

 免費電子書

學習

OSX

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#OSX

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# 1: osx

AppleMacAPIAppKit。

## Examples

macOSApple。

- AppKit - UI
- - UI
  
- CoreData -
- Dispatch -
- CoreGraphics -
- CoreAnimation - UI

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

---

## 2: NSFont

NSFontMac。 NSFont。

### Examples

#### NSFont

NSFont

### Objective-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/zh-TW/osx/topic/8881/nsfont>

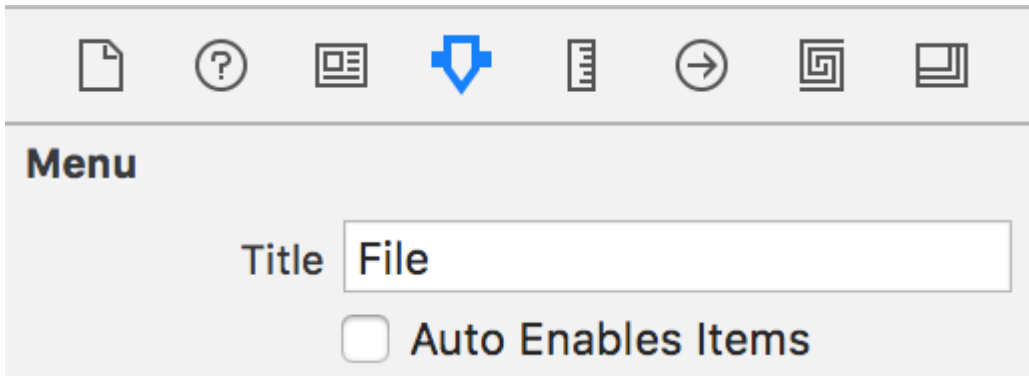
# 3: NSMenuItem

Apple [https](https://developer.apple.com/library/mac/documentation/Cocoa/Reference/ApplicationKit/Classes/NSMenuItem_)

[//developer.apple.com/library/mac/documentation/Cocoa/Reference/ApplicationKit/Classes/NSMenuItem\\_](https://developer.apple.com/library/mac/documentation/Cocoa/Reference/ApplicationKit/Classes/NSMenuItem_)

## Examples

### 1. Interface Builder



### 2.

```
menu.autoenablesItems = false
```

[autoenablesItemsNSMenu](#) ◦

### 1. Interface Builder

### 2.

```
menuItem.enabled = true
```

Apple ◦

◦ ◦ ◦

- 1.
- 2.
- 3.
- 4.
5. `NSApplication`
6. `NSApplication.delegate`
7. `NSApplication.nextResponder`

`openDocument` `OpenO` ◦

```
- (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/zh-TW/osx/topic/6038/nsmenuitem>



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# 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/zh-TW/osx/topic/6667/nsrunloop>

---

# 5: NSStoryboard

## Examples

IE.

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

## Objective-C

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

controller° **app**NSWindowController°

**NSStoryboard** <https://riptutorial.com/zh-TW/osx/topic/4287/nsstoryboard>

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## 6: NSTextView

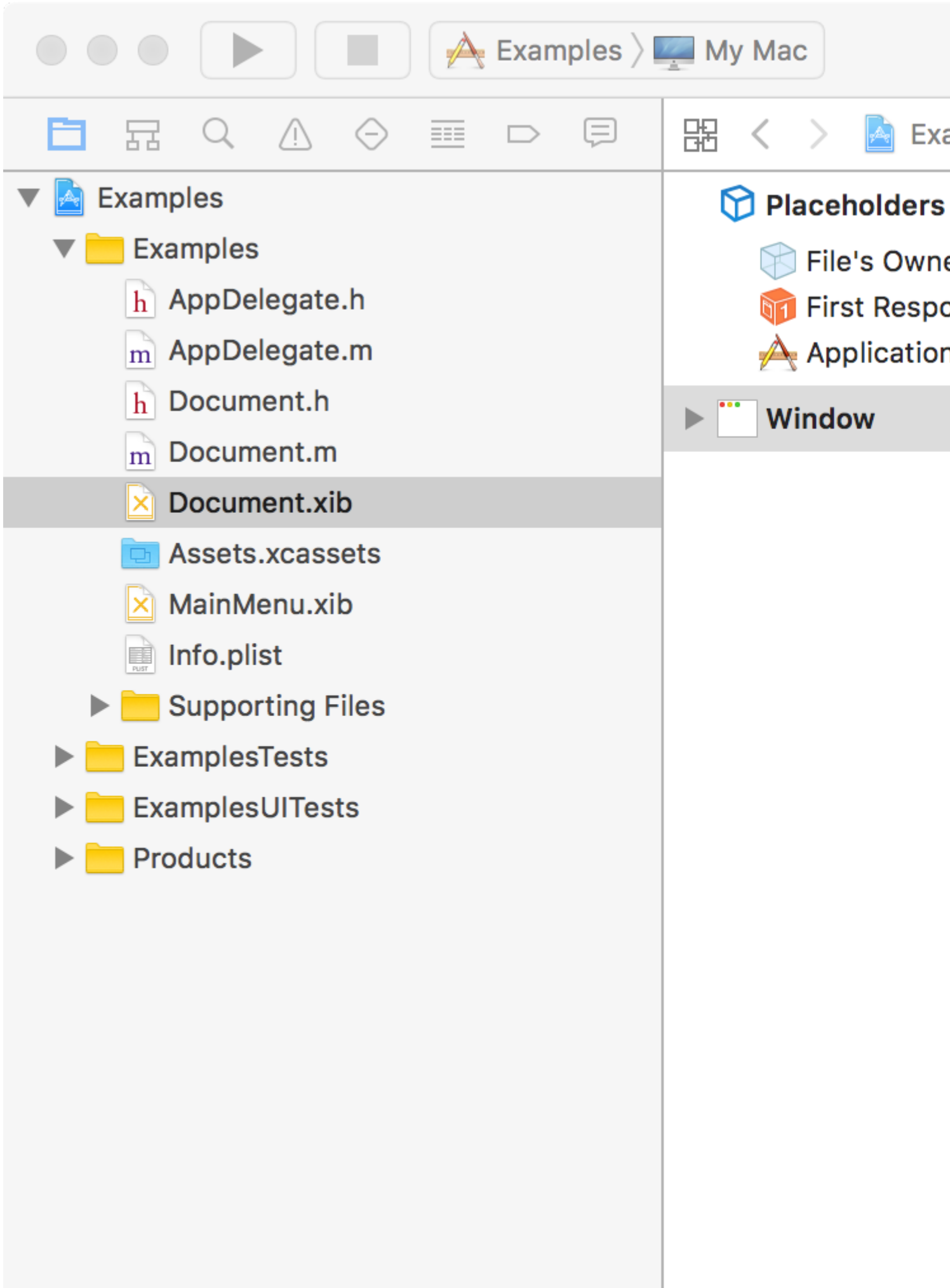
NSTextViewAppleAppKit. OS X/macOS/.

### Examples

NSTextView

---

XCodeNSTextView.



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

- NSTextStorageNSLayoutManagerNSLayoutManagerNSTextStorage。
- NSLayoutManagerNSTextContainer。
- NSTextViewNSTextContainer。
- NSTextView。

- NSTextView。

## Objective-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/zh-TW/osx/topic/8880/nstextview>

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# 7:

NSOpenPanelAPI。 OpenOUI。

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## Examples

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```
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/zh-TW/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/zh-TW/osx/topic/10926/>



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# 9:

Mac OS X

/ .bashrc

/ .bash\_profile

/ .profile

Mac OS X。

## Examples

1. `vim ~/.bash_profile`

◦

2.

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

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

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