NSImageView Class Reference

Cocoa > User Experience

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

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NSImageView Class Reference

Inherits from	NSControl : NSView : NSResponder : NSObject
Conforms to	NSAnimatablePropertyContainer (NSView) NSCoding (NSResponder) NSObject (NSObject)
Framework	/System/Library/Frameworks/AppKit.framework
Availability	Available in Mac OS X v10.0 and later.
Companion guide	Image Views
Declared in	NSImageView.h
Related sample code	DockTile ImageClient MyPhoto PDF Calendar Quartz Composer QCTV

Overview

An `NSImageView` object displays a single image from an `NSImage` object in a frame and can optionally allow a user to drag an image to it.

Tasks

Choosing the Image

- `image` (page 7)
  Returns the `NSImage` object displayed by the receiver.
- `setImage:` (page 10)
  Sets the image of the receiver.

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Choosing the Frame

- `imageFrameStyle` (page 8)
  Returns the style of frame that appears around the image.
- `setImageFrameStyle:` (page 11)
  Sets the kind of frame that borders the image.

Aligning and Scaling the Image

- `imageAlignment` (page 8)
  Returns the position of the cell's image in the frame.
- `setImageAlignment:` (page 11)
  Sets the position of the image in the frame.
- `imageScaling` (page 8)
  Returns the way the cell's image alters to fit the frame.
- `setImageScaling:` (page 12)
  Sets the way the image alters to fit the frame.

Responding to User Events

- `isEditable` (page 9)
  Returns a Boolean value indicating whether the user can drag a new image into the frame.
- `setEditable:` (page 10)
  Sets whether the user can drag a new image into the frame.

Animating Image Playback

- `animates` (page 7)
  Returns a Boolean value indicating whether the receiver automatically plays animated images.
- `setAnimates:` (page 9)
  Sets whether the receiver automatically plays an animated image that is assigned to it.

Pasteboard Support

- `setAllowsCutCopyPaste:` (page 9)
  Sets whether the receiver allows the user to cut, copy and paste the image contents.
- `allowsCutCopyPaste` (page 7)
  Returns a Boolean value indicating whether the receiver allows the user to cut, copy and paste of the image contents.

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Instance Methods

allowsCutCopyPaste

Returns a Boolean value indicating whether the receiver allows the user to cut, copy and paste of the image contents.

```
- (BOOL)allowsCutCopyPaste
```

Return Value
`YES` if the user can cut, copy, and paste the image contents; otherwise, `NO`.

Availability
Available in Mac OS X v10.4 and later.

See Also
`- setAllowsCutCopyPaste:` (page 9)

Declared In
`NSImageView.h`

animates

Returns a Boolean value indicating whether the receiver automatically plays animated images.

```
- (BOOL)animates
```

Return Value
`YES` if the receiver automatically plays animated images; otherwise, `NO`. The default value is `YES` for `NSImageView` objects you create programmatically. For `NSImageView` objects loaded from a nib file, the control takes the value set in Interface Builder.

Discussion
The timing and looping characteristics of the animation are taken from the image data. If this method returns `NO`, the receiver displays the first frame of the animation only.

Availability
Available in Mac OS X v10.3 and later.

See Also
`- setAnimates:` (page 9)

Declared In
`NSImageView.h`

image

Returns the `NSImage` object displayed by the receiver.

```
- (NSImage *)image
```


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Return Value
The `NSImage` object.

Availability
Available in Mac OS X v10.0 and later.

See Also
`- setImage:` (page 10)

Declared In
`NSImageView.h`

imageAlignment

Returns the position of the cell's image in the frame.

```
- (NSImageAlignment)imageAlignment
```

Return Value
The image alignment. For a list of possible alignments, see `setImageAlignment:` (page 11). The default value is `NSImageAlignCenter`.

Availability
Available in Mac OS X v10.0 and later.

Declared In
`NSImageView.h`

imageFrameStyle

Returns the style of frame that appears around the image.

```
- (NSImageFrameStyle)imageFrameStyle
```

Return Value
The current image style. For a list of frame styles, see `setImageFrameStyle:` (page 11). The default value is `NSImageFrameNone`.

Availability
Available in Mac OS X v10.0 and later.

Related Sample Code
Transformed Image

Declared In
`NSImageView.h`

imageScaling

Returns the way the cell's image alters to fit the frame.

```
- (NSImageScaling)imageScaling
```


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Return Value
The scaling option. For a list of possible values, see `setImageScaling:` (page 12). The default value is `NSScaleProportionally`.

Availability
Available in Mac OS X v10.0 and later.

Declared In
`NSImageView.h`

isEditable

Returns a Boolean value indicating whether the user can drag a new image into the frame.

```
- (BOOL)isEditable
```

Return Value
`YES` if the user can drag an image into the receiver's frame; otherwise, `NO`. The default value is `YES`.

Availability
Available in Mac OS X v10.0 and later.

See Also
`- setEditable:` (page 10)

Declared In
`NSImageView.h`

setAllowsCutCopyPaste:

Sets whether the receiver allows the user to cut, copy and paste the image contents.

```
- (void)setAllowsCutCopyPaste:(BOOL)allow
```

Parameters
allow
`YES` if the user can cut, copy, and paste the image contents; otherwise, `NO` to prevent the use of pasteboard operations.

Availability
Available in Mac OS X v10.4 and later.

See Also
`- allowsCutCopyPaste` (page 7)

Declared In
`NSImageView.h`

setAnimates:

Sets whether the receiver automatically plays an animated image that is assigned to it.

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```
- (void)setAnimates:(BOOL)flag
```

Parameters

flag

YES if the receiver should automatically plays animated images; otherwise, NO.

Discussion

The timing and looping characteristics of the animation are taken from the image data. If you specify NO, the receiver displays the first frame of the animation only.

Availability

Available in Mac OS X v10.3 and later.

See Also

- animates (page 7)

Declared In

NSImageView.h

setEditable:

Sets whether the user can drag a new image into the frame.

```
- (void)setEditable:(BOOL)flag
```

Parameters

flag

YES if the user can drag an image into the receiver's frame; otherwise, NO.

Availability

Available in Mac OS X v10.0 and later.

See Also

- isEditable (page 9)

Declared In

NSImageView.h

setImage:

Sets the image of the receiver.

```
- (void)setImage:(NSImage *)image
```

Parameters

image

The image to display in the receiver.

Availability

Available in Mac OS X v10.0 and later.

See Also

- image (page 7)

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Related Sample Code
QTMetadataEditor
SampleScannerApp

Declared In
NSImageView.h

setImageAlignment:

Sets the position of the image in the frame.

```
- (void)setImageAlignment:(NSImageAlignment)alignment
```

Parameters
alignment

The possible values for this parameter are:

- NSImageAlignLeft
- NSImageAlignRight
- NSImageAlignCenter
- NSImageAlignTop
- NSImageAlignBottom
- NSImageAlignTopLeft
- NSImageAlignTopRight
- NSImageAlignBottomLeft
- NSImageAlignBottomRight

Availability
Available in Mac OS X v10.0 and later.

See Also
- imageAlignment (page 8)

Declared In
NSImageView.h

setImageFrameStyle:

Sets the kind of frame that borders the image.

```
- (void)setImageFrameStyle:(NSImageFrameStyle)frameStyle
```


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Parameters

frameStyle

The possible values for this parameter are as follows:

- NSImageFrameNone—an invisible frame
- NSImageFramePhoto—a thin black outline and a dropped shadow
- NSImageFrameGrayBezel—a gray, concave bezel that makes the image look sunken
- NSImageFrameGroove—a thin groove that looks etched around the image
- NSImageFrameButton—a convex bezel that makes the image stand out in relief, like a button

Availability

Available in Mac OS X v10.0 and later.

See Also

- imageFrameStyle (page 8)

Declared In

NSImageView.h

setImageScaling:

Sets the way the image alters to fit the frame.

```
- (void)setImageScaling:(NSImageScaling)scaling
```

Parameters

scaling

The possible values for this parameter are:

- NSScaleProportionally. If the image is too large, it shrinks to fit inside the frame. The proportions of the image are preserved. The image is never scaled up to fit a larger frame.
- NSScaleToFit. The image shrinks or expands, and its proportions distort, until it exactly fits the frame.
- NSScaleNone. The size and proportions of the image don't change. If the frame is too small to display the whole image, the edges of the image are trimmed off.

Availability

Available in Mac OS X v10.0 and later.

See Also

- imageScaling (page 8)

Declared In

NSImageView.h

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Document Revision History

This table describes the changes to *NSImageView Class Reference*.

Date	Notes
2007-01-22	Updated for Mac OS X v10.5.
2006-05-23	First publication of this content as a separate document.

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Document Revision History

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