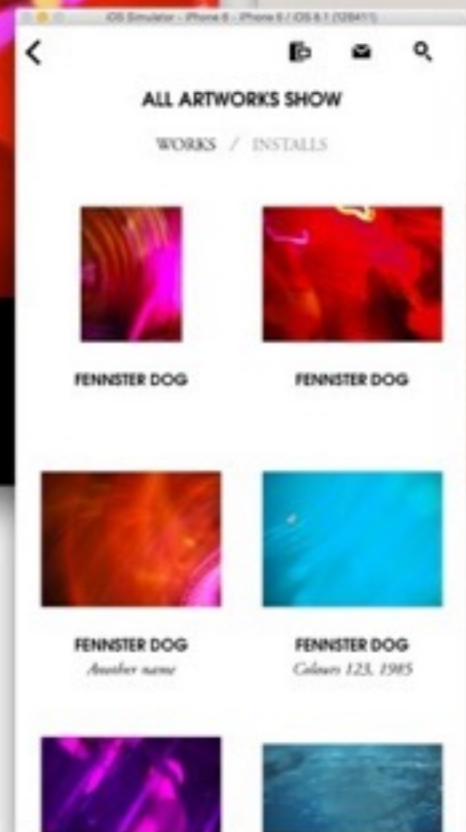
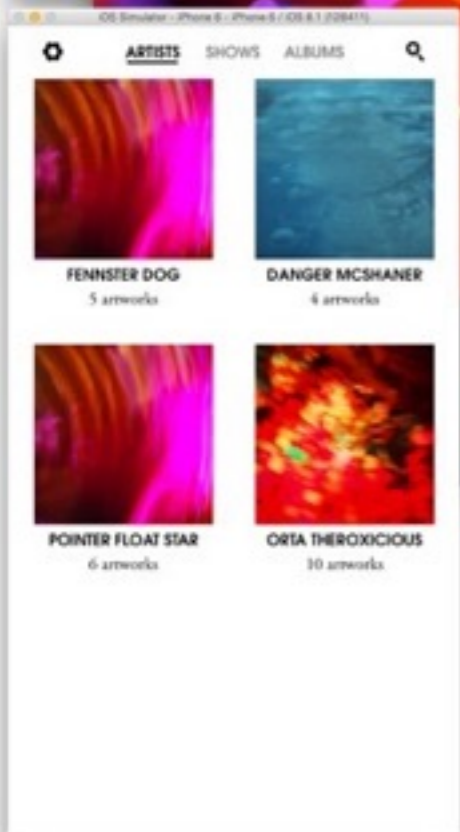
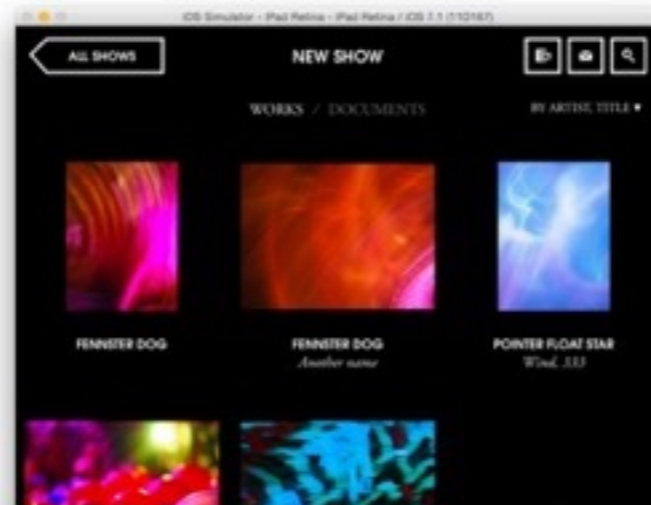
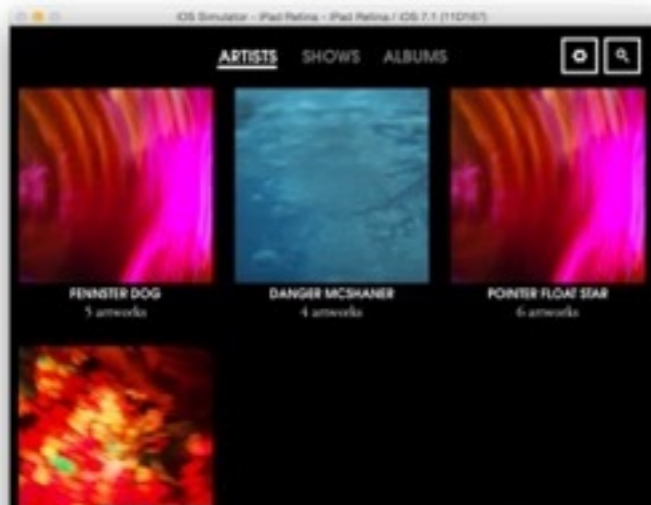
I had to read 4 books before I was close to being even slightly competent in writing software for Mac OS X.

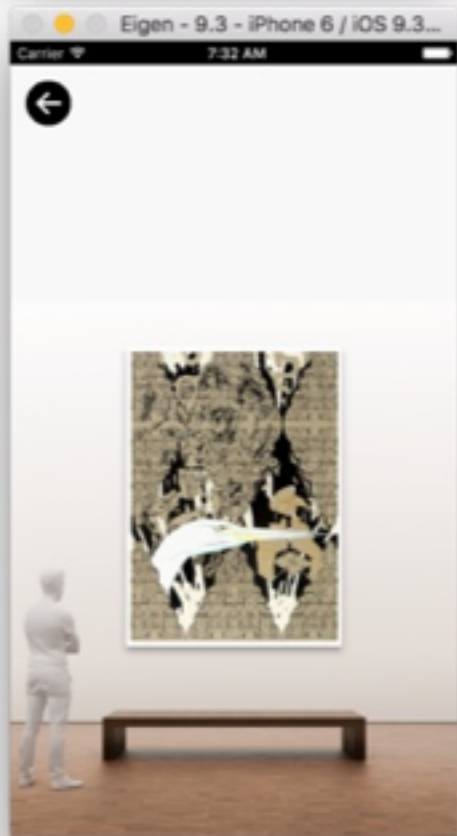
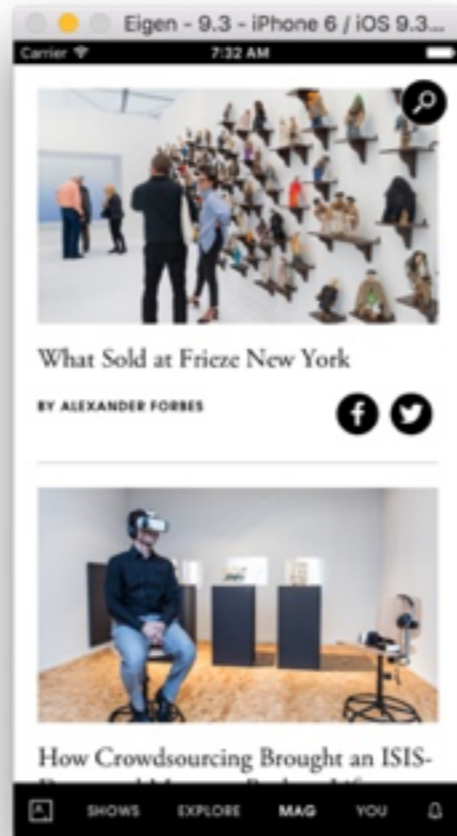
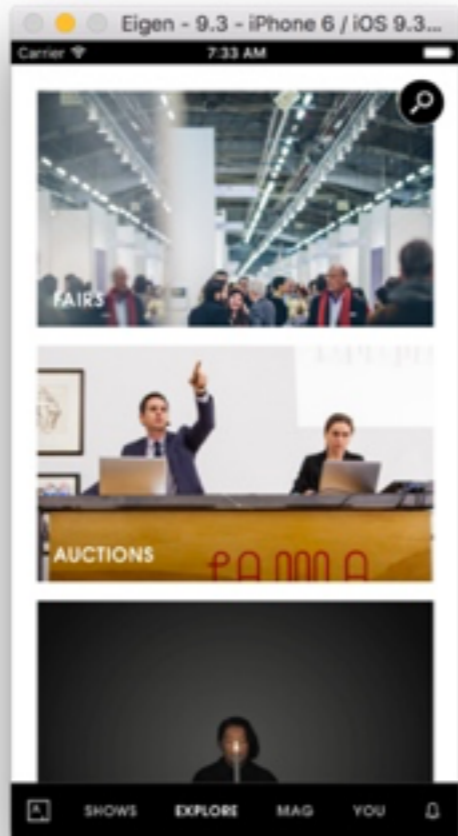
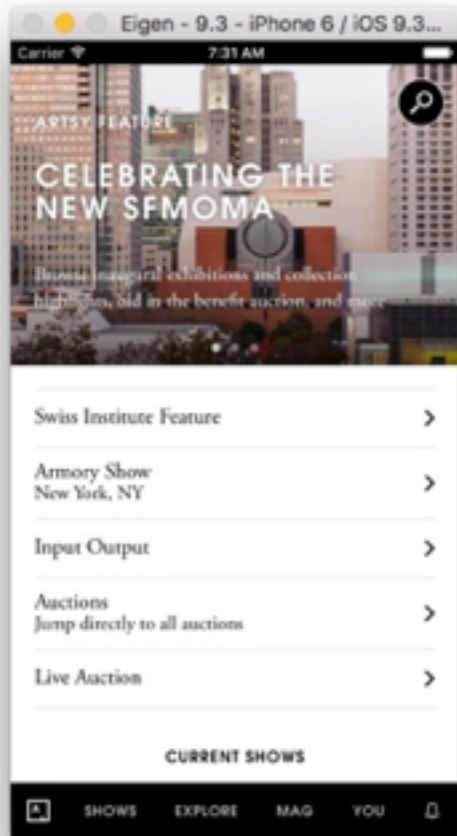


4 YEARS AGO

ARTSY







2 YEARS AGO

ARTSY

github.com/artsy/eigen/issues/586

This repository Search Pull requests Issues Gist

artsy / eigen Unwatch 80 Unstar 1,549 Fork 236

Code Issues 277 Pull requests 2 Pulse Graphs Settings

App launch time increased #586

Closed alloy opened this issue on Jul 4, 2015 · 129 comments

alloy commented on Jul 4, 2015 Artsy member

The LaunchImage is shown way longer than before. I wonder if this could be DYLD loading all the frameworks.

👍 4

- alloy added the **QA** label on Jul 4, 2015
- alloy added this to the **Sprint June 2 - July 14** milestone on Jul 4, 2015
- alloy self-assigned this on Jul 4, 2015

alloy commented on Jul 4, 2015 Artsy member

Ouch, yeah, 4.3 sec to load all images 🙄

```
total time: 4.6 seconds (100.0%)
total images loaded: 290 (235 from dyld shared cache)
total segments mapped: 162, into 2414 pages with 312 pages pre-fetched
```

Labels ⚙️

- Maintenance Work
- QA

Milestone ⚙️

Sprint 22 March -...

Assignees ⚙️

No one—assign yourself

25 participants

and others

Notifications

🔊 Unsubscribe



ArtsyMobile commented on Jun 21

Artsy member



ARTSY

1 Warning




Detected some Swift building time outliers

Time	Class	Function
203.1ms	SwiftyJSON.swift	get {}
179.1ms	WebSocket.swift	private func processRawMessage(buffer UnsafePointer, bufferLen: Int)
98.1ms	UIViewController+BlurredStatusView.swift	func ar_presentBlurredOverlayWithTitle(title String, subtitle: String, buttonState: BlurredStatusOverlayViewCloseButtonState = default)
94.6ms	UIViewController+BlurredStatusView.swift	(closure)
80.3ms	Observable.swift	private final func nextTokenHash() -> Ir
72.7ms	AuctionLotMetadataStackScrollView.swift	required init(viewModel: LiveAuctionLotViewModelType, salesPerson: LiveAuctionsSalesPersonType, sideMargin: String)
72.5ms	LiveAuctionsAdminController.swift	@objc override func viewDidLoad()
62.9ms	LiveAuctionLotViewController.swift	@objc override func viewDidLoad()
59.0ms	RefinementOptionsViewController+Private.swift	func stackView() -> ORStackView
55.5ms	UIViewController+BlurredStatusView.swift	(closure)

Generated by danger

Carrier 9:31 PM

Los Angeles Modern...



Ed Ruscha LOT INFO ▲
Pearl Dust Combination (from Insects .
Estimate: Estimate String
Current Bid: \$1,800

LOT 2/24 33:17 0

BID \$1,800

LOT OPEN FOR BIDDING



```
Running ARExampleApp on iPhone 6s Plus
ARExampleApp > ARExampleApp > NewViewController.swift > viewDidLoad()
1 import UIKit
2 import ORStackView
3 import Artsy_UIButtons
4 import Artsy_UIFonts
5 import Artsy_UILabels
6 import FLKAutoLayout
7
8 class NewViewController: UIViewController {
9     let titleLabel = ARSansSerifLabel()
10    let subtitleLabel = ARSerifLabel()
11
12    override func viewDidLoad() {
13        super.viewDidLoad()
14
15        view.backgroundColor = .whiteColor()
16
17        let stack = ORStackView()
18        view.addSubview(stack)
19        stack.alignLeading("0", trailing: "0", toView: view)
20        stack.alignTopEdgeWithView(view, predicate: "20")
21
22        titleLabel.text = "Injection Demo"
23        titleLabel.font = UIFont.sansSerifFontWithSize(32)
24        stack.addSubview(titleLabel, withTopMargin: "0", sideMargin: "20")
25
26        subtitleLabel.text = "This is the app launched via Xcode's Run."
27        stack.addSubview(subtitleLabel, withTopMargin: "12", sideMargin: "20")
28    }
29 }
30
```





LISTEN



```
id nc = [NSNotificationCenter defaultCenter];
SEL injected = @selector(appHasBeenInjected:);
NSString *key = @"INJECTION_BUNDLE_NOTIFICATION";
[nc addObserver:self selector:injected name:key object:nil];
```

INJECTED



```
- (void)appHasBeenInjected:(NSNotification *)notification
{
    [self.rootNav popViewControllerAnimated:NO];
    [self runDeveloperExtras];
}
```

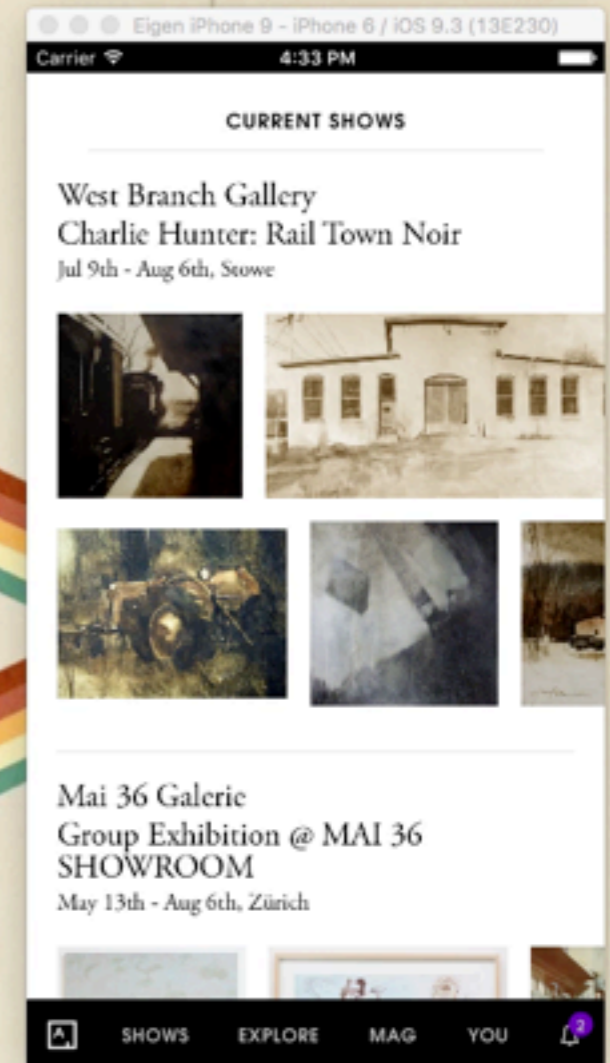
RECREATE



```
- (void)runDeveloperExtras
{
    NSString *path = @"/artwork/glenn-brown";
    id switchboard = [ARSwitchBoard sharedInstance];
    id viewController = [switchboard loadPath:path];
    [self pushViewController:viewController animated:YES];
}
```



```
Artsy > Eigen iPhone 9 | Running Artsy on Eigen iPhone 9
Artsy > Artsy > View C...trollers > App Navigation > ARTopMenuViewController+DeveloperExtras.m | -runDeveloperExtras
ARTopMenuViewController+DeveloperExtras.m
18
19 */
20
21
22 @implementation ARTopMenuViewController (DeveloperExtras)
23
24 // Called when the app has been re-injected with some code,
25 // the default here will pop the top view controller and
26 // re-run the developerExtras
27
28 - (void)appHasBeenInjected:(NSNotification *)notification
29 {
30     [self.rootNavigationController popViewControllerAnimated:NO];
31     [self runDeveloperExtras];
32 }
33
34 // Use this to create a new ViewController and push it on to the stack
35 /*
36
37 @example
38
39     id viewController = [[LiveAuctionViewController alloc] init];
40     [self pushViewController:viewController animated:YES];
41
42 @example
43
44     NSString *path = @"/artwork/helidon-xhixha-energia-delle-forme";
45     id viewController = [[ARSwitchBoard sharedInstance] loadPath:path];
46     [self pushViewController:viewController animated:YES];
47
48 */
49
50 - (void)runDeveloperExtras
51 {
52     ARBrowseViewController *viewController = [[ARBrowseViewController alloc] init];
53     viewController.networkModel = [[ARBrowseNetworkModel alloc] init];
54
55     [self pushViewController:viewController animated:YES];
56 }
57
58
59 @end
60
```



HOW



- Xcode Plugin
- Keeps track of all changed files
- Compiles the changed files via terminal to bundle
- Bundle is passed to an Injection server in your app
- Server receives bundle, and loads it
- Server replaces methods in old classes with new ones
- Server sweeps through all app memory for instances
- Server notifies all objects they've been changed

CAVEATS



- Won't work for Swift purists
- Works fine for pragmatic programmers
- Requires un-signing Xcode 8



cocoapods-xcautotest

note - this is a README driven project, this is where I want it to be. A lot of the infrastructure is in place.

OK, so, here's the problem.

You write tests, because you want to ensure a baseline quality. Good on 'ya. You write a lot of tests over time.

Eventually this becomes it's own problem. Tests take time to compile, they start to really rack up the minutes to run.

So you think, OK, I can work around this. You use [Xcode Schemes to run only a few tests](#) each time. It's a bit of work, but you can deal with it.

Then you do [some work in another language](#) - with real TDD. You end up being pretty frustrated at waiting tens of seconds for your sim to be running your tests. This isn't how it should be.

XCAutoTest is a CocoaPods plugin. It is both a server that runs inside your terminal, and a library that runs inside your project.

Terminal

The job of this part of the system is to listen for file system changes from your tests. When a file is saved, it will compile those tests into a bundle, then pass that over to the app to run as a testcase.

Library

The library's job is to see if the server is running at the end of an XCTest run. If the server is running, then it will stop the suite from closing, and listen for new test bundles. This will trigger a test-run for just the compiled tests.

Installation



MyFirstApp | Build MyFirstApp: Failed | Today at 3:57 PM

MyFirstApp > MyFirstApp > AppDelegate.m > @implementation AppDelegate

By Group By Time

- MyFirstApp Today, 3:49 PM
 - Build Today, 3:57 PM
 - Build Today, 3:57 PM
 - Build Today, 3:57 PM
 - Build Today, 3:49 PM
 - Build Today, 3:48 PM
 - Build Today, 3:48 PM
 - Build Today, 3:48 PM
 - Build Today, 3:48 PM
 - Build Today, 3:48 PM
 - Build Today, 3:48 PM
 - Build Today, 3:47 PM
- Project No Logs

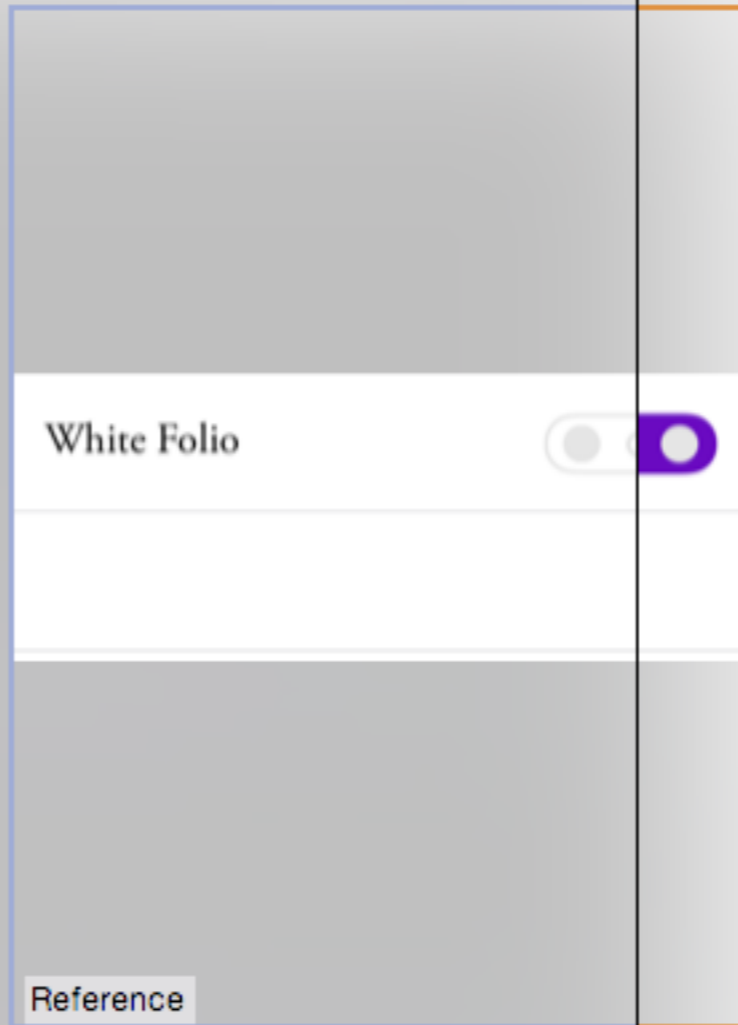
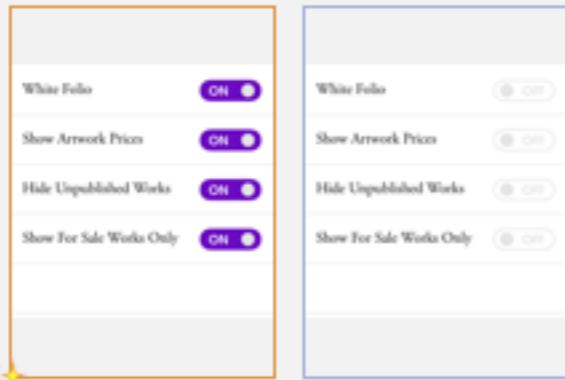
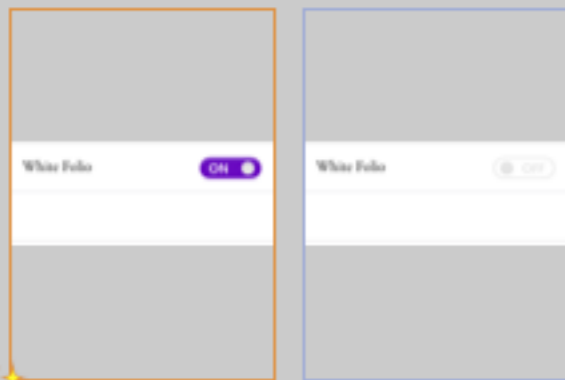
```
1 #import "AppDelegate.h"
2
3 @interface AppDelegate ()
4
5 @end
6
7 @implementation AppDelegate
8
9 - (void)applicationDidFinishLaunching:(NSNotification *)
    aNotification {
10     [app something];
11 }
12
13 @end
14
```

Use of undeclared identifier 'app'



3 Failing snapshots

Open ARAdminSettingsViewControllerSpec

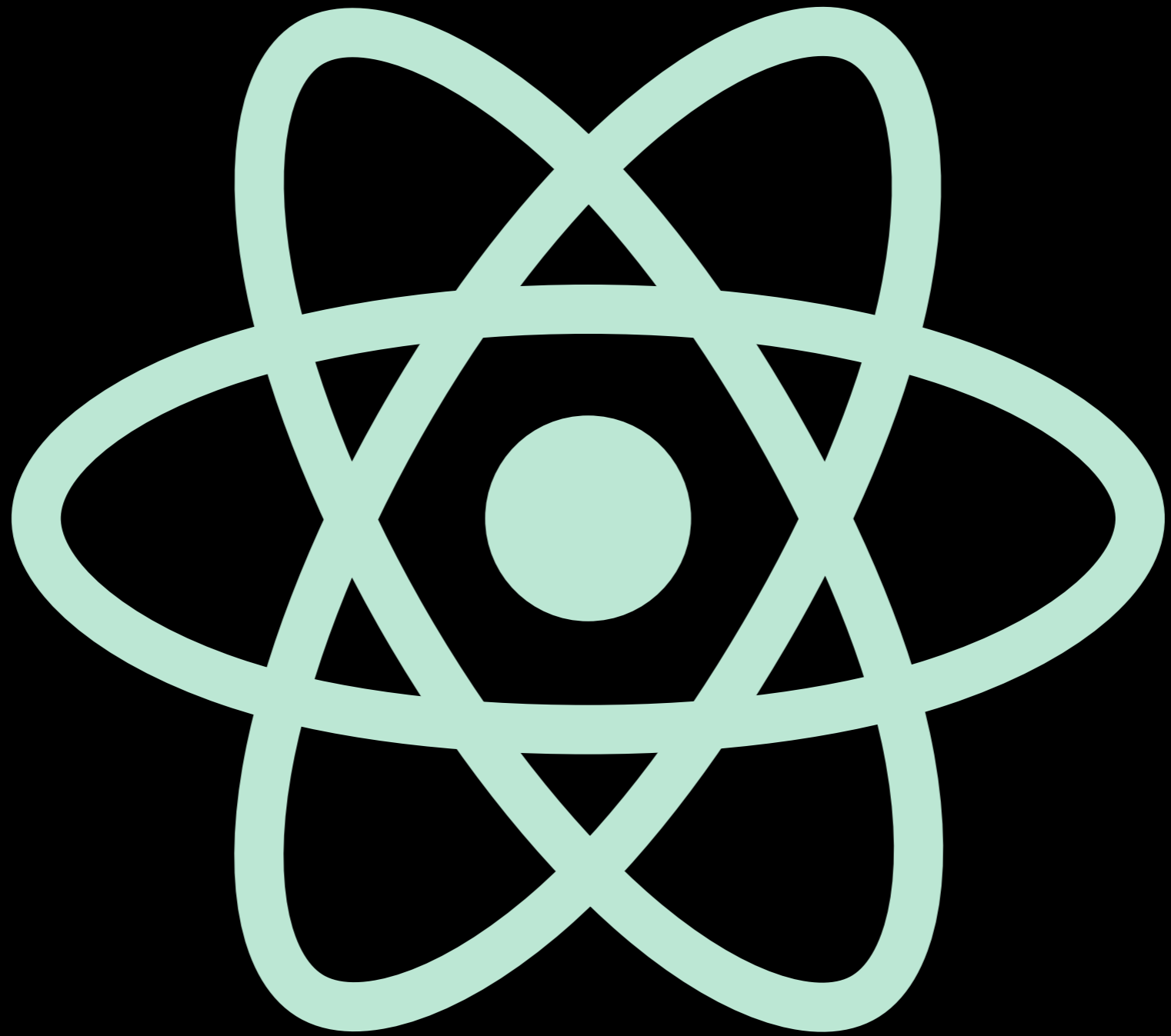


Test looks correct when is just white folio

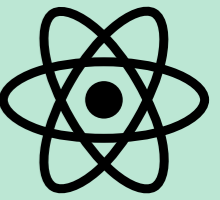
Swap Diff

Open in Finder





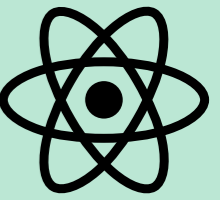
REACT



WEB

IOS

REACT

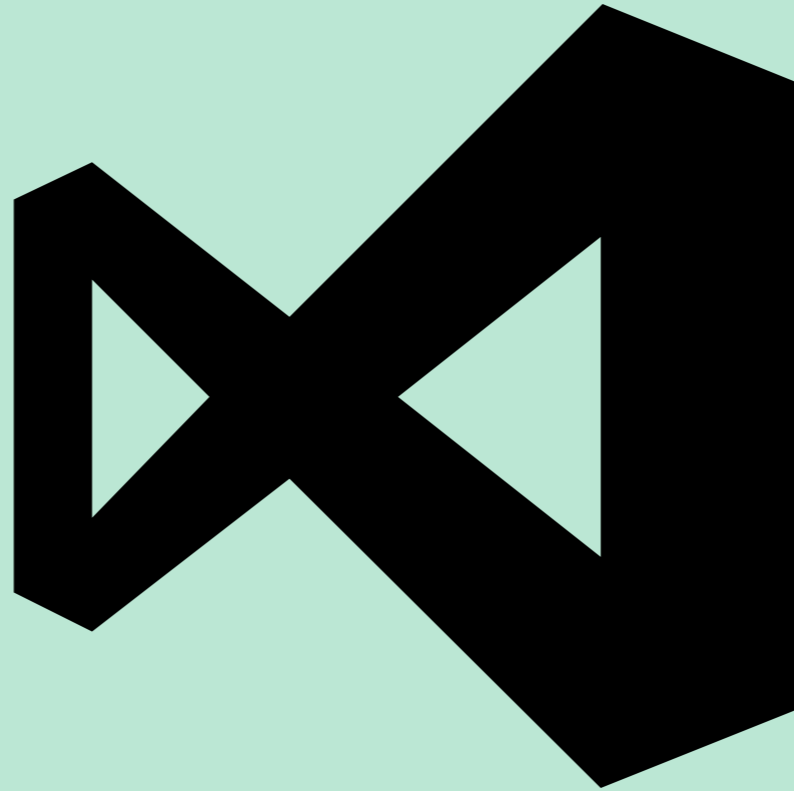
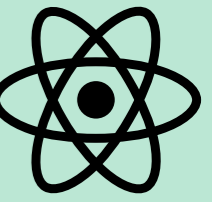


SHARE IDEAS

HOT RELOADING

OPEN TOOLCHAIN

REACT





Joe Groff
@jckarter

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@orta @ashfurrow It's a foundational step. Open compiler and more toolable language enables better non-code tools in the long term.

RETWEET
1

LIKE
1



10:02 AM - 18 Jul 2016



1

1



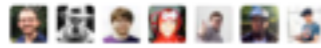
Joe Groff
@jckarter

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@orta @ashfurrow Beyond playgrounds, stuff like IB and storyboards could be much more powerful interfacing with code as code...

RETWEETS
2

LIKES
5



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2

5



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@jckarter

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@orta @ashfurrow ...rather than as loosely-coupled dynamic data that requires jumping a stringly-typed bridge.

RETWEET
1

LIKES
3



11:52 AM - 18 Jul 2016



1

3



HOPE

 **Et tu, sabes?**
@NeoNacho Follow


🎉 I'm more than excited to announce I'll be joining the Developer Tools team at 🍏 in October! 🎉🔧

RETWEETS 50 LIKES 725 


8:58 AM - 27 Jul 2016


📍 Bernal Heights, San Francisco

👤 60 ❤️ 725 ⋮

 **honza dvorsky**
@czechboy0 Follow

Super excited to announce that I'll be joining Apple to work on developer tools, starting in October! 🎉❤️🍏

 **Back to work**
I have some good news to share with you all at the end of this post.
honzadvorsky.com

RETWEETS 2 LIKES 8 

7:53 AM - 8 Aug 2016

👤 2 ❤️ 8 ⋮

HOPE

