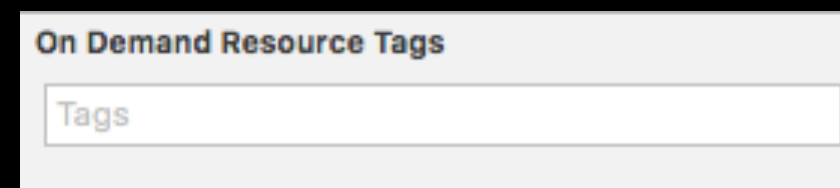


On-Demand Resources



A screenshot of a dialog box titled "On Demand Resource Tags". The dialog box has a title bar with the text "On Demand Resource Tags". Below the title bar is a single text input field containing the word "Tags".

ODR_Preload | Sven's iPhone X | Waiting for Device

ODR_Preload > ODR_Preload > Apple_logo_black.png | No Selection

Identity and Type

Name: Apple_logo_black.png
Type: Default - PNG Image
Location: Relative to Group
Apple_logo_black.png
Full Path: /Users/sven/developer/Xcode/Cocoapods/ODR_Preload/ODR_Preload/Apple_logo_black.png

On Demand Resource Tags

Tags

Image Properties

Dimensions: 2000 x 2000 pixels
Resolution
Color Space: RGB
Alpha Channel: Yes

Localization

Localize...

Target Membership

- ODR_Preload
- ODR_PreloadTests
- ODR_PreloadUITests

View Controller - A controller that manages a view.

Storyboard Reference - Provides a placeholder for a view controller in an external storyboard.

Navigation Controller - A controller that manages navigation through a hierarchy of views.

App Bundle

Executable

Frameworks

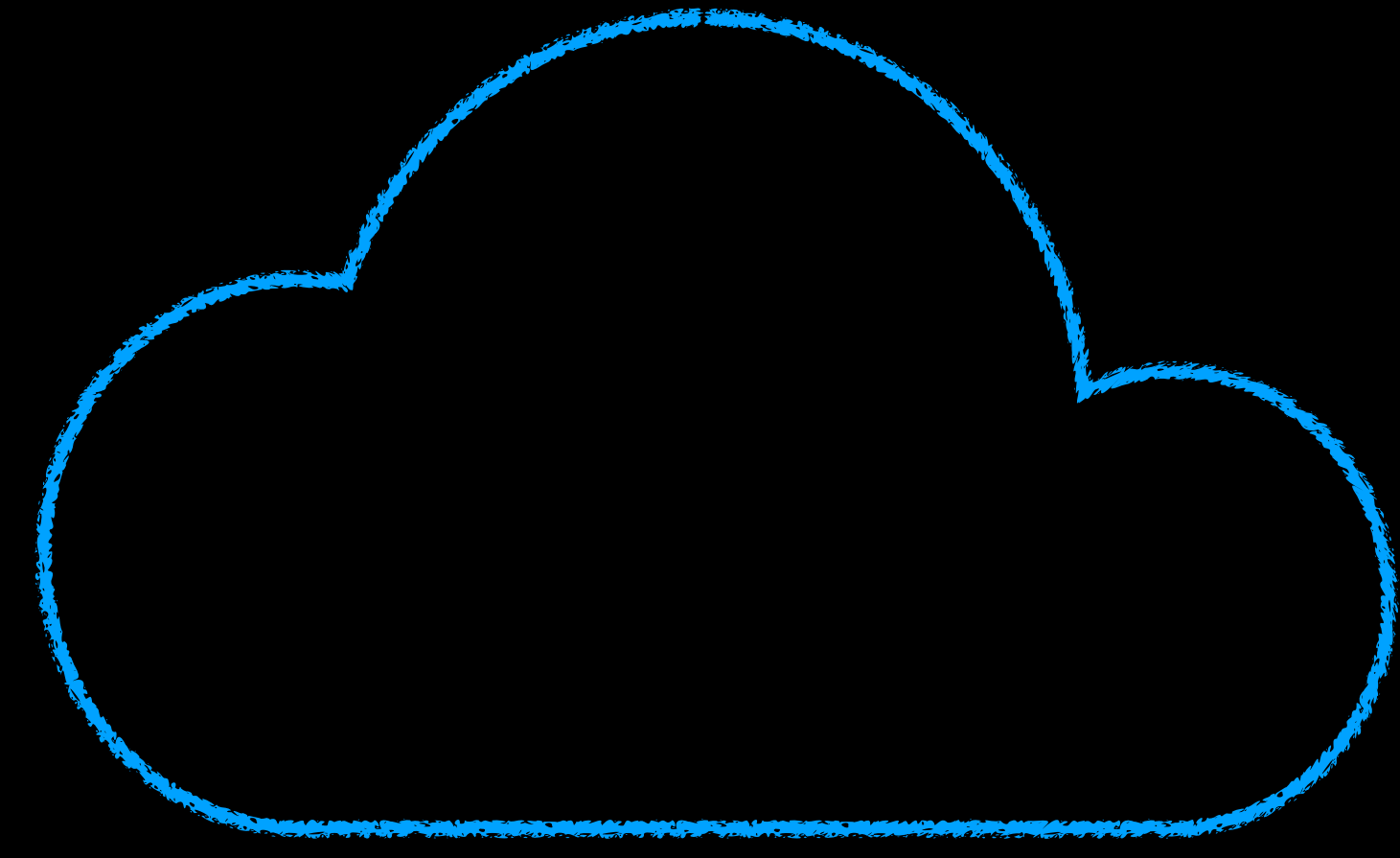
Resources

App Bundle

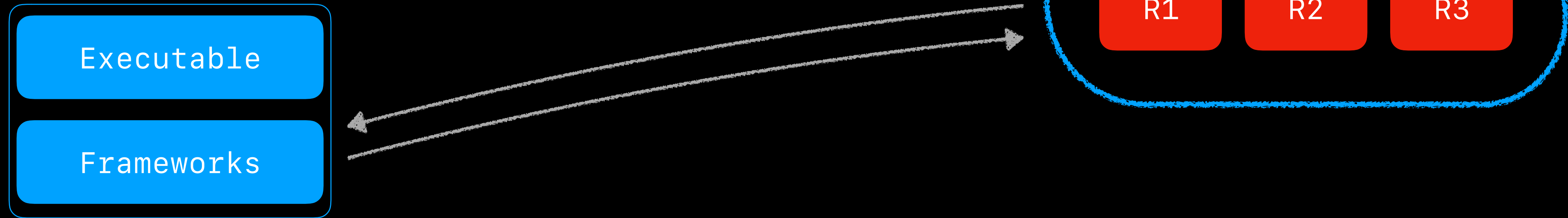
Executable

Frameworks

Resources



App Bundle



Questions

- Are On-Demand resources useful for my app?
- What do I need to do for setup?
- What are the advantages/disadvantages over hosting resources on my own server?

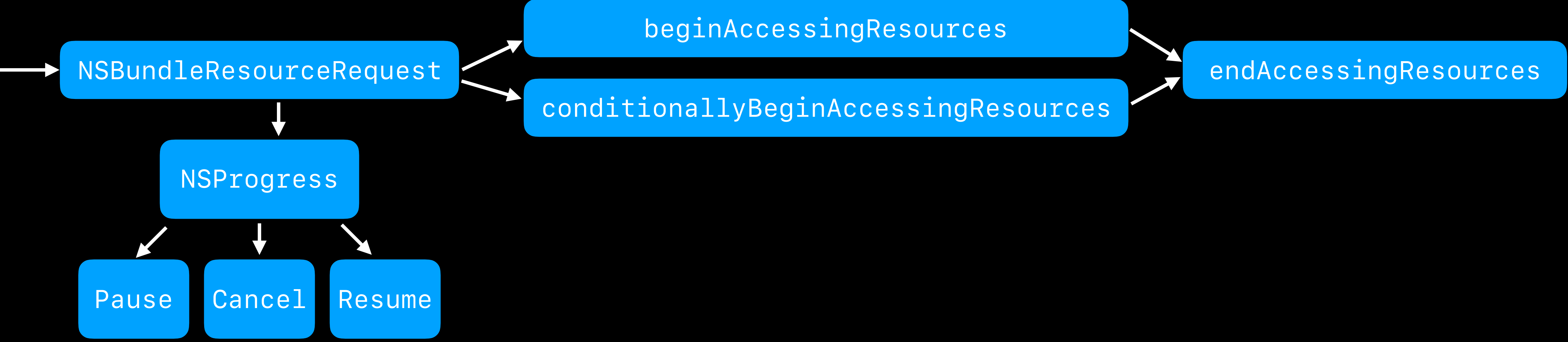
What are On-Demand Resources?

- Store resources on the App Store (custom URL for enterprise apps)
- Store anything except executable code
- Load using e.g. `UIImage(named: "image")` or `literal`
- Enabled by default
- Can only be changed with an app update

Integrating On-Demand resources

- Add tags to your resources
 - Tags are strings, but autocompletion works here 🎉
- Optionally: Add tags to your Prefetch/Initial Install list
 - Prefetch: The resources start downloading after the app is installed.
 - Initial Install: The resources are downloaded at the same time as the app.
- Use `NSBundleResourceRequest(tags:).beginAccessingResources(completionHandler:)`

Integrating On-Demand resources



Demo

Purging

- Resources that are not retained can be purged at any time.
- **Only** purged when the system is running out of disk space (NSBundleResourceRequestLowDiskSpace).
- "Registration for the notification is usually done by the app delegate or master view." (<http://apple.co/2ALT6t4>) 🤔
- Prevent overpurging by using smaller tags.

```
Bundle.main.setPreservationPriority(priority:, forTags:)
```

Are On-Demand resources useful for my app?

Yes, if ...

- ... you have resources you rarely use.
- ... you have a lot of resources.
- ... you have resources you only need once.
 - Like initial data for your database. On-Demand resources can be purged after import.
- ... you can predict which resources are needed next.

What do I need to do for setup?

- Add tags to your resources.
- No setup on iTunes Connect.
- Begin accessing resources.

What are the advantages/disadvantages over hosting resources on my own server?



- Initial install tags
- Free
- Reliable
- Downloading, caching, purging handled by iOS
- Resources do not count towards app size



- You can not update resources separately
 - Except for enterprise apps
- Resources are not downloaded to a permanent location
- On 16GB iPhones you're resources are probably gone after every restart 🙄



