

 무료 전자 책

배우기

OSX

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1: osx

AppKit Apple Mac API .

Examples

macOS Apple . .

- AppKit - UI
- Foundation - UI

.

- CoreData -
- -
- CoreGraphics -
- CoreAnimation - UI

osx : <https://riptutorial.com/ko/osx/topic/2818/osx->

2: NSFont

NSFont Mac (glyph) . NSFont .

Examples

NSFont

NSFont .

-C

```
// Name is PostScript name of font; size is in points.  
NSFont *essayFont = [NSFont fontWithName:@"Times New Roman" size:12.0];
```

NSFont : <https://riptutorial.com/ko/osx/topic/8881/nsfont>

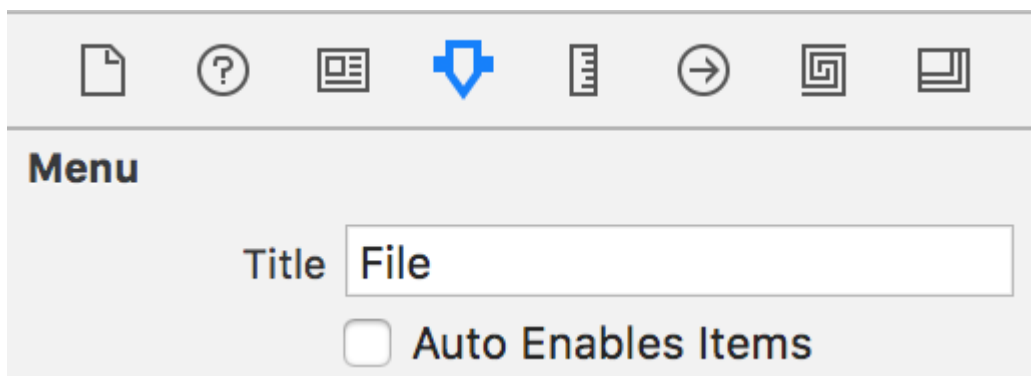
3: NSMenuItem

Apple .

<https://developer.apple.com/library/mac/documentation/Cocoa/Reference/ApplicationKit/Classes/NSMenu>

Examples

1.



2.

```
menu.autoenablesItems = false
```

[NSMenu autoenablesItems](#) .

1.

2.

```
menuItem.enabled = true
```

Apple .

1.

2.

3.

4.

5. `NSApplication`

6. `NSApplication.delegate`

7. `NSApplication.nextResponder`

(O) `openDocument` .

```
- (IBAction)openDocument:(id)sender {  
  
}
```

```
// add an item to a menu  
menu.addItem(item)
```

```
// remove and item from a menu  
menu.removeItem(item)
```

NSMenuItem : <https://riptutorial.com/ko/osx/topic/6038/nsmenuitem>

4: NSRunLoop

Examples

. NSRunLoop.mainRunLoop().run() .

```
class MyObserver: NSObject
{
    override init() {
        super.init()

        // app listeners
        NSWorkspace.sharedWorkspace().notificationCenter.addObserver(self, selector:
"SwitchedApp:", name: NSWorkspaceDidActivateApplicationNotification, object: nil)
    }

    func SwitchedApp(notification: NSNotification!)
    {
        print(notification)
    }
}

let observer = MyObserver()

// simply to keep the command line tool alive - as a daemon process
NSRunLoop.mainRunLoop().run()
```

.
NSRunLoop : <https://riptutorial.com/ko/osx/topic/6667/nsrunloop>

5: UIStoryboard

Examples

(IE,) .

```
let storyboard:UINavigationController = UINavigationController(name: "Main", bundle: nil)
guard let controller:NSWindowController =
storyboard.instantiateControllerWithIdentifier("myWindowController") as? UINavigationController
else { return /*or handle error*/ }
controller.showWindow(self)
```

-C

```
UINavigationController *storyBoard = [UINavigationController storyboardWithName:@"Main" bundle:nil]; // get a
reference to the storyboard
myController = [storyBoard instantiateControllerWithIdentifier:@"secondWindowController"]; //
instantiate your window controller
[myController showWindow:self];
```

controller . UINavigationController .

UINavigationController : <https://riptutorial.com/ko/osx/topic/4287/uINavigationController>

6: NSTextView

NSTextView Apple AppKit . OS X (macOS) / .

Examples

NSTextView

XCode NSTextView .

Examples > My Mac

Examples

- Examples
 - AppDelegate.h
 - AppDelegate.m
 - Document.h
 - Document.m
 - Document.xib**
 - Assets.xcassets
 - MainMenu.xib
 - Info.plist
 - Supporting Files
 - ExamplesTests
 - ExamplesUITests
 - Products

Placeholders

- File's Own
- First Respo
- Application

Window

1. NSLayoutManager - / .
2. NSTextContainer - / .
3. NSTextStorage - NSTextView .

- NSTextStorage NSLayoutManager NSLayoutManager NSTextStorage . .
- NSLayoutManager NSTextContainer . .
- NSTextView NSTextContainer .
- NSTextView . .

.
 . NSTextView . .

-C

```
// This code resides in an NSDocument object's windowControllerDidLoadNib:(NSWindowController
*)windowController method.
// This is done simply because it is easy and automatically gets called upon.

// This method is also where the following NSRect variable gets size information. We need this
information for this example.
NSRect windowFrame = windowController.window.contentView.frame;
NSTextStorage *textStorage = [[NSTextStorage alloc] initWithString:@"Example text!"];
NSLayoutManager *manager = [[NSLayoutManager alloc] init];
NSTextContainer *container = [[NSTextContainer alloc]
initWithContainerSize:NSMakeSize(windowFrame.size.width, windowFrame.size.height)];
NSTextView *textView = [[NSTextView alloc] initWithFrame:windowFrame textContainer:container];

[textStorage addLayoutManager:manager];
[manager addTextContainer:container];
>windowController.window setContentView:textView];
```

! NSTextView !



Example text!

NSTextView : <https://riptutorial.com/ko/osx/topic/8880/nstextview>

7:

NSOpenPanel API. (O) UI.

Examples

```
NSOpenPanel *openPanel = [NSOpenPanel openPanel];
[openPanel beginWithCompletionHandler:^(NSInteger result) {
    NSURL *url = openPanel.URL;
    if (result == NSFileHandlingPanelCancelButton || !url) {
        return;
    }
    // do something with a URL
}];
```

```
NSOpenPanel *openPanel = [NSOpenPanel openPanel];
openPanel.allowsMultipleSelection = YES;
[openPanel beginWithCompletionHandler:^(NSInteger result) {
    NSArray <NSURL *>*urls = openPanel.URLs;
    // do things
}];
```

```
NSOpenPanel *openPanel = [NSOpenPanel openPanel];
openPanel.allowedFileTypes = @[@"*.png", @"*.jpg"];
[openPanel beginWithCompletionHandler:^(NSInteger result) {
    NSURL *url = openPanel.URL;
    if (result == NSFileHandlingPanelCancelButton || !url) {
        return;
    }
    // do something with a picture
}];
```

: <https://riptutorial.com/ko/osx/topic/9438/-->

8:

Examples

```
- (NSString *) UTIforFileExtension:(NSString *) extension {
    NSString * UTIString = (NSString
*)UTTypeCreatePreferredIdentifierForTag(kUTTagClassFilenameExtension,
                                        (CFStringRef)extension,
                                        NULL);

    return [UTIString autorelease];
}

- (BOOL) setMyselfAsDefaultApplicationForFileExtension:(NSString *) fileExtension {
    OSStatus returnStatus = LSSetDefaultRoleHandlerForContentType (
        (CFStringRef) [self
UTIforFileExtension:fileExtension],
        kLSRolesAll,
        (CFStringRef) [[NSBundle
 mainBundle] bundleIdentifier]
    );

    if (returnStatus != 0) {
        NSLog(@"Got an error when setting default application - %d", returnStatus);
        // Please see the documentation or LSInfo.h
        return NO;
    }

    return YES;
}
```

Info.plist /

```
<key>CFBundleDocumentTypes</key>
<array>
  <dict>
    <key>CFBundleTypeIconFile</key>
    <string>Icon file for associated file</string>
    <key>CFBundleTypeName</key>
    <string>My file format</string>
    <key>CFBundleTypeRole</key>
    <string>Viewer</string> <!-- The value can be Editor, Viewer, Shell, or None. This key
is required. -->
    <key>LSItemContentTypes</key>
    <array>
      <string>UTI of the file</string> <!-- Existing UTI or create a UTI for your new
file type -->
    </array>
    <key>LSHandlerRank</key>
    <string>Owner</string>
  </dict>
</array>
```

: <https://riptutorial.com/ko/osx/topic/10926/>-

9:

Mac OS X .

~ / .bashrc

~ / .bash_profile

~ / .profile

Mac OS X .

Examples

1. `vim ~/.bash_profile`

().

2. `type .`

```
export PATH=$PATH:YOUR_PATH_HERE
```

: <https://riptutorial.com/ko/osx/topic/10162/-->

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