

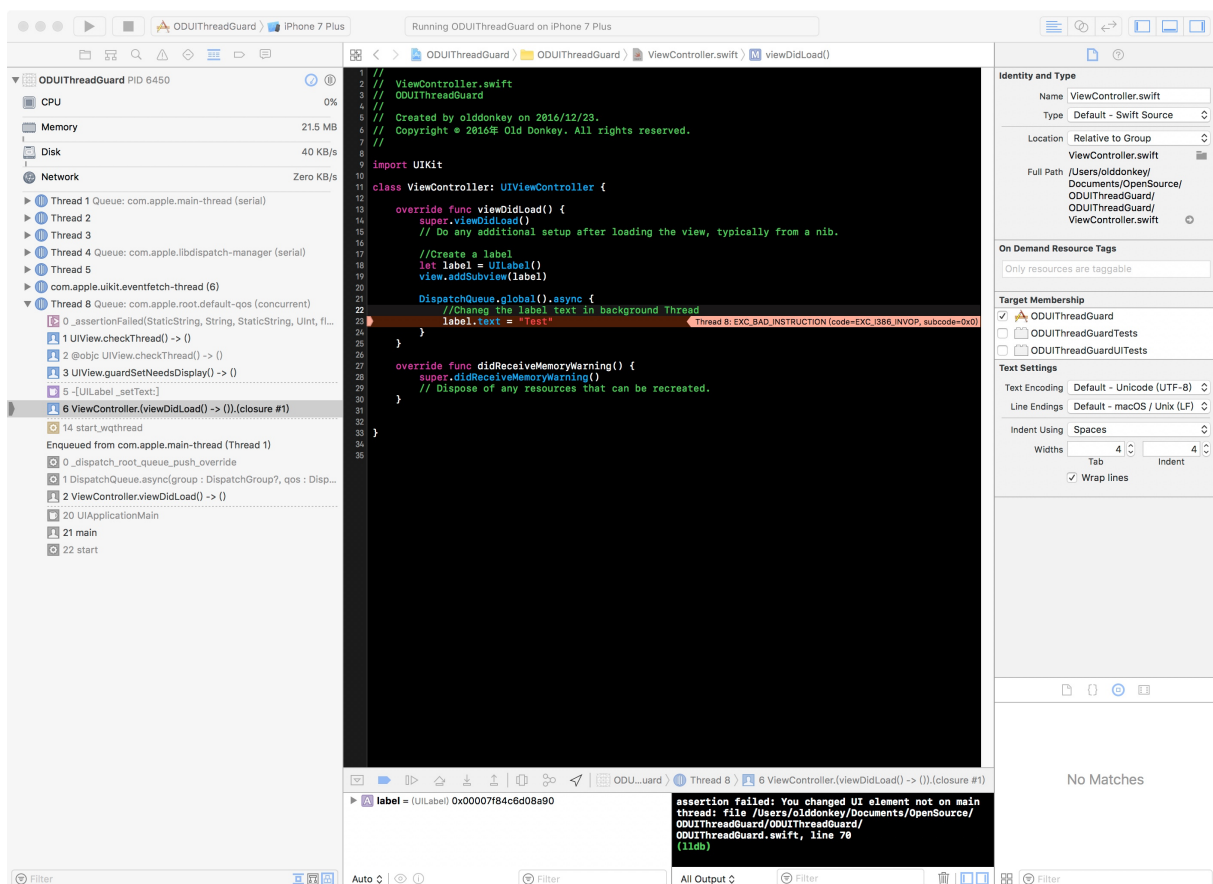
ODUIThreadGuard

ODUIThreadGuard is a guard to help check if you make UI changes not in main thread.

As Xcode 9 embedded this function into Xcode, there is no reason to maintain this project in the feature, Happy Coding.

Carthage compatible CocoaPods compatible Swift 3.0 License MIT

ODUIThreadGuard is a guard to help check if you make UI changes not in main thread. Highly recommend you add this file to your project as early as possible.



Features

- ❑ Passive implementation
- ❑ Throw an assertion if setNeedsDisplay, setNeedsLayout, or setNeedsDisplayInRect: is called for instantiation of any UIView
- ❑ Get the thread stack to help you locate where you make the mistake

Usage

No matter which way you use `ODUIThreadGuard`, no need to import any files, it is a extension of `UIView`, so it will work automatically.

CocoaPods You can use CocoaPods to install `ODUIThreadGuard` by adding it to your `Podfile` :

```
1 platform :ios, '8.0'
2 use_frameworks!
3 pod 'ODUIThreadGuard'
```

Then drop `ODUIThreadGuard.swift` into your porject.

Carthage Create a `Cartfile` that lists the framework and run `carthage update`. Follow the instructions to add `$(SRCROOT)/Carthage/Build/iOS/YourLibrary.framework` to an iOS project.

```
1 github "olddonkey/ODUIThreadGuard"
```

Manually

1. Download and drop `ODUIThreadGuard.swift` in your project.
2. Congratulations!

You can change the pre compile flag to change the setting, in default, this only runs in `DEBUG` mode, so won't affect users in `Release`.

Requirements

- iOS 8.0+
- Swift 3

The main development of `ODUIThreadGuard` is based on Swift 3.

Contact

Follow and contact me through email: olddonkeyblog@gmail.com. If you find an issue, just open a ticket on it. Pull requests are warmly welcome as well.

License

ODUIThreadGuard is released under the MIT license. See LICENSE for details.