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# NSDockTile Class Reference

[Cocoa](#) > [User Experience](#)



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# NSDockTile Class Reference

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<b>Inherits from</b>	NSObject
<b>Conforms to</b>	NSObject (NSObject)
<b>Framework</b>	/System/Library/Frameworks/AppKit.framework
<b>Availability</b>	Available in Mac OS X v10.5 and later.
<b>Companion guide</b>	Dock Tile Programming Guide
<b>Declared in</b>	NSDockTile.h
<b>Related sample code</b>	DockTile

## Overview

The `NSDockTile` class lets you customize the visual representation for your application's miniaturized windows and application icon as they appear in the Dock. You do not create Dock tile objects explicitly in your application. Instead, you retrieve the Dock tile for an existing window or for the application by calling that object's `dockTile` method.

Typically, you do not subclass the `NSDockTile` class. Instead, you use the methods of the class to make the following customizations:

- Badge the tile with a custom string.
- Remove or show the application icon badge.
- Draw the tile content yourself.

If you decide to draw the tile content yourself, you must provide a custom content view to handle the drawing.

## Application Dock Tiles

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An application Dock tile defaults to display the application's `applicationIconImage`.

The application Dock tile never shows a smaller application icon badge.

Whether using the default or custom view, the application Dock tile may be badged with a short custom string.

## Window Dock Tiles

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A window Dock tile defaults to display a miniaturized version of the windows contents with a badge derived from the application Dock icon, including any customized application Dock icon. The default window Dock tile image may not be badged with a custom string.

A window Dock tile can use a custom view to draw the Dock icon. If a custom view is used, no application badge will be added, but the text label will be overlaid on top of the icon.

## Tasks

### Drawing the Tile's Content

- [setContentView:](#) (page 9)  
Sets the view to use for drawing the dock tile contents.
- [contentView](#) (page 7)  
Returns the view used to draw the dock tile contents.

### Getting the Tile Information

- [size](#) (page 10)  
Returns the size of the tile.
- [owner](#) (page 8)  
Returns the object represented by the dock tile.

### Applying Badge Icons to the Tile

- [setShowsApplicationBadge:](#) (page 9)  
Sets whether the tile should be badged with the application's icon.
- [showsApplicationBadge](#) (page 10)  
Returns a Boolean value indicating whether the tile is badged with the application's icon.
- [setBadgeLabel:](#) (page 8)  
Sets the string to be displayed in the tile's badging area.
- [badgeLabel](#) (page 7)  
Returns the tile's current badge label.

### Updating the Dock Tile

- [display](#) (page 7)  
Redraws the dock tile's content.

## Instance Methods

### badgeLabel

Returns the tile's current badge label.

- (NSString \*)badgeLabel

#### Return Value

The localized string to be displayed in the tile's badging area. This string may be empty or `nil`.

#### Availability

Available in Mac OS X v10.5 and later.

#### See Also

- [setBadgeLabel:](#) (page 8)

#### Declared In

NSDockTile.h

### contentView

Returns the view used to draw the dock tile contents.

- (NSView \*)contentView

#### Return Value

The view used to draw the tile.

#### Availability

Available in Mac OS X v10.5 and later.

#### See Also

- [setContentView:](#) (page 9)

#### Declared In

NSDockTile.h

### display

Redraws the dock tile's content.

- (void)display

#### Discussion

If a custom content view is provided, Cocoa calls the `drawRect:` method of that view (and its subviews) to draw the tile's content.

You can call this method to force the redrawing of the dock tile contents. You might do this if the contents of the underlying application or window change in a way that would require a refreshing of the tile. Some types of system activity, such as resizing the dock, may trigger automatic redraws of the tile. In most cases, however, your application is responsible for triggering redraws.

Cocoa does not automatically redraw the contents of your dock tile. Instead, your application must explicitly send `display` messages to the dock tile object whenever the contents of your view change and need to be redrawn.

**Availability**

Available in Mac OS X v10.5 and later.

**Declared In**

`NSDockTile.h`

**owner**

Returns the object represented by the dock tile.

- (id)owner

**Return Value**

The object represented by the dock tile. This is either the `NSApplication` object or one of your application's `NSWindow` objects.

**Availability**

Available in Mac OS X v10.5 and later.

**Declared In**

`NSDockTile.h`

**setBadgeLabel:**

Sets the string to be displayed in the tile's badging area.

- (void)setBadgeLabel:(NSString \*)string

**Parameters**

*string*

The localized string to display. This string can contain a count value or other badging information. To clear the badge string, specify an empty string (@" ") or `nil`.

**Discussion**

The appearance of the badge area is system defined.

Window dock tiles only display a badge label when there is a custom view associated with the dock tile.

**Availability**

Available in Mac OS X v10.5 and later.

**See Also**

- [badgeLabel](#) (page 7)
- [showsApplicationBadge](#) (page 10)



**Declared In**

NSDockTile.h

**setContentView:**

Sets the view to use for drawing the dock tile contents.

```
- (void)setContentView:(NSView *)view
```

**Parameters***view*

The view to use for drawing the tile. This view may contain additional subviews.

**Discussion**

The view you specify should be height and width resizable.

Cocoa does not automatically redraw the contents of your dock tile. Instead, your application must explicitly send display messages to the dock tile object whenever the contents of your view change and need to be redrawn. Your dock tile view is responsible for drawing the entire contents of the dock tile. Your view does not need to draw the application or custom string badges.

**Availability**

Available in Mac OS X v10.5 and later.

**See Also**

- [contentView](#) (page 7)

- [display](#) (page 7)

**Declared In**

NSDockTile.h

**setShowsApplicationBadge:**

Sets whether the tile should be badged with the application's icon.

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

**Parameters***flag*

YES to show the application icon; otherwise, NO to hide it.

**Discussion**

Miniaturized windows include the application badge by default to convey the associated application to the user. In Mac OS X v10.5 and later, application tiles do not support the application badge. A miniaturized window with a custom view does not draw the application badge.

The application icon is positioned automatically in the tile by the NSDockTile object.

**Availability**

Available in Mac OS X v10.5 and later.

**See Also**

- [showsApplicationBadge](#) (page 10)

**Declared In**

NSDockTile.h

## showsApplicationBadge

Returns a Boolean value indicating whether the tile is badged with the application's icon.

- (BOOL)showsApplicationBadge

**Return Value**

YES if the tile is badged; otherwise, NO. Returns YES by default.

**Availability**

Available in Mac OS X v10.5 and later.

**See Also**

- [setShowsApplicationBadge:](#) (page 9)

**Declared In**

NSDockTile.h

## size

Returns the size of the tile.

- (NSSize)size

**Return Value**

The size of the tile, measured in screen coordinates.

**Discussion**

The size returned by this method corresponds to the size of the backing store in the dock, which may be bigger than the actual tile displayed on the screen.

**Availability**

Available in Mac OS X v10.5 and later.

**Related Sample Code**

DockTile

**Declared In**

NSDockTile.h

# Document Revision History

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

Date	Notes
2009-03-04	Updated to describe differences in behavior between application and window dock tiles.
2007-07-20	New document describing methods for customizing application and window icons in the dock.

## REVISION HISTORY

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