NSMovieView Class Reference

(Not Recommended)

Cocoa > QuickTime

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NSMovieView Class Reference (Not Recommended)

Inherits from	NSView : NSResponder : NSObject
Conforms to	NSUserInterfaceValidations 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	Video
Declared in	NSMovieView.h
Related sample code	BackgroundExporter bMoviePalette bMoviePaletteCocoa CocoaCreateMovie SimpleCocoaMovieQT

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

Overview

An `NSMovieView` displays an `NSMovie` (a wrapper for a QuickTime movie) in a frame and provides methods for playing and editing the movie. The view can optionally display a standard QuickTime movie controller, or you can provide your own interface linked to `NSMovieView`'s action methods.

Tasks

Managing Movie Views

`- movie` (page 12)
Returns the NSMovie object displayed in the view.

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- `setMovie:` (page 16)
  Sets the NSMovie displayed in the view to *`movie`*.
- `movieRect` (page 13)
  Returns the rectangle into which the movie is to be placed.
- `sizeForMagnification:` (page 19)
  Returns the required size of the movie view if the movie were magnified to *`magnification`*.
- `resizeWithMagnification:` (page 14)
  Resizes the view's frame to the size required to display the movie with a magnification of *`magnification`* and with a movie controller below it.

Configuring Playback

- `loopMode` (page 11)
  Returns the playback behavior for when the end of the movie is reached.
- `setLoopMode:` (page 15)
  Sets the playback behavior for when the end of the movie is reached.
- `playsSelectionOnly` (page 14)
  Returns `YES` if the movie is configured to play only the selected portion.
- `setPlaysSelectionOnly:` (page 17)
  Sets whether only the selected portion of the movie is played to *`flag`*.
- `playsEveryFrame` (page 13)
  Returns `YES` if the movie is configured to display every frame when playing.
- `setPlaysEveryFrame:` (page 17)
  Sets whether the movie plays every frame of the movie.

Playing Movies

- `rate` (page 14)
  Returns the relative frame rate at which the movie is to be played.
- `setRate:` (page 17)
  Sets the frame rate, relative to the movie's internal frame rate, at which to play the movie.
- `isPlaying` (page 11)
  Returns `YES` if the movie is currently playing.
- `start:` (page 19)
  This action method starts the movie playing at its current location.
- `gotoBeginning:` (page 9)
  This action method repositions the play position to the beginning of the movie.
- `gotoEnd:` (page 9)
  This action method repositions the play position to the end of the movie.
- `gotoPosterFrame:` (page 10)
  This action method repositions the play position to the movie's poster frame.
- `stepBack:` (page 19)
  This action method repositions the movie's play position to one frame before the current frame.

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- `stepForward:` (page 20)
  This action method repositions the movie's play position to one frame after the current frame.
- `stop:` (page 20)
  This action method stops the movie.

Managing Sound

- `isMuted` (page 11)
  Returns `YES` if the movie's sound is currently muted.
- `setMuted:` (page 16)
  Sets whether the movie's sound is muted.
- `volume` (page 21)
  Returns the relative volume at which the movie is to be played. Default is 1.0.
- `setVolume:` (page 18)
  Sets the relative sound volume of the movie.

Using Movie Controllers

- `isControllerVisible` (page 10)
  Returns `YES` if the movie controller is visible.
- `movieController` (page 12)
  Returns a pointer to a QuickTime `MovieController` for the `Movie` displayed in the view.
- `showController:adjustingSize:` (page 18)
  Sets whether a standard QuickTime movie controller is displayed beneath the movie to *`show`*.

Editing

- `isEditable` (page 10)
  Returns `YES` if the movie is editable.
- `setEditable:` (page 15)
  Sets whether the movie can be edited.
- `copy:` (page 8)
  This action method copies the current movie selection onto the clipboard.
- `cut:` (page 8)
  This action method deletes the current movie selection from the movie, placing it on the clipboard.
- `delete:` (page 8)
  This action method deletes the current movie selection from the movie, placing it on the clipboard.
- `paste:` (page 13)
  This action method inserts the contents of the clipboard (if it contains a movie clip) into the movie at the current play position.
- `selectAll:` (page 15)
  This action method selects the entire movie.

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- clear: (page 23) Deprecated in Mac OS X v10.3
  This action method deletes the current movie selection from the movie. (Deprecated. Use delete: (page 8) instead.)

Instance Methods

copy:

This action method copies the current movie selection onto the clipboard.

```
- (void)copy:(id)sender
```

Discussion
If there is no selection, the current frame is copied. The movie does not need to be editable.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- paste: (page 13)

Declared In
NSMovieView.h

cut:

This action method deletes the current movie selection from the movie, placing it on the clipboard.

```
- (void)cut:(id)sender
```

Discussion
If there is no selection, the current frame is deleted. This action is undoable. If the movie is not editable, this method does nothing.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- paste: (page 13)

Declared In
NSMovieView.h

delete:

This action method deletes the current movie selection from the movie, placing it on the clipboard.

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```
- (void)delete:(id)sender
```

Discussion
If there is no selection, the current frame is deleted. This action is undoable. If the movie is not editable, this method does nothing.

Availability
Available in Mac OS X v10.3 and later.
Not available to 64-bit applications.

Declared In
`NSMovieView.h`

gotoBeginning:

This action method repositions the play position to the beginning of the movie.

```
- (void)gotoBeginning:(id)sender
```

Discussion
If the movie is playing, the movie continues playing from the new position.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `gotoEnd:` (page 9)
- `gotoPosterFrame:` (page 10)

Declared In
`NSMovieView.h`

gotoEnd:

This action method repositions the play position to the end of the movie.

```
- (void)gotoEnd:(id)sender
```

Discussion
If the movie is playing in one of the looping modes, the movie continues playing accordingly; otherwise, play stops.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `gotoBeginning:` (page 9)
- `gotoPosterFrame:` (page 10)

Declared In
`NSMovieView.h`

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gotoPosterFrame:

This action method repositions the play position to the movie's poster frame.

```
- (void)gotoPosterFrame:(id)sender
```

Discussion
If no poster frame is defined, the movie jumps to the beginning. If the movie is playing, the movie continues playing from the new position.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `gotoBeginning:` (page 9)
- `gotoEnd:` (page 9)

Declared In
`NSMovieView.h`

isControllerVisible

Returns `YES` if the movie controller is visible.

```
- (BOOL)isControllerVisible
```

Discussion
The default is `YES`.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `showController:adjustingSize:` (page 18)

Declared In
`NSMovieView.h`

isEditable

Returns `YES` if the movie is editable.

```
- (BOOL)isEditable
```

Discussion
When editable, a movie can be modified using the `clear:` (page 23), `cut:` (page 8), and `paste:` (page 13) methods and associated key commands. You can also drag movie files into the view, replacing the movie. The default is `YES`.

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

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Not available to 64-bit applications.

See Also
- `setEditable:` (page 15)

Declared In
`NSMovieView.h`

isMuted

Returns `YES` if the movie's sound is currently muted.

```
- (BOOL)isMuted
```

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `setMuted:` (page 16)

Declared In
`NSMovieView.h`

isPlaying

Returns `YES` if the movie is currently playing.

```
- (BOOL)isPlaying
```

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `start:` (page 19)
- `stop:` (page 20)

Related Sample Code
SimpleCocoaJavaMovie
SimpleCocoaJavaMovieCocoa

Declared In
`NSMovieView.h`

loopMode

Returns the playback behavior for when the end of the movie is reached.

```
- (NSQTMovieLoopMode)loopMode
```


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Discussion
Return value is one of the constants defined in "Constants" (page 21). Default is `NSQTMovieNormalPlayback`.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `setLoopMode:` (page 15)

Declared In
`NSMovieView.h`

movie

Returns the NSMovie object displayed in the view.

```
- (NSMovie *)movie
```

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `setMovie:` (page 16)

Declared In
`NSMovieView.h`

movieController

Returns a pointer to a QuickTime `MovieController` for the `Movie` displayed in the view.

```
- (void *)movieController
```

Discussion
Use this method with the QuickTime APIs to enable features not implemented in NSMovieView. A movie controller is available whenever a movie is displayed in a window, even if the controller is itself hidden. If no movie is displayed, `movieController` returns `NULL`.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `isControllerVisible` (page 10)
- `showController:adjustingSize:` (page 18)

Declared In
`NSMovieView.h`

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movieRect

Returns the rectangle into which the movie is to be placed.

```
- (NSRect)movieRect
```

Discussion
By default, this method returns the view's bounding rectangle. Override this method if you want the movie to be positioned or sized differently within the view.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

Declared In
`NSMovieView.h`

paste:

This action method inserts the contents of the clipboard (if it contains a movie clip) into the movie at the current play position.

```
- (void)paste:(id)sender
```

Discussion
This action is undoable. If the movie is not editable, this method does nothing.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `copy:` (page 8)
- `cut:` (page 8)

Declared In
`NSMovieView.h`

playsEveryFrame

Returns `YES` if the movie is configured to display every frame when playing.

```
- (BOOL)playsEveryFrame
```

Discussion
Default is `NO`.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `setPlaysEveryFrame:` (page 17)

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Declared In
NSMovieView.h

playsSelectionOnly

Returns YES if the movie is configured to play only the selected portion.

```
- (BOOL)playsSelectionOnly
```

Discussion
Default is NO.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- setPlaysSelectionOnly: (page 17)

Declared In
NSMovieView.h

rate

Returns the relative frame rate at which the movie is to be played.

```
- (float)rate
```

Discussion
The default value of 1.0 indicates the normal frame rate defined by the movie.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- setRate: (page 17)

Related Sample Code
SimpleCocoaJavaMovie
SimpleCocoaJavaMovieCocoa

Declared In
NSMovieView.h

resizeWithMagnification:

Resizes the view's frame to the size required to display the movie with a magnification of *magnification* and with a movie controller below it.

```
- (void)resizeWithMagnification:(float)magnification
```


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Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
`- sizeForMagnification:` (page 19)

Declared In
`NSMovieView.h`

selectAll:

This action method selects the entire movie.

```
- (void)selectAll:(id)sender
```

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

Declared In
`NSMovieView.h`

setEditable:

Sets whether the movie can be edited.

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

Discussion
If *flag* is `YES`, you can use the `clear:` (page 23), `cut:` (page 8), and `paste:` (page 13) methods and associated key commands to modify the movie. You can also drag a new movie file into the view, replacing the current movie. If *flag* is `NO`, these features are disabled.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
`- isEditable` (page 10)

Declared In
`NSMovieView.h`

setLoopMode:

Sets the playback behavior for when the end of the movie is reached.

```
- (void)setLoopMode:(NSQTMovieLoopMode)flag
```


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Discussion
flag is one of the constants defined in "Constants" (page 21). If *flag* is NSQTMovieNormalPlayback, the movie stops playing when it reaches the end. If *flag* is NSQTMovieLoopingPlayback, the movie will continue playing at the beginning. If *flag* is NSQTMovieLoopingBackAndForthPlayback, the movie will play in reverse, then forward again, as it reaches each end of the movie. If playsSelectionOnly (page 14) is YES, these behaviors apply to the endpoints of the selection, not the movie.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- loopMode (page 11)

Declared In
NSMovieView.h

setMovie:

Sets the NSMovie displayed in the view to *movie*.

```
- (void)setMovie:(NSMovie *)movie
```

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- movie (page 12)

Declared In
NSMovieView.h

setMuted:

Sets whether the movie's sound is muted.

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

Discussion
When *flag* is YES, muting is turned on. When muting is turned off again by sending NO for *flag*, the previous sound volume is restored.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- isMuted (page 11)
- setVolume: (page 18)

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Declared In
NSMovieView.h

setPlaysEveryFrame:

Sets whether the movie plays every frame of the movie.

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

Discussion
If *flag* is YES, every frame of the movie is displayed, even if this requires playing the movie slower than its preferred rate. If *flag* is NO, the movie may skip some frames if needed to maintain its time sequence.

If *flag* is YES, audio is not played.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- playsEveryFrame (page 13)

Declared In
NSMovieView.h

setPlaysSelectionOnly:

Sets whether only the selected portion of the movie is played to *flag*.

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

Discussion
If there is no selection, the entire movie is played.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- playsSelectionOnly (page 14)

Declared In
NSMovieView.h

setRate:

Sets the frame rate, relative to the movie's internal frame rate, at which to play the movie.

```
- (void)setRate:(float)rate
```


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Discussion
The default *rate* of 1.0 indicates the movie is played at its normal rate. Larger values indicate faster rates, and fractional values indicate slower rates. Negative values are allowed, causing the movie to play in reverse. Invoking this method does not automatically start the movie playing.

This value is ignored if the movie is started using the movie controller, which always plays the movie at the normal rate.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `rate` (page 14)

Declared In
`NSMovieView.h`

setVolume:

Sets the relative sound volume of the movie.

```
- (void)setVolume:(float)volume
```

Discussion
The default *volume* of 1.0 indicates the current system volume.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `setMuted:` (page 16)
- `volume` (page 21)

Declared In
`NSMovieView.h`

showController:adjustingSize:

Sets whether a standard QuickTime movie controller is displayed beneath the movie to *show*.

```
- (void)showController:(BOOL)show adjustingSize:(BOOL)adjustSize
```

Discussion
If *adjustSize* is `YES`, the view's height is modified so that the size and position of the movie are unchanged. If *adjustSize* is `NO`, the view's size is unchanged, and the movie is resized to fit into the frame. The adjustment is made only if the visibility of the controller is indeed changed.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

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See Also
- `isControllerVisible` (page 10)

Declared In
`NSMovieView.h`

sizeForMagnification:

Returns the required size of the movie view if the movie were magnified to *magnification*.

```
- (NSSize)sizeForMagnification:(float)magnification
```

Discussion
An extra 16 pixels are added to the vertical dimension to allow room for the movie controller, even if it is currently hidden.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `resizeWithMagnification:` (page 14)

Declared In
`NSMovieView.h`

start:

This action method starts the movie playing at its current location.

```
- (void)start:(id)sender
```

Discussion
This method does nothing if the movie is already playing.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `isPlaying` (page 11)
- `stop:` (page 20)

Declared In
`NSMovieView.h`

stepBack:

This action method repositions the movie's play position to one frame before the current frame.

```
- (void)stepBack:(id)sender
```


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Discussion
If the movie is playing, the movie will stop at the new frame.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `stepForward:` (page 20)

Declared In
`NSMovieView.h`

stepForward:

This action method repositions the movie's play position to one frame after the current frame.

```
- (void)stepForward:(id)sender
```

Discussion
If the movie is playing, the movie will stop at the new frame.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `stepBack:` (page 19)

Declared In
`NSMovieView.h`

stop:

This action method stops the movie.

```
- (void)stop:(id)sender
```

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
- `isPlaying` (page 11)
- `start:` (page 19)

Declared In
`NSMovieView.h`

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volume

Returns the relative volume at which the movie is to be played. Default is 1.0.

```
- (float)volume
```

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

See Also
`- setVolume:` (page 18)

Declared In
`NSMovieView.h`

Constants

NSQTMovieLoopMode

These constants specify playback modes.

```
typedef enum {
    NSQTMovieNormalPlayback,
    NSQTMovieLoopingPlayback,
    NSQTMovieLoopingBackAndForthPlayback
} NSQTMovieLoopMode;
```

Constants

`NSQTMovieNormalPlayback`
Playback stops when end is reached.
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.
Declared in `NSMovieView.h`.

`NSQTMovieLoopingPlayback`
Restarts playback at beginning when end is reached.
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.
Declared in `NSMovieView.h`.

`NSQTMovieLoopingBackAndForthPlayback`
Playback runs forward and backward between both endpoints.
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.
Declared in `NSMovieView.h`.

Availability
Available in Mac OS X v10.0 and later.
Not available to 64-bit applications.

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Declared In
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Deprecated NSMovieView Methods

A method identified as deprecated has been superseded and may become unsupported in the future.

Deprecated in Mac OS X v10.3

clear:

This action method deletes the current movie selection from the movie. (Deprecated in Mac OS X v10.3. Use `delete:` (page 8) instead.)

```
- (void)clear:(id)sender
```

Discussion
If there is no selection, the current frame is deleted. This action is undoable. If the movie is not editable, this method does nothing.

Availability
Deprecated in Mac OS X v10.3.
Not available to 64-bit applications.

Declared In
`NSMovieView.h`

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Document Revision History

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

Date	Notes
2007-04-02	Made editorial improvements.
2006-05-23	First publication of this content as a separate document.

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Document Revision History

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V

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