
NSQuickDrawView Class Reference

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NSQuickDrawView Class Reference

Inherits from	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. Not available to 64-bit applications.
Companion guide	View Programming Guide for Cocoa
Declared in	NSQuickDrawView.h
Related sample code	Cocoa - SGDataProc CocoaVideoFrameToGWorld MungSaver QTGraphicsImport VideoViewer

Overview

The `NSQuickDrawView` class lets you use Carbon QuickDraw functions inside an `NSView` object.

Important: The QuickDraw API is deprecated in Mac OS X v10.4 and later. See *Quartz Programming Guide for QuickDraw Developers* for information on moving from QuickDraw to Quartz.

Tasks

Getting a QuickDraw Graphics Pointer

- `qdPort` (page 6)

Returns the QuickDraw graphics pointer associated with the view.

Instance Methods

qdPort

Returns the QuickDraw graphics pointer associated with the view.

```
- (void *)qdPort
```

Return Value

The QuickDraw graphics pointer.

Discussion

The graphics pointer is valid only while the view has focus. Once the view relinquishes the focus, the graphics pointer is undefined.

Availability

Available in Mac OS X v10.0 and later.

Not available to 64-bit applications.

Related Sample Code

Cocoa - SGDataProc

CocoaVideoFrameToGWorld

QTGraphicsImport

VideoViewer

Declared In

NSQuickDrawView.h

Document Revision History

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

Date	Notes
2007-01-30	Updated for Mac OS X v10.5.
2006-05-23	First publication of this content as a separate document.

REVISION HISTORY

Document Revision History

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