
NSMovie Class Reference

(Not Recommended)

[Cocoa](#) > [QuickTime](#)



2007-03-26



Apple Inc.
© 2007 Apple 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, Cocoa, Mac, Mac OS, and QuickTime 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 IS," 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

NSMovie Class Reference (Not Recommended) 5

Overview	5
Adopted Protocols	5
Tasks	6
Creating Movies	6
Getting Movie Information	6
Class Methods	6
canInitWithPasteboard:	6
movieUnfilteredFileTypes	7
movieUnfilteredPasteboardTypes	7
Instance Methods	8
initWithMovie:	8
initWithPasteboard:	8
initWithURL:byReference:	9
QTMovie	10
URL	10

Document Revision History 11

Index 13

NSMovie Class Reference (Not Recommended)

Inherits from	NSObject
Conforms to	NSCoding NSCopying NSObject (NSObject)
Framework	/System/Library/Frameworks/AppKit.framework
Availability	Available in Mac OS X v10.0 and later.
Companion guide	Video
Declared in	NSMovie.h
Related sample code	BackgroundExporter bMoviePalette bMoviePaletteCocoa CocoaCreateMovie OpenGLCompositorLab

Important: This class is deprecated. Use `QTMovie` instead.

Overview

The `NSMovie` class implements a wrapper for a QuickTime `Movie` object, providing a simple interface for loading a movie into memory. These wrappers are known as **movies**.

The movie data can come from a URL or a pasteboard, including the drag-and-drop and cut-and-paste pasteboards. The data can be of any type recognized by QuickTime, including nonvideo data such as pure audio or even still images. Once loaded, you can obtain a pointer to the movie data and use the extensive QuickTime API to manipulate the data.

You can access information about the movie data an `NSMovie` object encapsulates by using the `QTMovie` class.

Adopted Protocols

NSCoding

- `initWithCoder:`
- `initWithCoder:`

NSCopying

- `copyWithZone:`

Tasks

Creating Movies

- `initWithMovie:` (page 8)
Initializes the receiver with a given QuickTime movie that has already been loaded into memory.
- `initWithPasteboard:` (page 8)
Initializes the receiver with data from a given pasteboard.
- `initWithURL:byReference:` (page 9)
Initializes the receiver with data located at a given URL.

Getting Movie Information

- + `canInitWithPasteboard:` (page 6)
Indicates whether the class can initialize an instance of itself from the data on a given pasteboard.
- + `movieUnfilteredFileTypes` (page 7)
Provides an array of strings representing the file types that contain supported movie data.
- + `movieUnfilteredPasteboardTypes` (page 7)
Provides an array of pasteboard types from which an `NSMovie` instance can be created.
- `QTMovie` (page 10)
Provides an opaque pointer to the receiver's QuickTime movie data.
- `URL` (page 10)
Provides the URL of the file used to initialize the receiver.

Class Methods

canInitWithPasteboard:

Indicates whether the class can initialize an instance of itself from the data on a given pasteboard.

```
+ (BOOL)canInitWithPasteboard:(NSPasteboard *)pasteboard
```

Parameters

pasteboard

Pasteboard with which the new `NSMovie` instance would be initialized.

Return Value

YES when the receiver's list of supported pasteboard types includes a data type available from *pasteboard*; NO otherwise.

Availability

Available in Mac OS X v10.0 and later.

Not available to 64-bit applications.

See Also

+ [movieUnfilteredPasteboardTypes](#) (page 7)

Declared In

NSMovie.h

movieUnfilteredFileTypes

Provides an array of strings representing the file types that contain supported movie data.

```
+ (NSArray *)movieUnfilteredFileTypes
```

Return Value

Array of strings identifying the file types that contain supported movie data. This array may be passed directly to the `NSOpenPanelModalForTypes:` method.

Discussion

The default list contains the filename extensions `.mov` and `.MOV`, and the HFS file type `'Moov'`.

Availability

Available in Mac OS X v10.0 and later.

Not available to 64-bit applications.

See Also

+ [movieUnfilteredPasteboardTypes](#) (page 7)

Declared In

NSMovie.h

movieUnfilteredPasteboardTypes

Provides an array of pasteboard types from which an `NSMovie` instance can be created.

```
+ (NSArray *)movieUnfilteredPasteboardTypes
```

Return Value

Strings identifying the pasteboard types from which an `NSMovie` object can be created.

Discussion

Compare the elements of this array to the available data types on a pasteboard to detect the presence of movie data.

Availability

Available in Mac OS X v10.0 and later.

Not available to 64-bit applications.

See Also+ [canInitWithPasteboard:](#) (page 6)**Declared In**

NSMovie.h

Instance Methods

initWithMovie:

Initializes the receiver with a given QuickTime movie that has already been loaded into memory.

```
- (id)initWithMovie:(void *)movie
```

Parameters*movie*

Movie object with which to initialize the receiver.

Return Value

Initialized NSMovie object, or nil when movie is NULL.

Discussion

When *movie* is NULL, the receiver is released.

Special Considerations

In programs linked to Mac OS X v10.2 or earlier, the receiver becomes an owner of *movie* and disposes of it with the `DisposeMovie` function when the receiver is destroyed.

Availability

Available in Mac OS X v10.0 and later.

Related Sample Code

CocoaCreateMovie

ImagesToQTMovie

Declared In

NSMovie.h

initWithPasteboard:

Initializes the receiver with data from a given pasteboard.

```
- (id)initWithPasteboard:(NSPasteboard *)pasteboard
```

Parameters*pasteboard*

Pasteboard with which to initialize the receiver. It must contain data either of a type returned by [movieUnfilteredPasteboardTypes](#) (page 7) or of type `NSFileNamesPboardType`. In the latter case, the filename should be for a file of a type returned by [movieUnfilteredFileTypes](#) (page 7). If the pasteboard contains multiple filenames, only the first name is used.

Return Value

Initialized `NSMovie` object, or `nil` when unsuccessful.

Discussion

When archiving an `NSMovie` object, the movie data is encoded if the data was obtained directly from `pasteboard`. If instead a filename was on the pasteboard, only the file's URL is encoded.

If this method is unable to create a movie representation, the receiver is released.

Availability

Available in Mac OS X v10.0 and later.

Not available to 64-bit applications.

Declared In

`NSMovie.h`

initWithURL:byReference:

Initializes the receiver with data located at a given URL.

```
- (id)initWithURL:(NSURL *)movieUrl byReference:(BOOL)byReference
```

Parameters

movieUrl

URL identifying the location of movie data. It can use any appropriate URL protocol, including `file:`, `http:`, or `rtsp:`, and reference any type of data recognized by QuickTime, including video, pure audio, or still images.

byReference

YES to encode only the URL when the receiver is archived; NO to have the receiver encode the movie's QuickTime header information.

Return Value

Initialized `NSMovie` object, or `nil` when unsuccessful.

Discussion

For streamed media, use the QuickTime `GetMovieLoadState` function to determine whether all the movie data has been received yet.

If this method is unable to create a movie representation, the receiver is released.

Availability

Available in Mac OS X v10.0 and later.

Not available to 64-bit applications.

Related Sample Code

`BackgroundExporter`

`bMoviePalette`

`bMoviePaletteCocoa`

`CocoaVideoFrameToGWorld`

`OpenGLCompositorLab`

Declared In

`NSMovie.h`

QTMovie

Provides an opaque pointer to the receiver's QuickTime movie data.

- (void *)QTMovie

Return Value

`Movie` object containing the receiver's movie data. You can use this value with the QuickTime framework to directly access the movie data.

Availability

Available in Mac OS X v10.0 and later.

See Also

`QTMovie`

Related Sample Code

`bMoviePalette`

`bMoviePaletteCocoa`

`CocoaVideoFrameToGWorld`

`CocoaVideoFrameToNSImage`

`SimpleCocoaMovieQT`

Declared In

`NSMovie.h`

URL

Provides the URL of the file used to initialize the receiver.

- (NSURL *)URL

Return Value

URL of the file containing the movie data used to initialize the receiver, or `nil` when the receiver wasn't initialized from a file.

Availability

Available in Mac OS X v10.0 and later.

Not available to 64-bit applications.

Declared In

`NSMovie.h`

Document Revision History

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

Date	Notes
2007-03-26	Updated for Mac OS X v10.5.
2006-10-03	Clarified movie-data ownership and access details.
	Clarified movie-data ownership details of <code>NSMovie</code> objects initialized with <code>initWithMovie:</code> (page 8).
	Clarified movie-data access mechanism in <code>QTMovie</code> (page 10).
2006-05-23	First publication of this content as a separate document.

REVISION HISTORY

Document Revision History

Index

C

canInitWithPasteboard: [class method 6](#)

I

initWithMovie: [instance method 8](#)

initWithPasteboard: [instance method 8](#)

initWithURL:byReference: [instance method 9](#)

M

movieUnfilteredFileTypes [class method 7](#)

movieUnfilteredPasteboardTypes [class method 7](#)

Q

QTMovie [instance method 10](#)

U

URL [instance method 10](#)