

Xcode 4.5.2 Release Notes

This document contains release notes for **Xcode 4.5.2**. It discusses enhancements and issues resolved in Xcode 4.5.2.

Resolved Issues

General

Fixed Xcode and LLDB crashes reported on Xcode 4.5: 12482521, 12482518, 12481393, 12481829, 12481363, 12481302, 12481396, 12482364, 12514294, 12364375, 12481322, 12481370, 12481398, 12481373, 12489094, 12483605, 12481863, 12482083, 12482540, 12481426, 12482542, 12481390, 12482362, 12481885

Interface Builder

Improved stability of Interface Builder's Autolayout and Storyboards: 12482514, 12482536, 12482526, 12482548

Debugging

Fixed memory leak and problems debugging when the iOS simulator is manually shut down: 12483722, 12481405

App Store Submissions

Fixed occasional Xcode hang when submitting an app to the iOS App Store: 12482847

Xcode 4.5.1 Release Notes

This document contains release notes for **Xcode 4.5.1**. It discusses enhancements and issues resolved in Xcode 4.5.1.

Enhancements

General

Improved the responsiveness of the Open Quickly dialog. 12251666 Improved performance switching between tabs in the Xcode app. 12364395

Debugging

Improved stability and responsiveness running apps on a simulator. 12388056, 12364385, 12364295

Resolved Issues

Editing User Interfaces

Crashes while editing user interface documents. 12364019, 12389062, 12388854, 12389040, 10261299

Editing Property Lists

Issues adding keys to property list files. 12377407

Debugging

Debug console doesn't display all input characters. 12364400

Source Control

Issues interacting with working copies known by the Xcode app. 12364258, 12389205, 12389198

Xcode 4.5 Release Notes

New Features

Editing User Interfaces

The Interface Builder canvas includes a new button to toggle between iPhone screen layouts. When you click the button, Xcode resizes full screen views to match the selected iPhone screen size. When the top level views are resized, Xcode uses the resizing rules specified by layout constraints or springs and struts in the size inspector to reflow the contained views. 12290237

Use this button to toggle between layouts and ensure that the resizing rules you define work as expected on both the new Retina 4 screen and previous screen sizes.

Editing User Interfaces: Storyboards

Storyboards now support view controller containment. You can add child view controllers to a parent view controller in a storyboard. At runtime, when the `viewDidLoad` method is called on the parent controller, its view hierarchy (composed of the view hierarchies of its child controllers) is already loaded. 9630246

To add a view controller as the child of another view controller:

1. Add a container view from the Object library.
2. Connect the container view to the child view controller with an embed segue.

Enhancements

General

When Xcode autocreates schemes, it now adds the new schemes in project order (within the workspace) and target order (within each project). 7996506

Editing User Interfaces: Storyboards

You can now specify that modal segues be presented without animation. 10384049

You can now create unwind segues that allow transitioning to existing instances of scenes in a storyboard. 9211697.

With earlier releases of Xcode, you may have implemented unwind segues programmatically. See the *iOS SDK Usage* section for details.

iOS SDK Usage

When your app runs on iOS 6.0 or later, in the `shouldPerformSegueWithIdentifier:sender:` method of your `UIViewController` subclass, you can decide whether to trigger a segue with a specific identifier, which you set in the segue's Attributes inspector. 9447109

Source Control: Subversion

When you update your Subversion-managed project, Xcode now automatically applies the update if there are no conflicts. 11913482

To see changes from the repository before applying them, choose File > Source Control > Update while holding down Control.

Changes

General: iOS

This version of Xcode does not generate armv6 binaries. 12282156

The minimum deployment target is iOS 4.3. 12282166

In this Xcode release, Auto Layout is turned on for new user interface documents (storyboards and nib files). Because Auto Layout requires iOS 6.0, using such user interface documents on earlier iOS releases results in a crash or other undefined behavior. 12289644

For your app to run on earlier iOS releases, turn off Auto Layout in its user interface documents.

Distributing Apps: iOS

This release of Xcode doesn't allow submitting to the App Store apps with iOS Deployment Target set to iOS releases earlier than iOS 4.3. The validation process fails with the message "This bundle is invalid. The key UIRequiredDeviceCapabilities in the Info.plist may not contain values that would prevent this application from running on devices that were supported by previous versions." 12309358

Set the app's iOS Deployment Target to iOS 4.3 or later.

Creating Projects

Projects created using this Xcode release use the new libc++ implementation of the standard C++ library. The libc++ library is available only on iOS 5.0 and later and OS X 10.7 and later. 12221787

To enable deployment on earlier releases of iOS and OS X in your project, set the C++ Standard Library build setting to libstdc++ (Gnu C++ standard library).

Managing Devices

Uploading app data files to an iOS device works correctly on OS X v10.7 and v10.8. 12017933

Source Control

RCS and CVS are deprecated in this Xcode release. 12252058

Installing

Starting in Xcode 4.3, the `Xcode.app` file package contains all the Xcode developer tools. The man pages for the command-line tools Xcode uses are also placed in this package. However, these man pages are not included in the places searched by the `man` command. To access these man pages, you must add them to the index of man pages used by the `man` command. 10658081

To add the Xcode man pages to the man-page index:

1. Construct `MANPATH` for the Xcode.app package you're using by executing these shell commands:

```
#!/bin/tcsh

set xcodeManPathsTmp=/tmp/Xcode

# Expect to find Xcode.app in /Applications

find /Applications/Xcode.app -name man >! $xcodeManPathsTmp

sudo cp $xcodeManPathsTmp /etc/manpaths.d
```

2. Set the `MANPATH` environment variable in your command shell:
 - C-ShellEdit `/etc/csh.login` by adding this line before the `if (-x /usr/libexec/path_helper)` then line:

```
setenv MANPATH ""
```

- Bourne ShellEdit `/etc/profile` by adding this line before the `if [-x /usr/libexec/path_helper];` then line:

```
export MANPATH=""
```

The `path_helper` command adds the paths in the `manpaths.d` file to the `PATH` and `MANPATH` environment variables.

Alternatively, edit the shell startup files in your home directory to execute this command:

```
/usr/libexec/path_helper -s
```

3. Open a new shell window, and verify that `MANPATH` lists the paths to the Xcode.app package you're using.
4. Index the man pages by executing this shell command:

```
sudo /usr/libexec/makewhatis
```

New Issues

Editing User Interfaces

When you add a gesture recognizer in a storyboard, it mistakenly overrides the system supplied gesture recognizers for the target view. For example, adding a tap gesture recognizer to a table view results in a table view that does not scroll. 12200238

Disconnect the gesture recognizer in the storyboard, and apply it in code.

Performance Measurement and Analysis: Instruments

A UI automation script being run with a simulator target in Instruments fails if your Mac contains multiple copies of Xcode and the Xcode install path is not set up correctly. 12288632

Determine the path to the running Xcode instance by executing this shell command:

```
$ xcode-select --print-path
```

If the returned path doesn't point to the running Xcode instance, execute this shell command:

```
$ xcode-select -switch <path_to_the_Xcode_package>
```

path_to_the_Xcode_package is the path to the Xcode.app package you're using. For example, /Applications/Xcode.app.

Known Issues

General

Xcode may not show any windows when it's launched. This happens when you download Xcode from <https://developer.apple.com> and the "Close windows when quitting an application" preference in System Preferences is unselected. Switch to another app and relaunch Xcode. 11865559

Editing Core Data Models

MobileMe syncing support is deprecated. However, the `syncable` property is still set to YES by default in the User Info Dictionary for entities and properties, but the model editor doesn't show this setting. 10787672

To explicitly set `syncable` to NO for an entity or a property, add a key/value pair in your User Info Dictionary:

1. Select the entity or property for which you want to turn off syncing on a model file.
2. In the User Info section in the Data Model inspector, add this key/value pair:

key	"com.apple.syncservices.Syncable"
value	"NO"

Editing Source Code

Text and font rendering on OS X v10.8 is optimized for Retina display. On a non–Retina display running OS X v.10.8, some font configurations can appear blurry in Xcode. 11486875

Switch back to non–Retina display optimized text and font appearance in Xcode by entering this command in Terminal:

```
defaults write com.apple.dt.Xcode  
NSFontDefaultScreenFontSubstitutionEnabled -bool YES
```

Localization

When you select the Use Base Internationalization option in the project editor, Xcode generates strings files for each your project’s user interface documents. 11462724

To resynchronize your strings files with new content from your user interface documents, use the --generate-stings-file option of the ibtool command to produce new strings files. Then, manually merge the new files into your existing localized strings.

Autolayout: Runtime

At runtime, when adding subviews to a split view while loading both views from nib files, you may see log messages about unsatisfiable constraints because of autoresizing mask constraints on the split view panes. These are benign log messages because a split view automatically fixes the problem after adding the subview. 11614767

In your code, before adding the subview to the split view, send `setTranslatesAutoresizingMaskIntoConstraints:NO` to the subview.

Debugging: LLDB

The `po`, `print`, and `expression` commands cannot access enumerators directly. You must use the name of the enumeration. 11485295

For example, if your code contains `enum MyEnum { e1, e2 };`, LLDB emits an error if you type `print e1`. Instead type, `print MyEnum::e1`.