
CAScrollView Class Reference

Graphics & Animation: Animation



2007-07-24



Apple Inc.
© 2007 Apple Inc.
All rights reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, mechanical, electronic, photocopying, recording, or otherwise, without prior written permission of Apple Inc., with the following exceptions: Any person is hereby authorized to store documentation on a single computer for personal use only and to print copies of documentation for personal use provided that the documentation contains Apple's copyright notice.

The Apple logo is a trademark of Apple Inc.

Use of the "keyboard" Apple logo (Option-Shift-K) for commercial purposes without the prior written consent of Apple may constitute trademark infringement and unfair competition in violation of federal and state laws.

No licenses, express or implied, are granted with respect to any of the technology described in this document. Apple retains all intellectual property rights associated with the technology described in this document. This document is intended to assist application developers to develop applications only for Apple-labeled computers.

Every effort has been made to ensure that the information in this document is accurate. Apple is not responsible for typographical errors.

Apple Inc.
1 Infinite Loop
Cupertino, CA 95014
408-996-1010

Apple, the Apple logo, iPhone, Objective-C, and Quartz are trademarks of Apple Inc., registered in the United States and other countries.

iOS is a trademark or registered trademark of Cisco in the U.S. and other countries and is used under license.

Simultaneously published in the United States and Canada.

Even though Apple has reviewed this document, APPLE MAKES NO WARRANTY OR REPRESENTATION, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THIS DOCUMENT, ITS QUALITY, ACCURACY, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. AS A RESULT, THIS DOCUMENT IS PROVIDED "AS IS," AND YOU, THE READER, ARE ASSUMING THE ENTIRE RISK AS TO ITS QUALITY AND ACCURACY.

IN NO EVENT WILL APPLE BE LIABLE FOR DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT OR INACCURACY IN THIS DOCUMENT, even if advised of the possibility of such damages.

THE WARRANTY AND REMEDIES SET FORTH ABOVE ARE EXCLUSIVE AND IN LIEU OF ALL OTHERS, ORAL OR WRITTEN, EXPRESS OR IMPLIED. No Apple dealer, agent, or employee is authorized to make any modification, extension, or addition to this warranty.

Some states do not allow the exclusion or limitation of implied warranties or liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Contents

CAScrollView Class Reference 5

Overview	5
Tasks	5
Scrolling Constraints	5
Scrolling the Layer	5
Properties	6
scrollMode	6
Instance Methods	6
scrollToPoint:	6
scrollToRect:	6
Constants	7
Scroll Modes	7

Document Revision History 9

CAScrollView Class Reference

Inherits from	CALayer : NSObject
Conforms to	NSCoding (CALayer) CAMediaTiming (CALayer) NSObject (NSObject)
Framework	/System/Library/Frameworks/QuartzCore.framework
Availability	Available in iOS 2.0 and later.
Declared in	CAScrollView.h
Companion guides	Core Animation Programming Guide Core Animation Cookbook

Overview

The `CAScrollView` class is a subclass of `CALayer` that simplifies displaying a portion of a layer. The extent of the scrollable area of the `CAScrollView` is defined by the layout of its sublayers. The visible portion of the layer content is set by specifying the origin as a point or a rectangular area of the contents to be displayed. `CAScrollView` does not provide keyboard or mouse event-handling, nor does it provide visible scrollers.

Tasks

Scrolling Constraints

[scrollMode](#) (page 6) *property*

Defines the axes in which the layer may be scrolled.

Scrolling the Layer

- [scrollToPoint:](#) (page 6)

Changes the origin of the receiver to the specified point.

- [scrollToRect:](#) (page 6)

Scroll the contents of the receiver to ensure that the rectangle is visible.

Properties

For more about Objective-C properties, see “Properties” in *The Objective-C Programming Language*.

scrollMode

Defines the axes in which the layer may be scrolled.

```
@property(copy) NSString *scrollMode
```

Discussion

The possible values are described in “[Scroll Modes](#)” (page 7). The default is `kCAScrollBoth`.

Availability

Available in iOS 2.0 and later.

Declared In

`CAScrollLayer.h`

Instance Methods

scrollToPoint:

Changes the origin of the receiver to the specified point.

```
- (void)scrollToPoint:(CGPoint)thePoint
```

Parameters

thePoint

The new origin.

Availability

Available in iOS 2.0 and later.

Declared In

`CAScrollLayer.h`

scrollToRect:

Scroll the contents of the receiver to ensure that the rectangle is visible.

```
- (void)scrollToRect:(CGRect)theRect
```

Parameters

theRect

The rectangle that should be visible.

Availability

Available in iOS 2.0 and later.

Declared In

CAScrollLayer.h

Constants

Scroll Modes

These constants describe the supported scroll modes used by the [scrollMode](#) (page 6) property.

```
NSString * const kCAScrollNone;  
NSString * const kCAScrollVertically;  
NSString * const kCAScrollHorizontally;  
NSString * const kCAScrollBoth;
```

Constants

kCAScrollNone

The receiver is unable to scroll.

Available in iOS 2.0 and later.

Declared in CAScrollLayer.h.

kCAScrollVertically

The receiver is able to scroll vertically.

Available in iOS 2.0 and later.

Declared in CAScrollLayer.h.

kCAScrollHorizontally

The receiver is able to scroll horizontally.

Available in iOS 2.0 and later.

Declared in CAScrollLayer.h.

kCAScrollBoth

The receiver is able to scroll both horizontally and vertically.

Available in iOS 2.0 and later.

Declared in CAScrollLayer.h.

Declared In

CAScrollLayer.h

Document Revision History

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

Date	Notes
2007-07-24	New document that describes the class that displays a portion of a layer that's too large to be displayed in its entirety.

REVISION HISTORY

Document Revision History