Text Attachment Programming Topics for Cocoa

Cocoa > Text & Fonts



Apple Inc.
© 1997, 2006 Apple Computer, Inc.
All rights reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, mechanical, electronic, photocopying, recording, or otherwise, without prior written permission of Apple Inc., with the following exceptions: Any person is hereby authorized to store documentation on a single computer for personal use only and to print copies of documentation for personal use provided that the documentation contains Apple's copyright notice.

The Apple logo is a trademark of Apple Inc.

Use of the "keyboard" Apple logo (Option-Shift-K) for commercial purposes without the prior written consent of Apple may constitute trademark infringement and unfair competition in violation of federal and state laws.

No licenses, express or implied, are granted with respect to any of the technology described in this document. Apple retains all intellectual property rights associated with the technology described in this document. This document is intended to assist application developers to develop applications only for Apple-labeled computers.

Every effort has been made to ensure that the information in this document is accurate. Apple is not responsible for typographical errors.

Apple Inc. 1 Infinite Loop Cupertino, CA 95014 408-996-1010

Apple, the Apple logo, and Cocoa are trademarks of Apple Inc., registered in the United States and other countries.

Simultaneously published in the United States and Canada.

Even though Apple has reviewed this document, APPLE MAKES NO WARRANTY OR REPRESENTATION, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THIS DOCUMENT, ITS QUALITY, ACCURACY, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. AS A RESULT, THIS DOCUMENT IS PROVIDED "AS 1S," AND YOU, THE READER, ARE ASSUMING THE ENTIRE RISK AS TO ITS QUALITY AND ACCURACY.

IN NO EVENT WILL APPLE BE LIABLE FOR DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY

DEFECT OR INACCURACY IN THIS DOCUMENT, even if advised of the possibility of such damages.

THE WARRANTY AND REMEDIES SET FORTH ABOVE ARE EXCLUSIVE AND IN LIEU OF ALL OTHERS, ORAL OR WRITTEN, EXPRESS OR IMPLIED. No Apple dealer, agent, or employee is authorized to make any modification, extension, or addition to this warranty.

Some states do not allow the exclusion or limitation of implied warranties or liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Contents

Introduction to Text Attachments 5
Who Should Read This Document 5
Organization of This Document 5
Text Attachments 7
Adding Attachments to Text 9
 Document Revision History 11
 Index 13

Introduction to Text Attachments

Text Attachments explains how to add graphics and other attachments to text.

Who Should Read This Document

You should read this document if you need to understand how text attachments work in the Cocoa text system.

Organization of This Document

This document contains the following articles:

- "Text Attachments" (page 7) explains what text attachments are.
- "Adding Attachments to Text" (page 9) describes how to add text attachments to text.

Introduction to Text Attachments

Text Attachments

A text view object that allows rich text can accommodate graphics or other file attachments embedded in the text. The layout manager treats each graphic as a single (possibly large) "character" and adjusts the text's line height and glyph placement to accommodate the graphic.

Text Attachments

Adding Attachments to Text

You can embed graphics or other attachments in text in either of two ways: programmatically or directly through user actions. In the programmatic approach, you can add graphic objects using the NSText method replaceCharactersInRange:withRTFD: or through a more specific method defined by a subclass.

An alternate means of adding an image or other attachment to the text is for the user to drag an image or other file directly into the text object. The text object automatically creates an NSTextAttachment object to manage the display of the image. This feature requires a rich text object that has been configured to receive dragged images using the NSText method setImportsGraphics:.(NSTextView and NSTextField also have implementations of this method.)

Images that have been imported can be written as part of an RTFD document. RTFD documents use a file package, or directory, to store the components of the document (the "D" stands for "directory"). The file package has the name of the document plus an .rtfd extension. The file package always contains a file called TXT.rtf for the text of the document, and one or more TIFF or EPS files for the images, plus the files for other attachments. A text object can transfer information in an RTFD document to a file and read it from a file using the NSText methods writeRTFDToFile:atomically: and readRTFDFromFile:.

Document Revision History

This table describes the changes to Text Attachment Programming Topics for Cocoa.

Date	Notes
2006-12-05	Added the NSText class name to mention of the replaceCharactersInRange:withRTFD: method.
2004-02-09	Added an index.
2003-04-02	Corrected typos in method names in "Adding Attachments to Text" (page 9). Reorganized introduction.
2002-11-12	Revision history was added to existing topic. It will be used to record changes to the content of the topic.

Document Revision History

Index

Α	S	
attachments, text 9	setImportsGraphics: method 9	
D directories text attachments and 9	T text attachments 9	
F	<pre>W writeRTFDToFile:atomically: method 9</pre>	
file packages text attachments and 9	wireding. Hediod	
G glyphs 7		
L		
layout manager text attachments and 7		
N		
NSTextAttachment class 9		
<pre>R readRTFDFromFile: method 9 replaceCharactersInRange:withRTFD: method 9</pre>		

RTFD data format 9