

## Developing CarPlay Systems, Part 1 Session 722

#### Emily Schubert Engineering Manager, Car Experience

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#WWDC16

Familiar

Familiar

Integrated

Familiar Integrated Future ready

# In This Session

How CarPlay Works Key Vehicle Requirements Design Guidelines Supported Apps









#### Touch

#### Knobs and Controls



Voice

How CarPlay Works













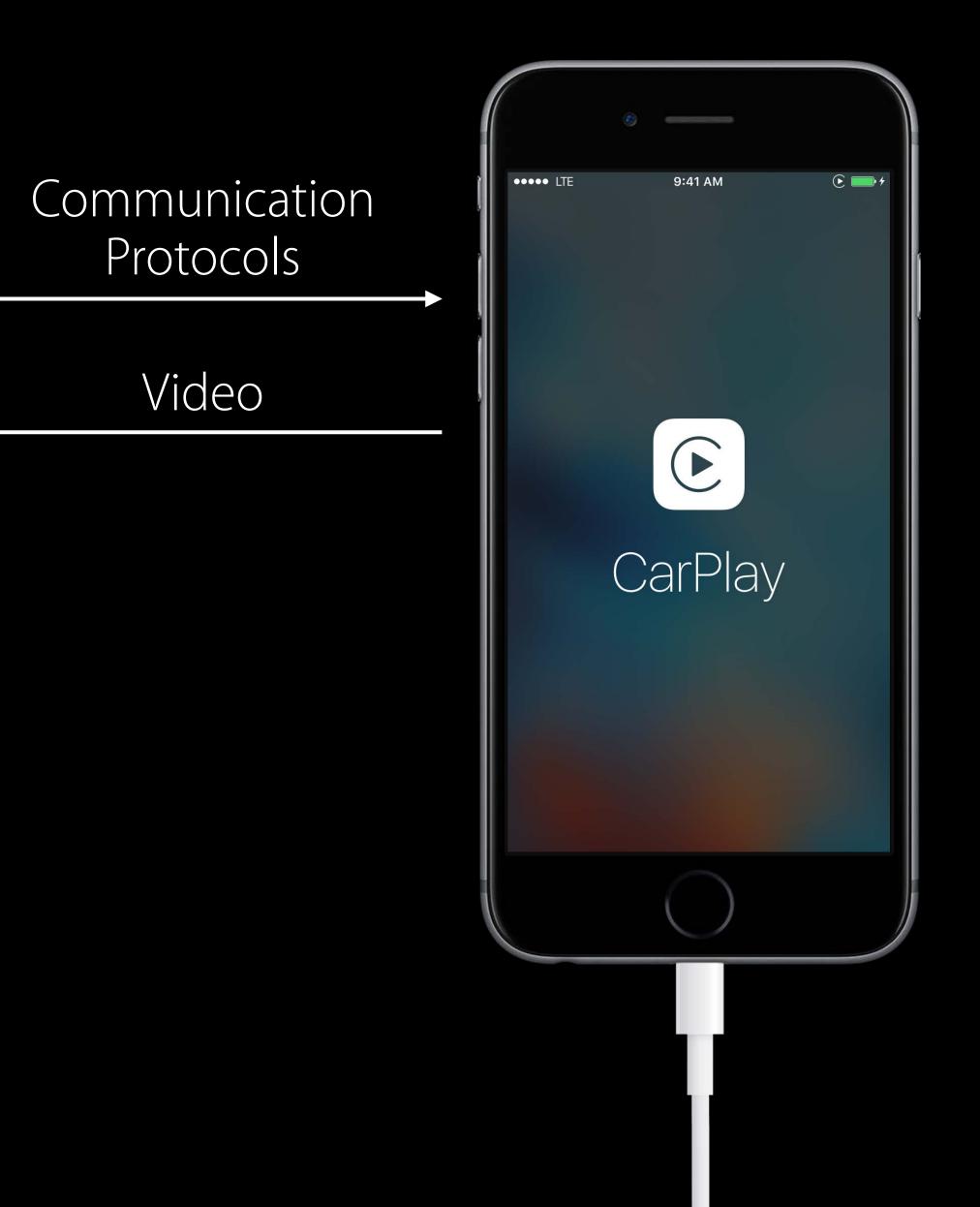


# iPhone

#### Communication Protocols











































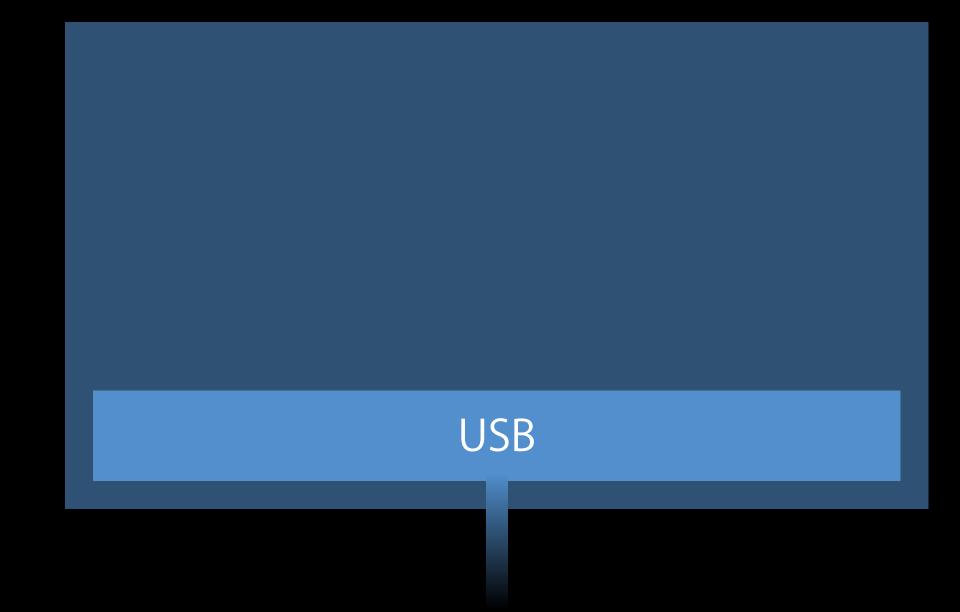






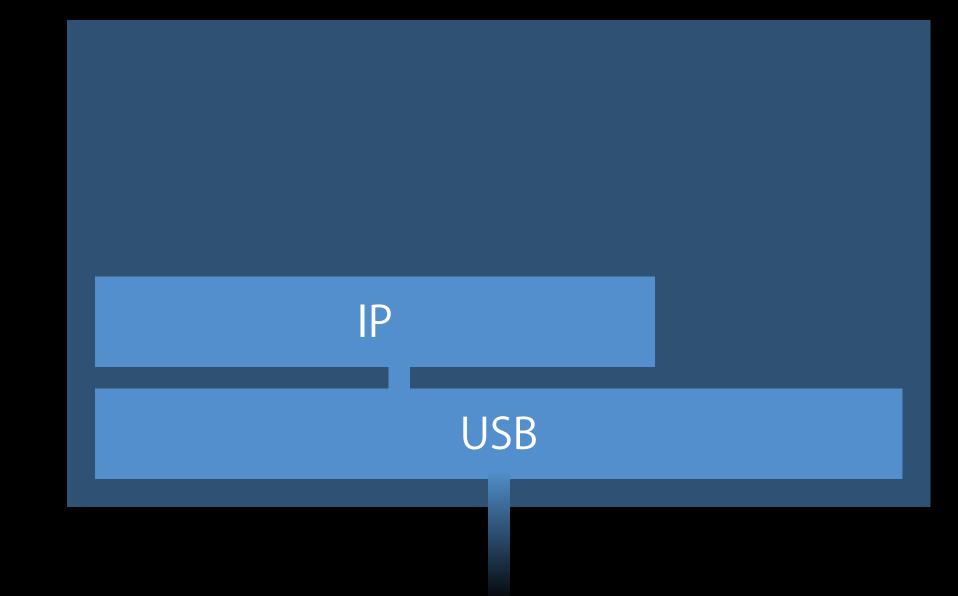






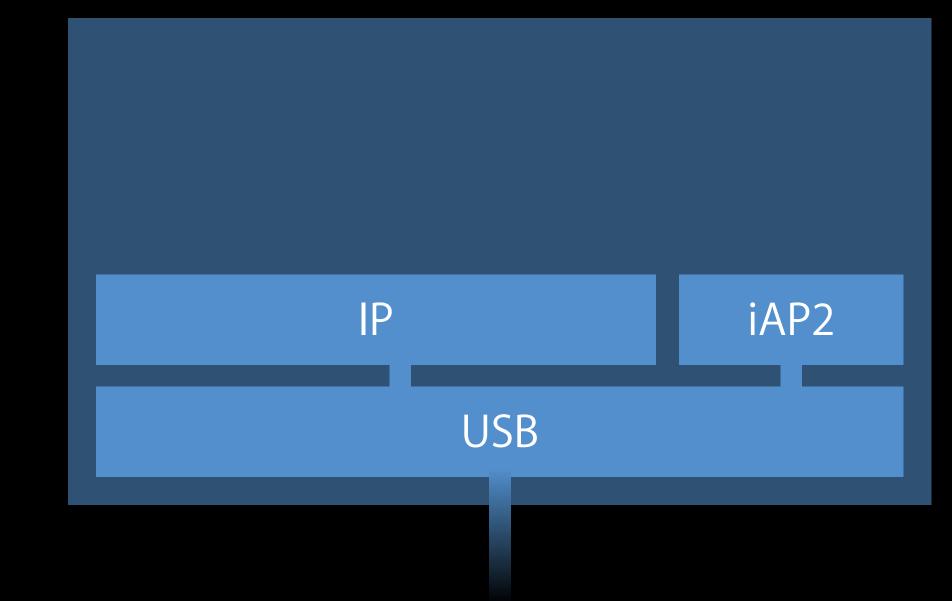
#### Wired Connection to iPhone





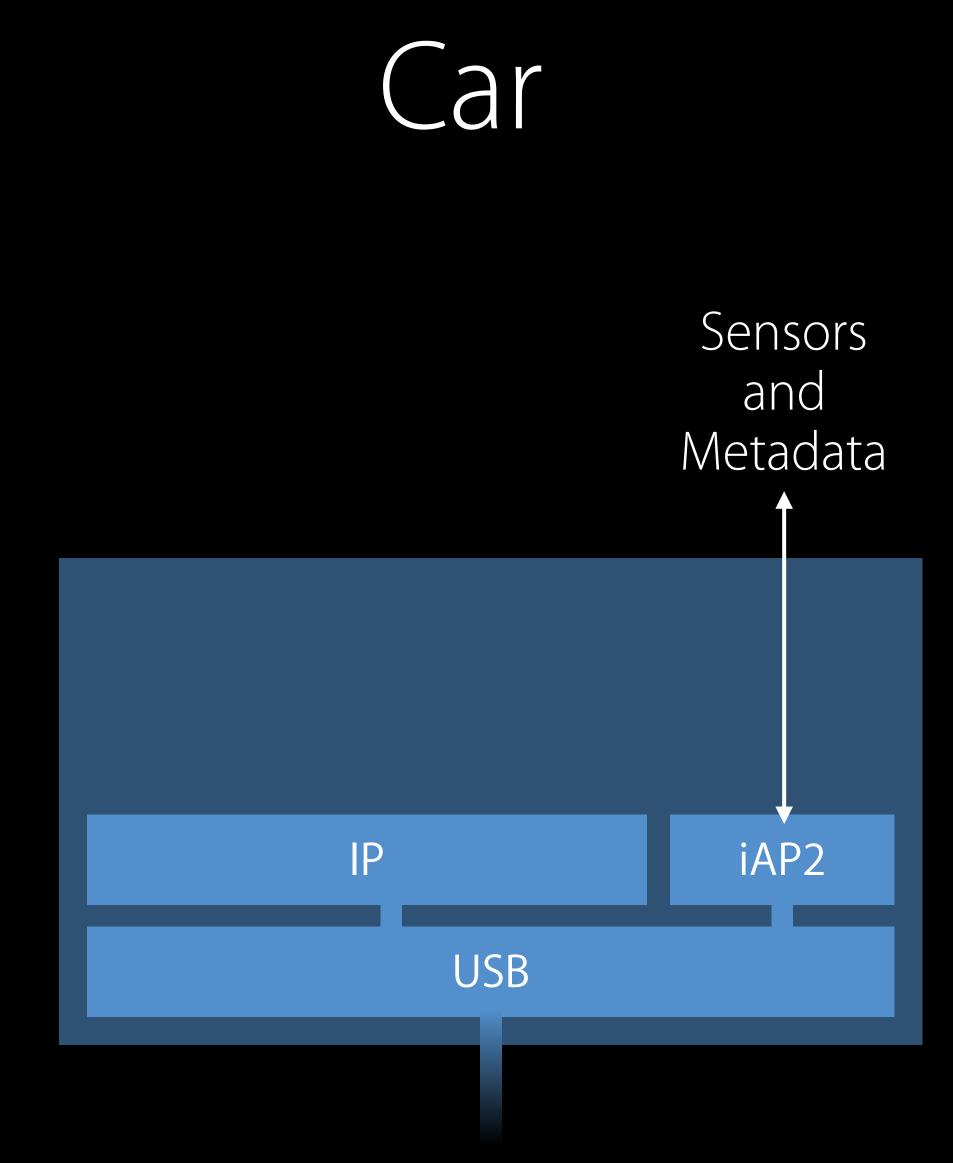
#### Wired Connection to iPhone





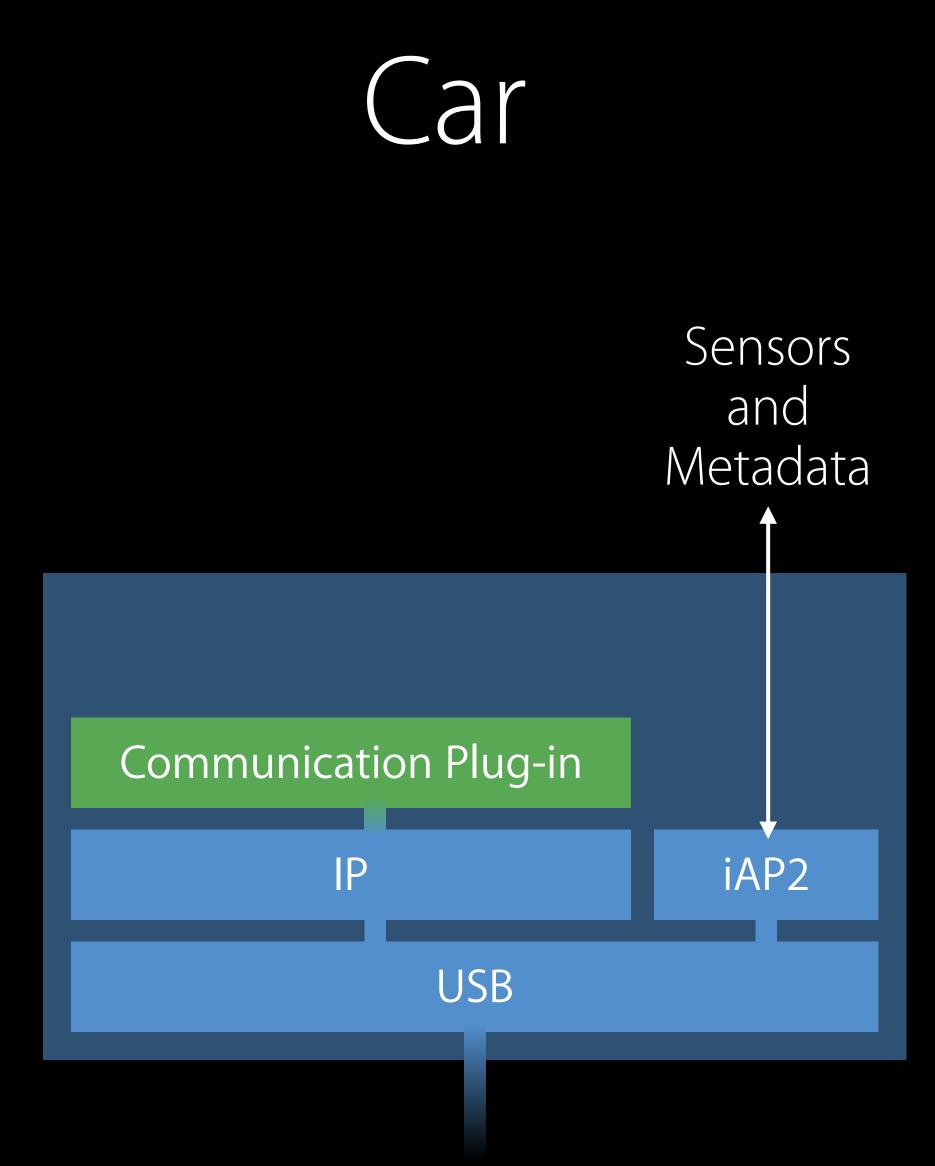
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#### Wired Connection to iPhone

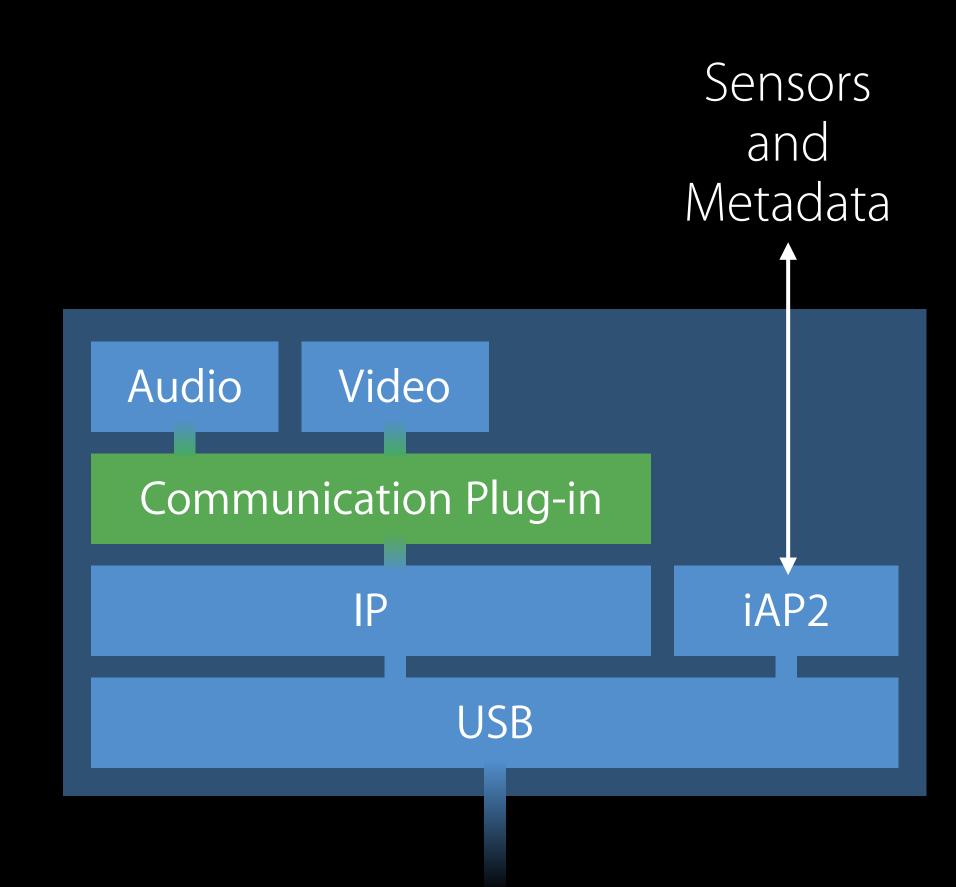




#### Wired Connection to iPhone

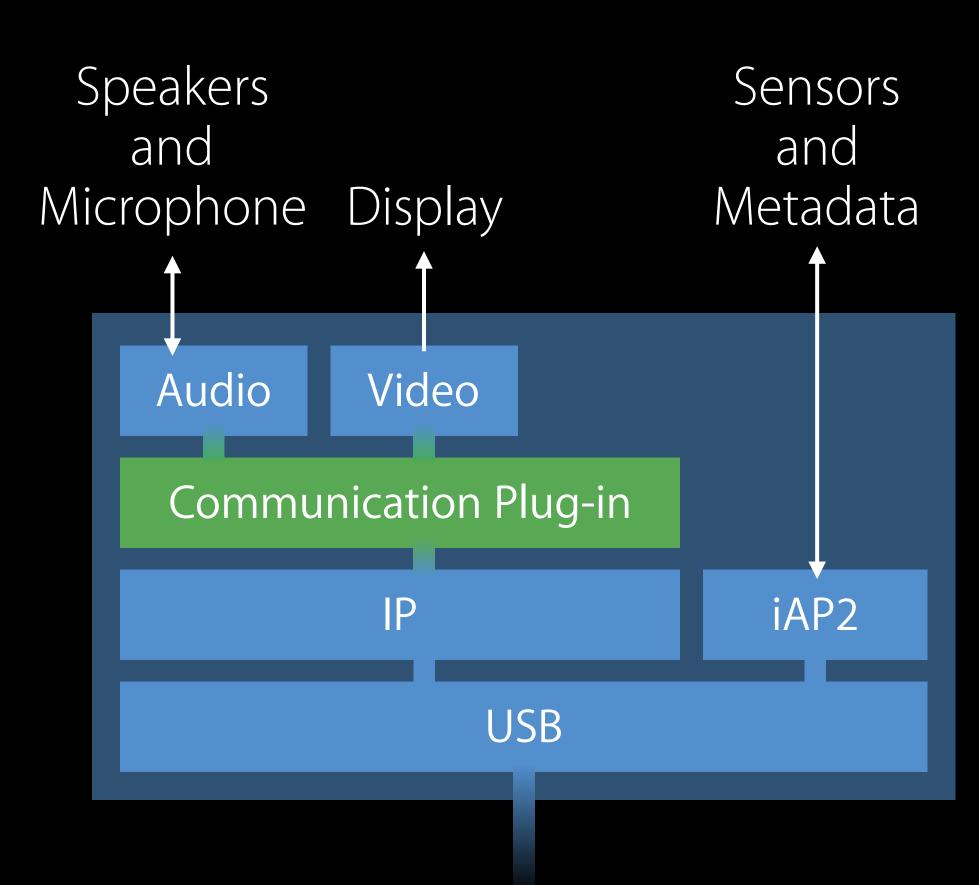






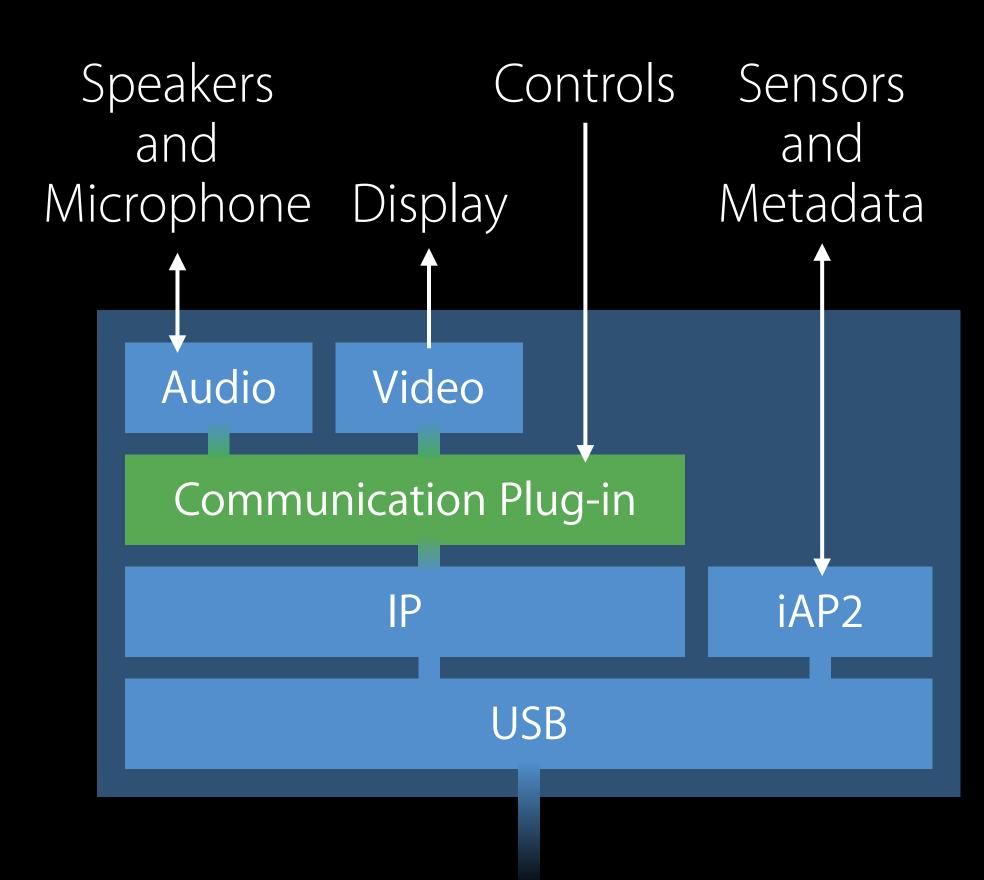
#### Wired Connection to iPhone





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#### Wired Connection to iPhone

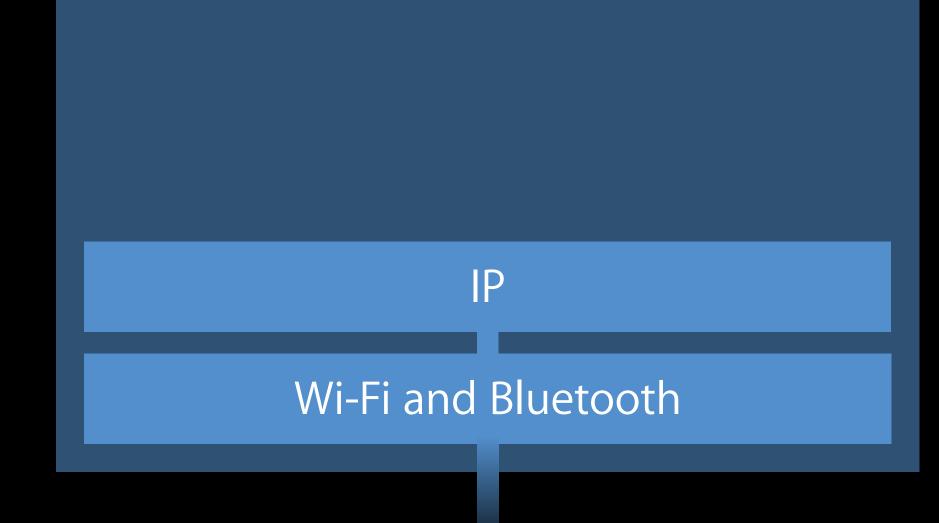




### Wi-Fi and Bluetooth

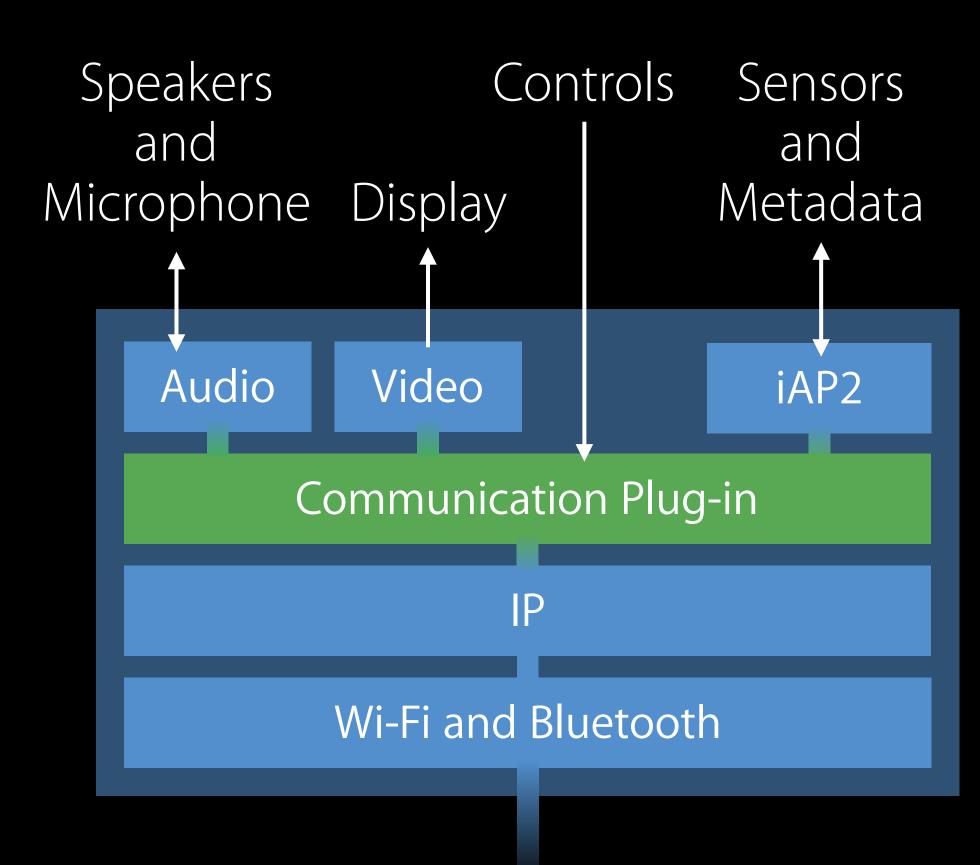
### Wireless Connection to iPhone





### Wireless Connection to iPhone





### Wireless Connection to iPhone

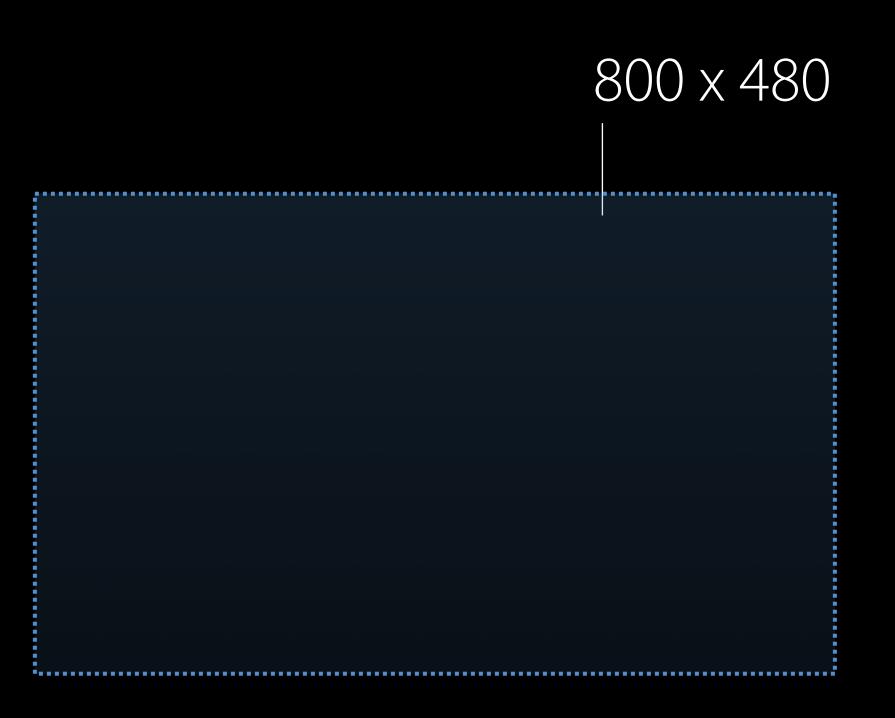


High Resolution Display Speakers and Microphone User Input Sensors Connection to iPhone

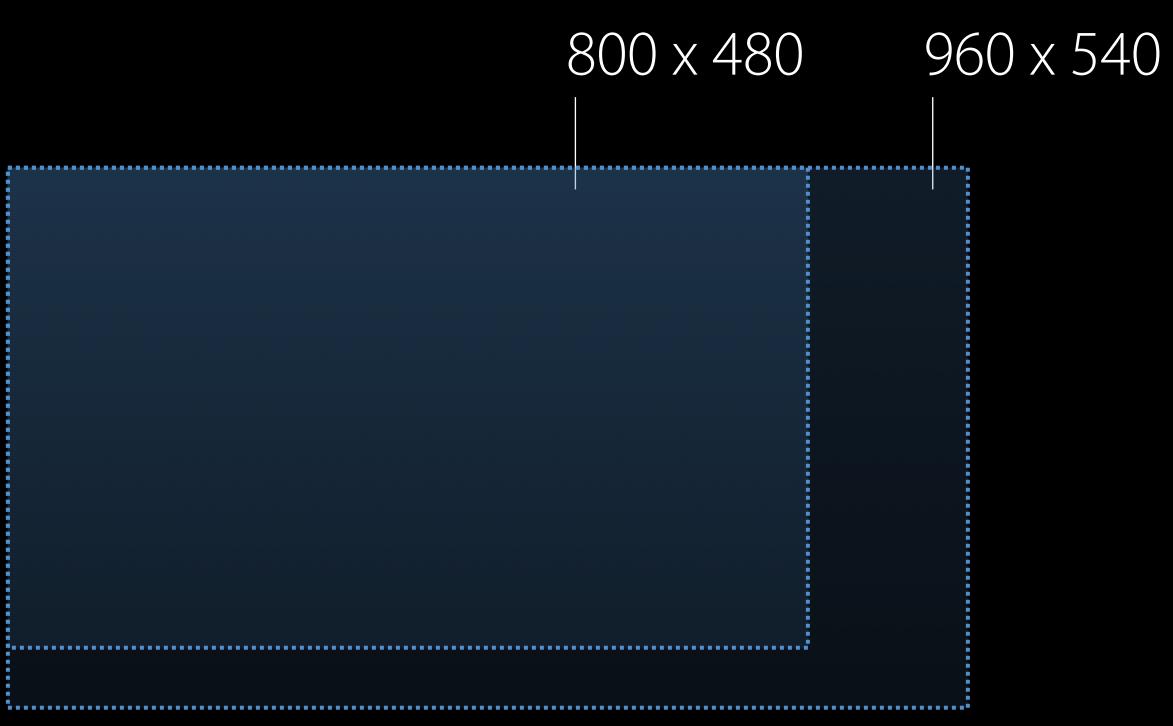
High Resolution Display Speakers and Microphone User Input Sensors Connection to iPhone

### Standard Display Resolutions

### Standard Display Resolutions



### Standard Display Resolutions



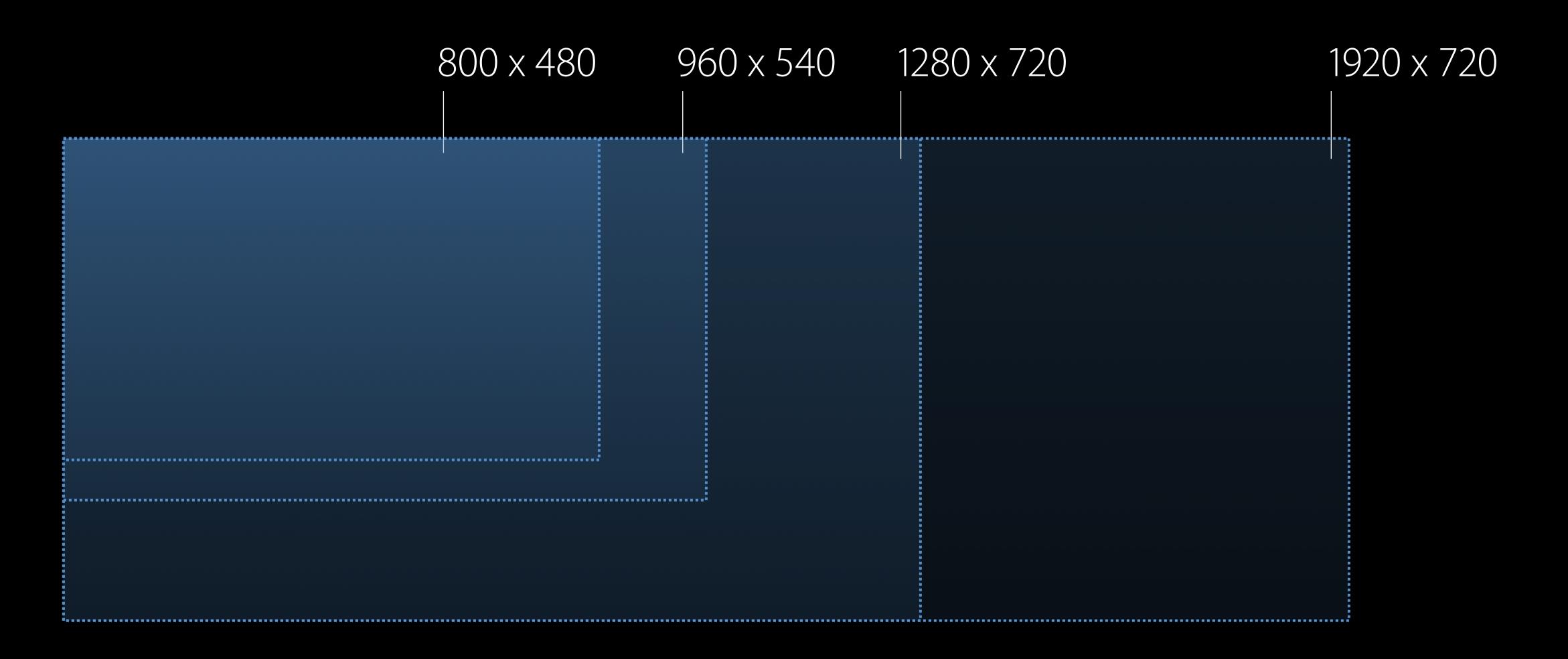
### Standard Display Res



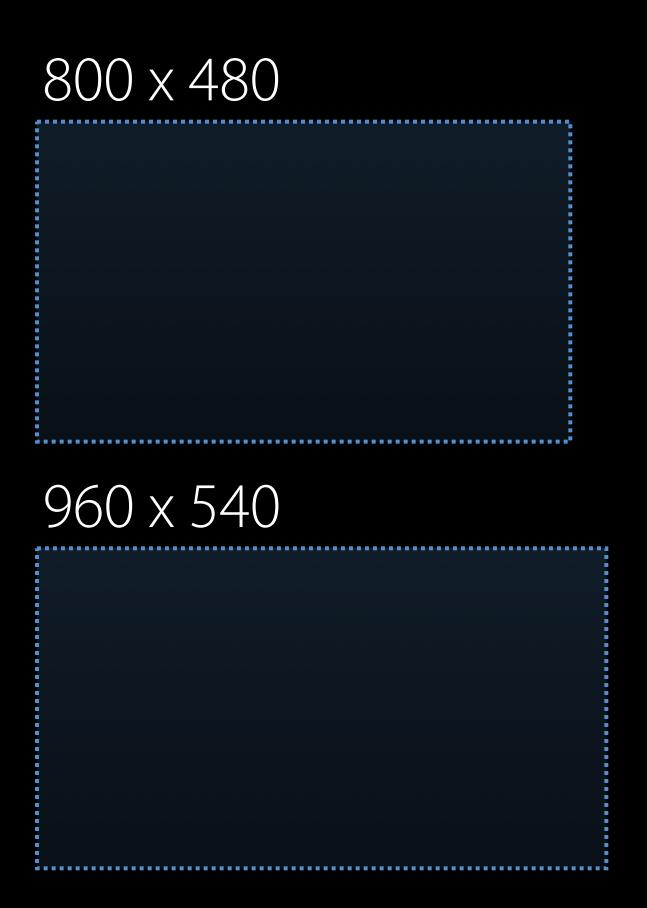
olut	ions
x 540	1280 x 720



### Pixel Density



### Pixel Density Adjusted to similar physical display sizes

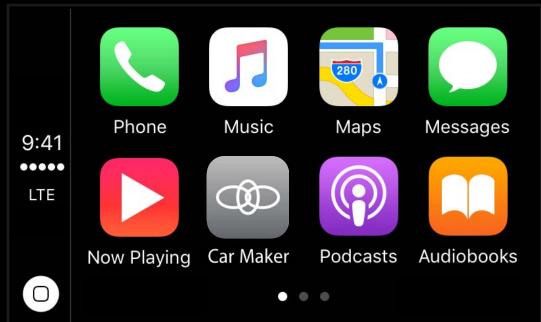


### 1280 x 720 \_\_\_\_\_

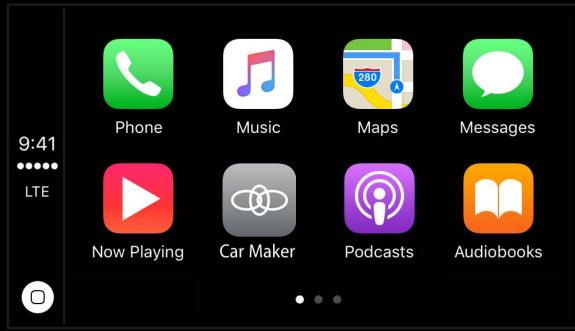
### 1920 x 720

### Pixel Density Adjusted to similar physical display sizes

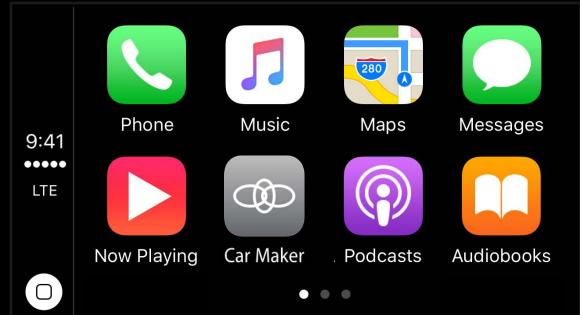
### 800 x 480



### 960 x 540



### 1280 x 720



### 1920 x 720

			280		
9:41	Phone	Music	Maps	Messages	Now Playing
••••• LTE					
	Car Maker	Podcasts	Audiobooks		

# High Resolution Display

Contact Apple for non-standard resolutions Aftermarket systems

- Minimum physical display size is 6 inches Automaker systems
- Automakers' responsibility to select the appropriate physical display size



# Additional Display Requirements

24-bit color

30 Hz refresh rate (60 Hz recommended)

Hardware support for H.264 video decoding

- High Profile 3.1
- Full range flag

High Resolution Display Speakers and Microphone User Input Sensors Connection to iPhone

High Resolution Display Speakers and Microphone User Input Sensors Connection to iPhone

# Speaker and Microphone Requirements

Main audio

- Used for media, telephony, and Siri
- Output up to 48 kHz, 16 bit, stereo
- Input at least 24 kHz, 16 bit, mono

Alternate audio

- Used for notifications
- Must always be mixed with main audio
- 44.1 kHz or 48 kHz, 16 bit, mono or stereo

# Speaker and Microphone Requirements

Wired CarPlay

• LPCM

Wireless CarPlay

- AAC-LC for media
- OPUS or AAC-ELD for all other audio

High Resolution Display Speakers and Microphone User Input Sensors Connection to iPhone

High Resolution Display Speakers and Microphone User Input Sensors Connection to iPhone





### Touch

### Knobs and Controls



Voice



### Touch







### Knobs and Controls

Voice

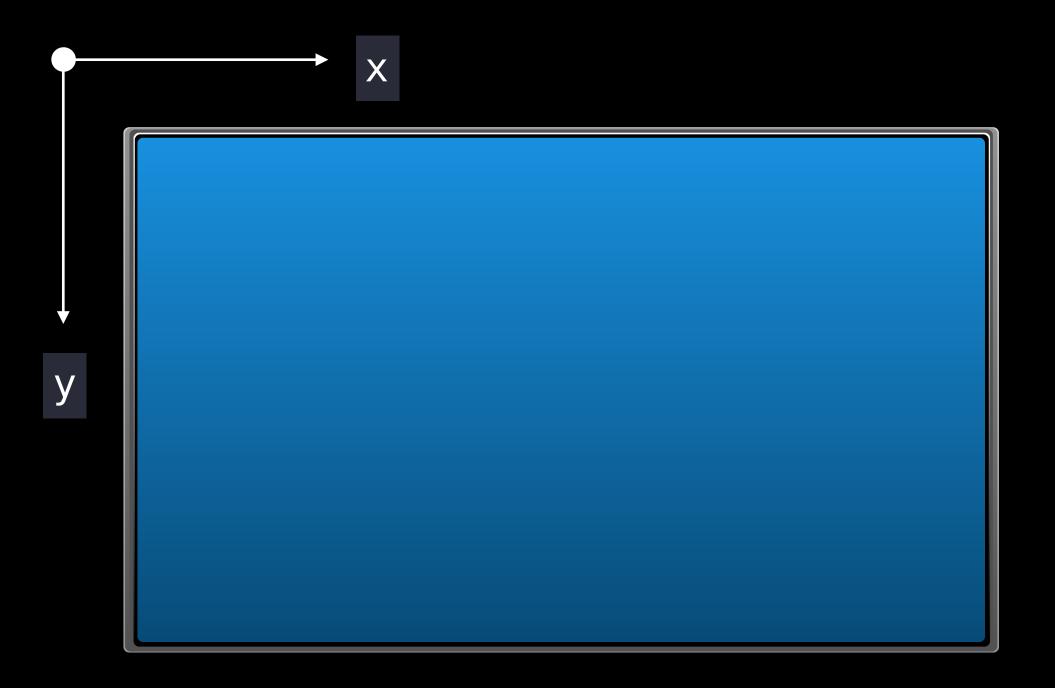
### Touchscreen Direct interaction with user interface

Car sends x and y coordinates Single touch 60 Hz refresh rate High-fidelity or low-fidelity touch



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# High-Fidelity Touch

Allows swipe gestures with finger tracking for scrolling Requires high performance system

# High-Fidelity Touch

Allows swipe gestures with finger tracking for scrolling Requires high performance system



Less than 140 ms latency from touch input to display update



		C*
Contacts Key	pad Voicemail	
	mobil	e



# Low-Fidelity Touch

CarPlay user interface optimized for single touch interactions Recommended for resistive touch screens







### Touch







### Knobs and Controls

Voice



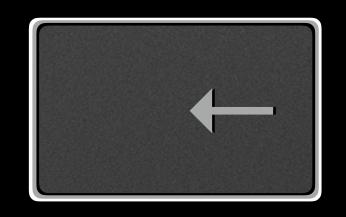


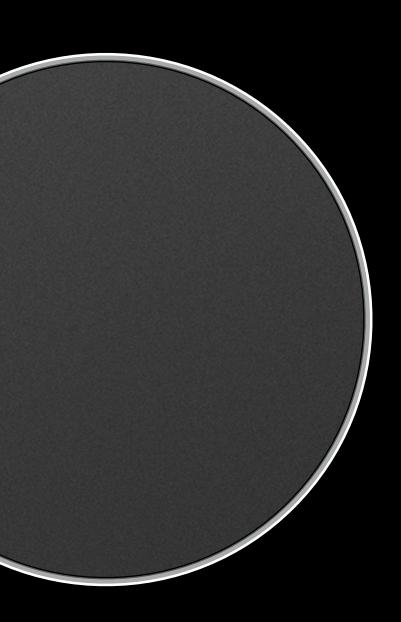
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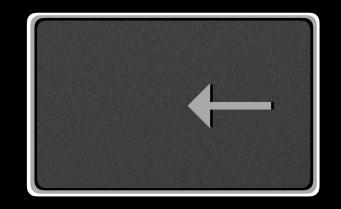


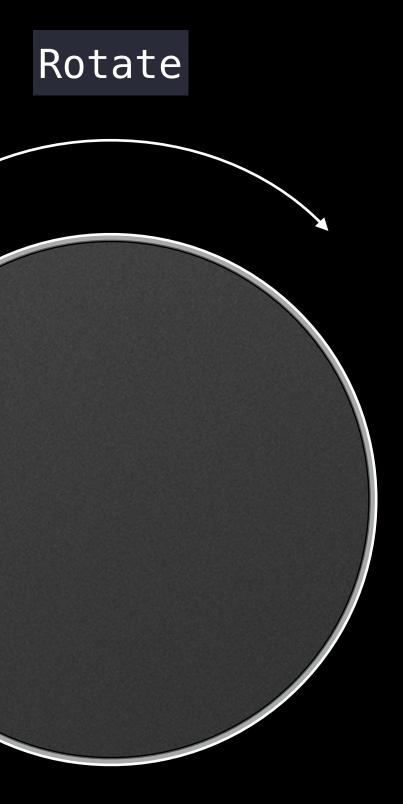
### Knobs and Controls

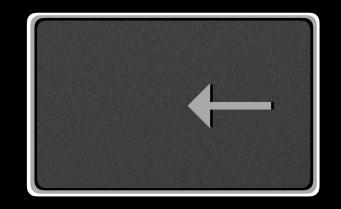
Voice

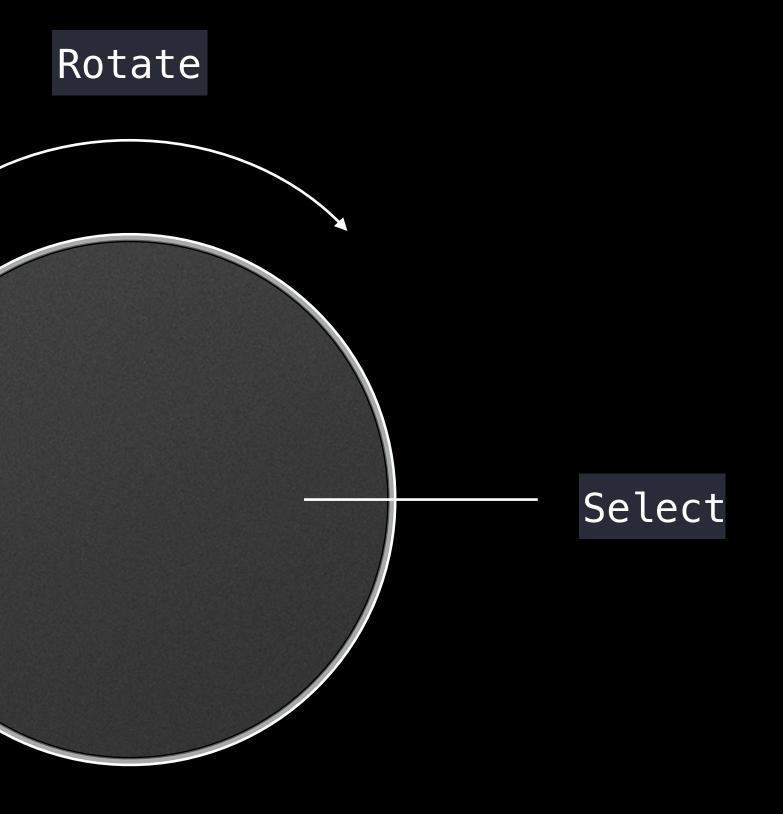


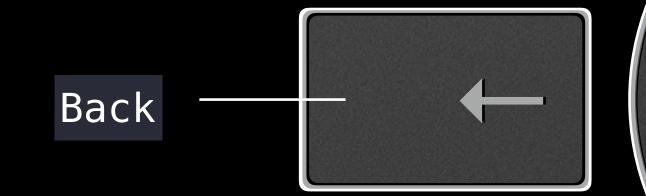


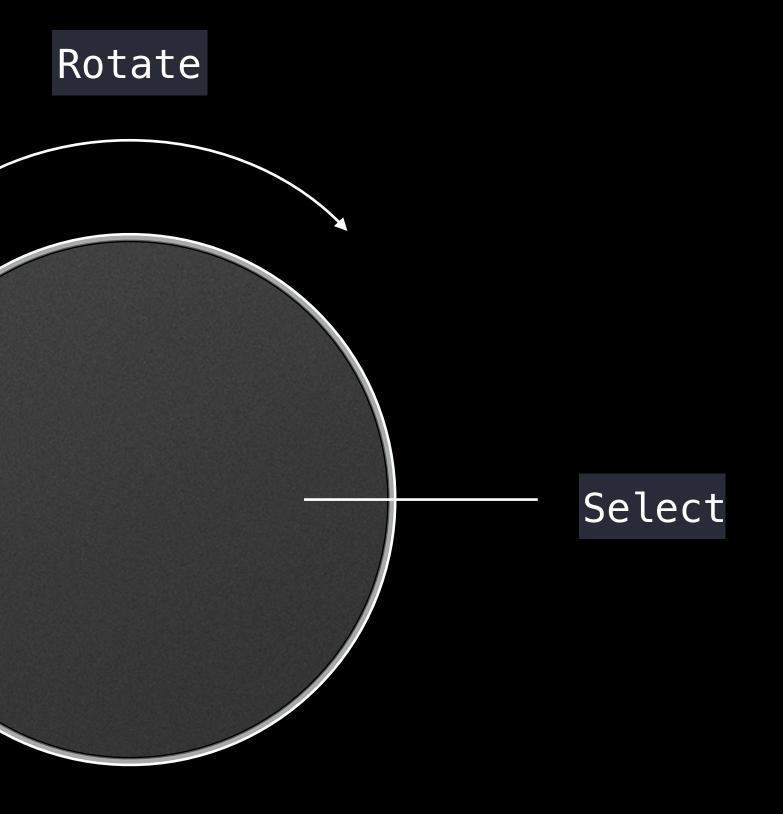


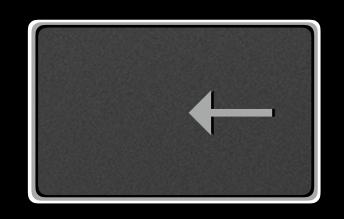


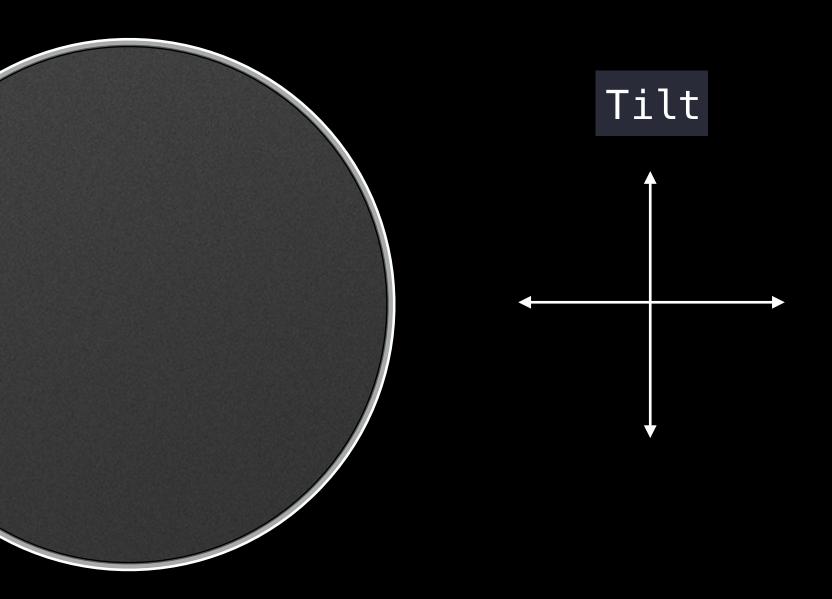


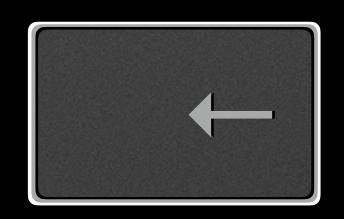


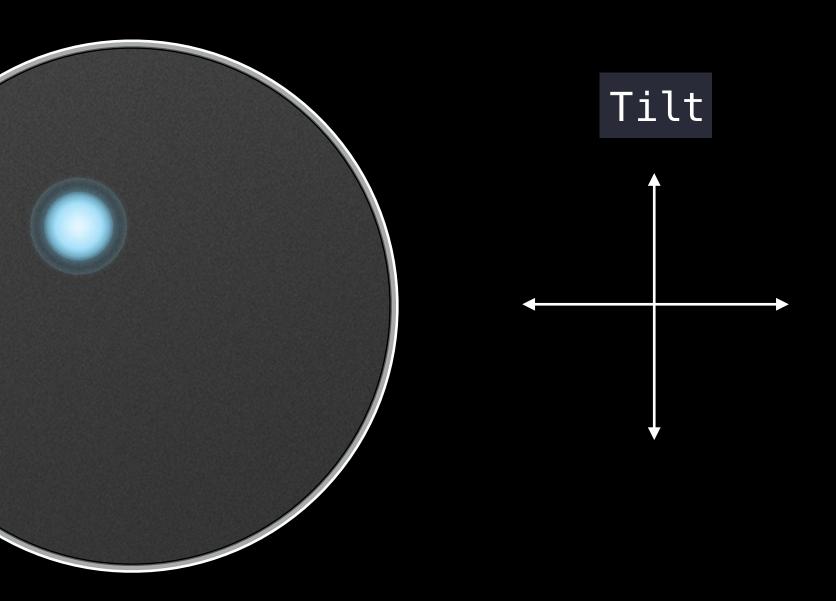


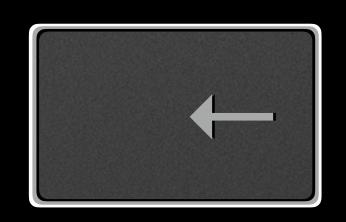


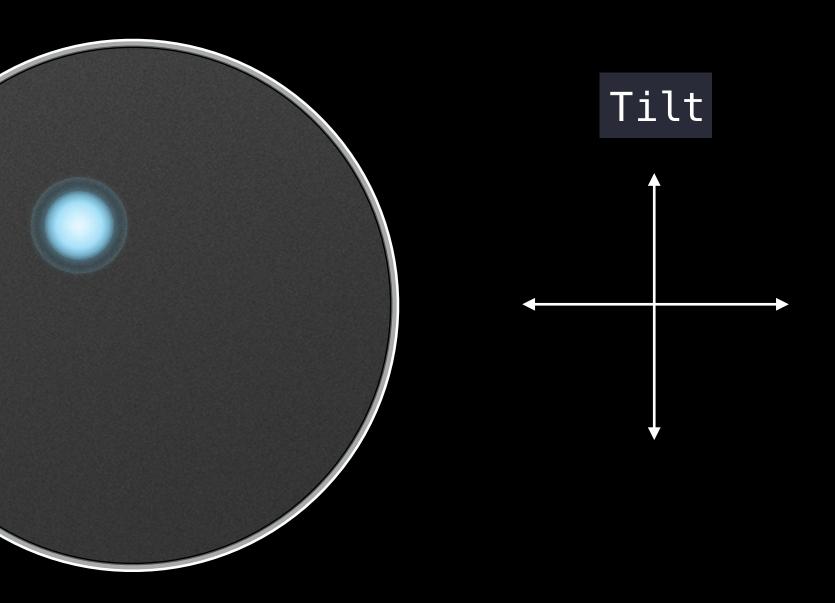


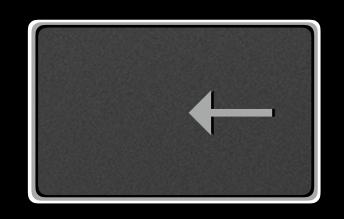


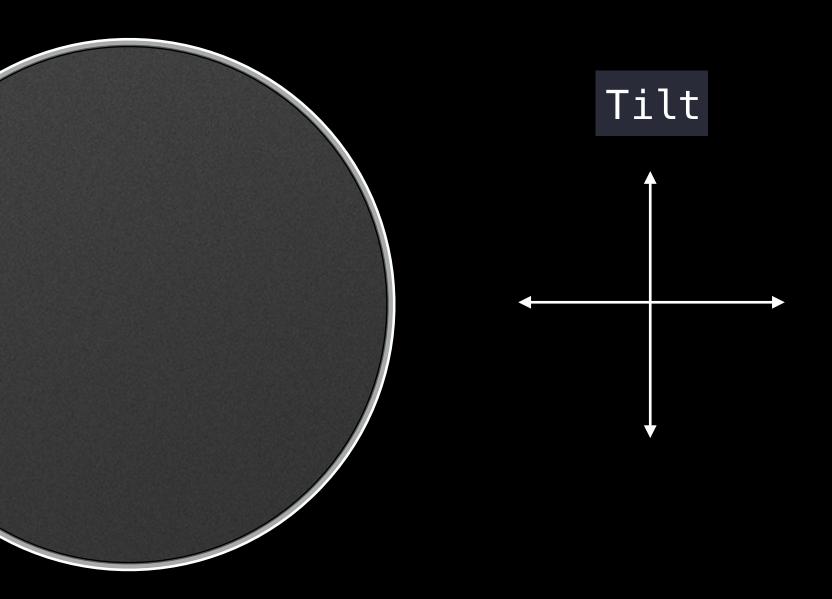


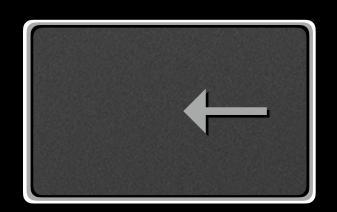




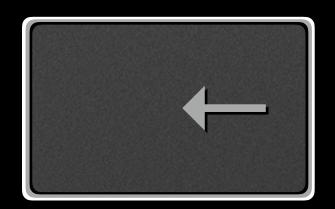






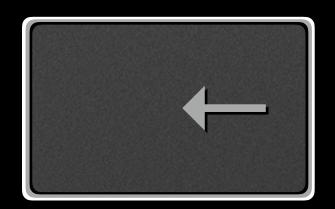


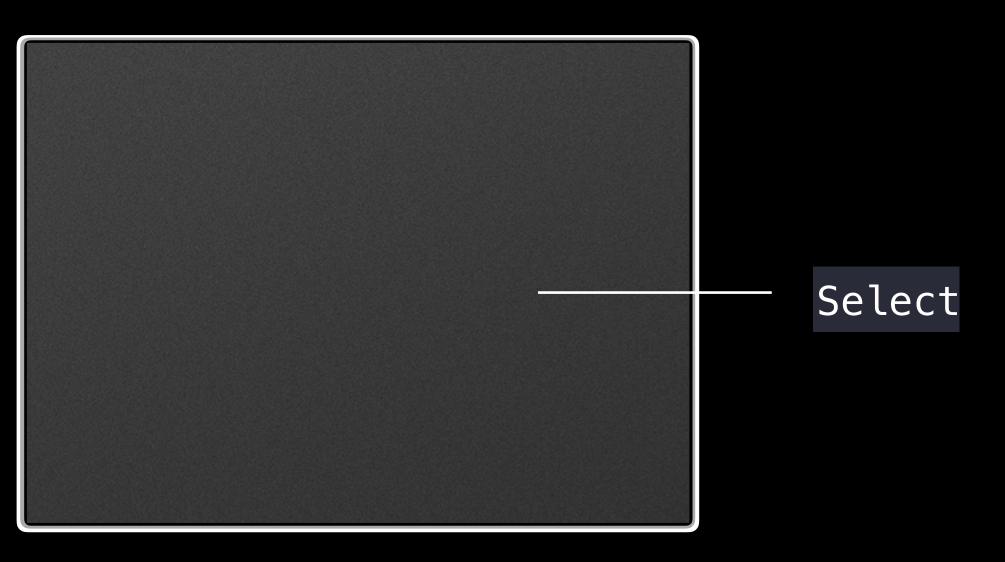




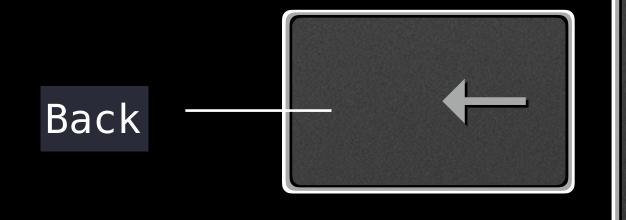


#### Touchpad





#### Touchpad



#### Touchpad



# Knobs and Controls

Required features

- Rotating knob or touchpad
- Back
- Select

Optional features

- Multi-axis rotating knob controller
- Character gesture recognition
- Play, pause, previous/next track, home, delete
- Telephony keys

# Multiple User Inputs All combinations are supported

CarPlay automatically adjusts its user interface to match user inputs Touchscreen examples

- Touchscreen only
- Touchscreen and rotating knob
- Touchscreen, rotating knob and touchpad





Touch Knobs a



### Knobs and Controls

Voice



Touch







### Knobs and Controls

Voice

## Siri Button Activate Siri, continue conversation, or start wireless setup

Essential to the CarPlay experience Required to be a hard button Allows Siri to be accessible at any time, even when CarPlay is not visible Must support independent up/down events

# Key Vehicle Requirements

High Resolution Display Speakers and Microphone User Input Sensors Connection to iPhone

# Key Vehicle Requirements

High Resolution Display Speakers and Microphone User Input Sensors Connection to iPhone



### Speed information GNSS (Global Navigation Satellite System) information

# GNSS Information Global Navigation Satellite System

Satellite-based location information

- GPS and GLONASS required
- Galileo recommended

Provide dead-reckoned information Recommended for all CarPlay systems Required for wireless CarPlay systems

# Key Vehicle Requirements

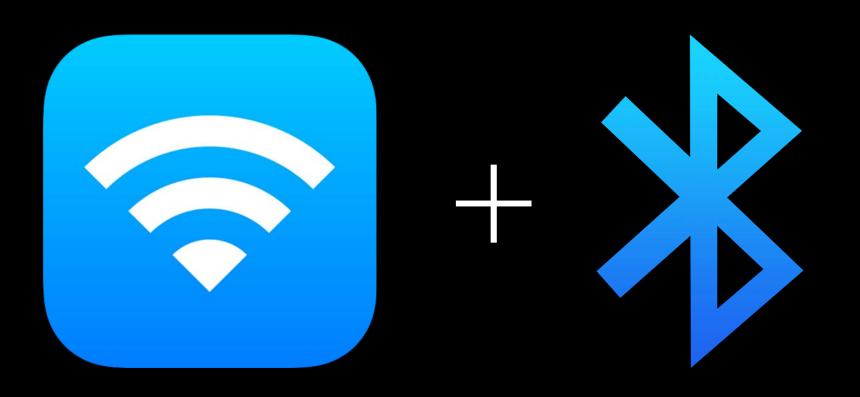
High Resolution Display Speakers and Microphone User Input Sensors Connection to iPhone

# Key Vehicle Requirements

High Resolution Display Speakers and Microphone User Input Sensors Connection to iPhone



### Wired



### Wireless



### Wired



### Wireless

# Wired Connection USB

Requires support for USB role swap

- Car functions as USB device
- iPhone functions as USB host
  High throughput required
  Port labeling
- Contact Apple for use of CarPlay icon



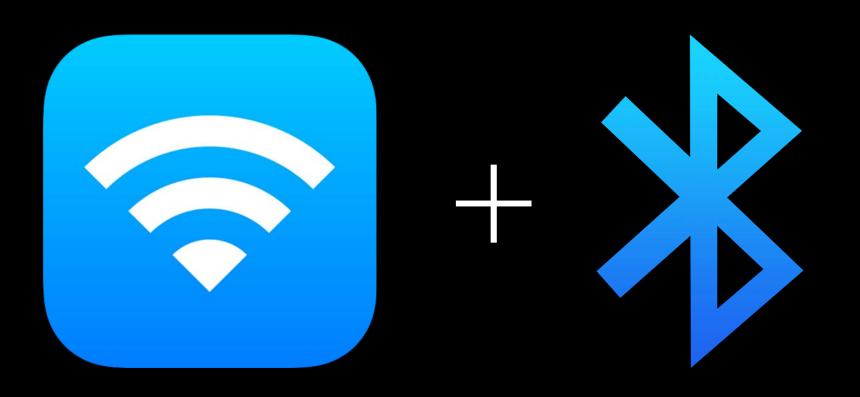
### Wired



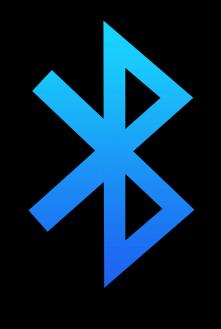
### Wireless







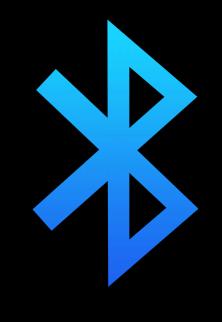
### Wireless



Bluetooth







### Bluetooth

### Bluetooth connected





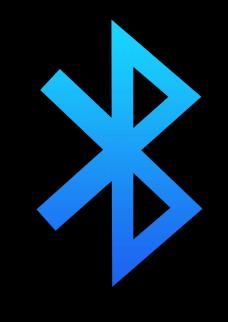


### Bluetooth

# Bluetooth connected Car sends Wi-Fi credentials to iPhone







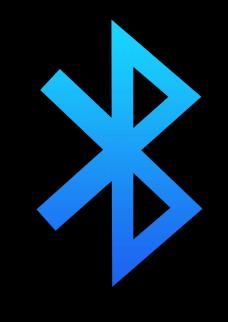
### Bluetooth

# Bluetooth connected Car sends Wi-Fi credentials to iPhone



### Wi-Fi

# Wi-Fi connected



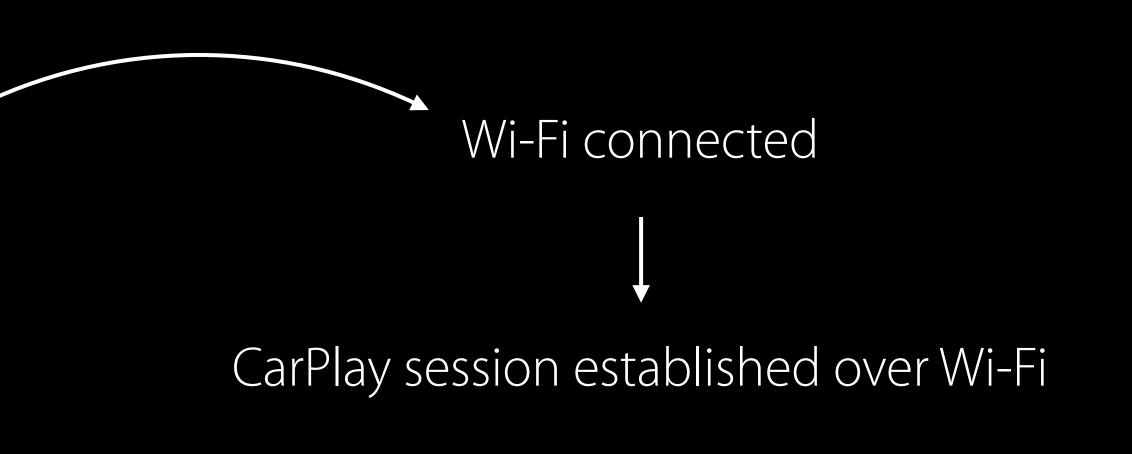
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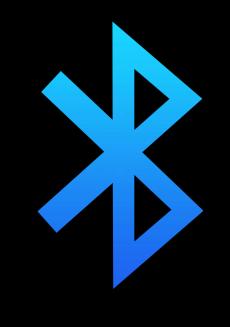
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### Wi-Fi





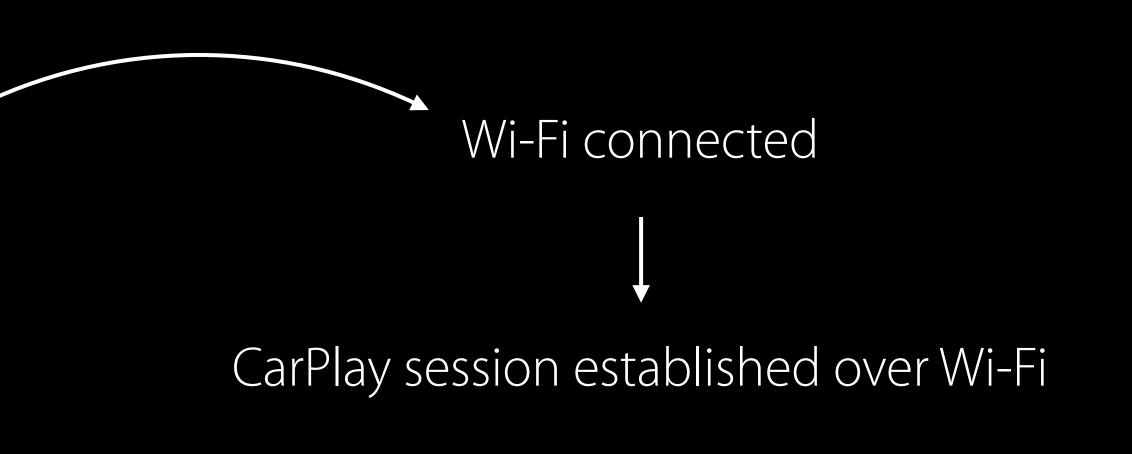
### Bluetooth

# Bluetooth connected Car sends Wi-Fi credentials to iPhone Bluetooth disconnected





### Wi-Fi



# CarPlay Over Wireless

### Wi-Fi

- Used for video, audio, and CarPlay protocol, including iAP2
- Wi-Fi Alliance certified access point with high throughput
- 5 GHz, 802.11 ac recommended

### Bluetooth

- Used for discovery and reconnection only
- Support for communication protocols (SDP, iAP2), 2.1+EDR

# Design Guidelines

Donald Pitschel Human Interface

CarPlay is Designed to Use the Entire Display



















Starting CarPlay













Immediately show CarPlay on the car's display



Don't show prompts or notifications

Connecting to iPhone Again

# Connecting to iPhone Again

Should always feel like a continuation of the previous CarPlay session

- If CarPlay was last shown, CarPlay should be shown again
- If iPhone audio was last playing, iPhone audio should play again

# Connecting to iPhone Again

Should always feel like a continuation of the previous CarPlay session

- If CarPlay was last shown, CarPlay should be shown again
- If iPhone audio was last playing, iPhone audio should play again



Always preserve the "last user mode"

















If CarPlay was last shown, CarPlay should be shown again



If iPhone audio was playing, iPhone audio should play again

















If CarPlay was not last shown, remain in the car's user interface



If iPhone audio was playing, iPhone audio should play again

Switching to and from the CarPlay Display















































Appears on car's home screen when iPhone is connected



Disappears or is disabled when iPhone is disconnected

Apple CarPlay Button Variations















#### (I) iPhone Audio Playing











## Media Sources If iPhone is disconnected while iPhone audio is playing





User hears silence



Don't switch to alternative media sources without explicit user action

Support for Buttons

# Siri Button

- Should be on the car's steering wheel
- Must work at any time, even if CarPlay is not visible on the car's display
- Must work the same way as the home button on iPhone
- If your native system does not have voice recognition, Siri is also launched with a short press
- If your native system has voice recognition, Siri is launched with a long press
- Long press must be 600 ms or less

# Media Buttons

Media buttons should control CarPlay media

- Play, Pause
- Next track, previous track
- Fast forward, rewind

# Direct Shortcut Buttons

Shortcut buttons should launch the appropriate CarPlay screen, if present

- Phone
- Media
- Navigation

# Supported Apps

Emily Schubert Engineering Manager, Car Experience

# Supported Apps

Appear on the CarPlay home screen Limited to specific categories

- Audio apps
- Automaker apps
- Messaging apps

# Audio Apps

Appear in any car that supports CarPlay Fixed user interface, similar to the built-in Music app

- Provide a hierarchical list to navigate and select audio content
- Provide media metadata for the Now Playing screen
- Handle remote control events
  Require a CarPlay entitlement
  http://developer.apple.com/carplay
- Music app select audio content

### Audio Apps What's new in iOS 10

Tabs support App name in Now Playing screen Shuffle and Repeat playback options Additional information in list and Now Playing screens

Mark media as currently playing, streaming, explicit, or a live stream
 Support for apps with no list screen

NEW





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# Automaker Apps

Appear only in compatible cars Published by the automaker Require a CarPlay entitlement Automakers should contact Apple for more details

#### Automaker Apps What's new in iOS 10

Appear only in compatible cars Published by the automaker Require a CarPlay entitlement Automakers should contact Apple for more details Support for Siri

NEW



# Declare Compatibility Choose appropriate protocol names

- External Accessory protocol names determine which apps appear in which cars Cars may declare multiple protocol names for different use cases Include a protocol name to match all cars
- com.brand

Include protocol names to match cars with specific features

com.brand.feature

Include protocol names to match specific car models

com.brand.model

# Declare Compatible Vehicles In the car

Implement the following in iAP2 IdentificationInformation

- Declare at least one SupportedExternalAccessoryProtocol
- Declare support for StartExternalProtocolSession and StopExternalProtocolSession
- Set ExternalAccessoryProtocolCarPlay to true
- Implement on all supported transports (USB, Bluetooth and CarPlay)
- If your automaker app communicates with the car to perform tasks
- Implement a communication protocol using External Accessory protocol

## Declare Compatible Vehicles In the app's Entitlements.plist

Match all cars

<key>com.apple.developer.carplay-protocols</key> <array> <string>com.brand</string> </array>

Match only a specific feature

<key>com.apple.developer.carplay-protocols</key> <array> <string>com.brand.feature</string> </array>

# Messaging Apps

New in iOS 10 CarPlay enabled messaging apps appear on the CarPlay home screen Interaction is driven by Siri Require a CarPlay entitlement



### Summary CarPlay is a smarter, safer way to use your iPhone in the Car

Be future-ready Follow the design guidelines for the best experience Detailed specifications available through the MFi Program http://developer.apple.com/mfi

# More Information https://developer.apple.com/wwdc16/722

### Related Sessions

Developing CarPlay Systems, Part 2

#### Video Only



CarPlay Lab

Accessories Lab

Accessories Lab

Frameworks Lab B	Wednesday 3:30PM
Frameworks Lab C	Wednesday 1:00PM
Frameworks Lab C	Friday 9:00AM

