UIToolbar Class Reference

User Experience: Controls



ď

Apple Inc. © 2009 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, and Objective-C 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 15," 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

UIToolbar Class Reference 5

```
Overview 5
Tasks 5
Configuring the Toolbar 5
Configuring Toolbar Items 6
Properties 6
barStyle 6
items 6
tintColor 7
translucent 7
Instance Methods 7
setItems:animated: 7
```

Document Revision History 9

UIToolbar Class Reference

Inherits from UIView: UIResponder: NSObject

Conforms to NSCoding (UIView)

NSObject (NSObject)

Framework /System/Library/Frameworks/UIKit.framework

Availability Available in iOS 2.0 and later.

Declared in UIToolbar.h

Related sample code MultipleDetailViews

ToolbarSearch

Overview

An instance of the UIToolbar class is a control for selecting one of many buttons, called toolbar items. A toolbar momentarily highlights or does not change the appearance of an item when tapped. Use the UITabBar class if you need a radio button style control.

Use the <code>UIBarButtonItem</code> class to create items and the <code>setItems:animated</code>: (page 7) method to add them to a toolbar. All methods with an <code>animated</code>: argument allow you to optionally animate changes to the display.

Toolbar images that represent normal and highlighted states of an item derive from the image you set using the inherited image property from the UIBarItem class. For example, the image is converted to white and then bevelled by adding a shadow for the normal state.

Tasks

Configuring the Toolbar

```
barStyle (page 6) property

The toolbar style that specifies its appearance.

tintColor (page 7) property

The color used to tint the bar.

translucent (page 7) property

A Boolean value that indicates whether the toolbar is translulcent (YES) or not (NO).
```

Configuring Toolbar Items

```
items (page 6) propertyThe items displayed on the toolbar.setItems:animated: (page 7)Sets the items on the toolbar by animating the changes.
```

Properties

For more about Objective-C properties, see "Properties" in The Objective-C Programming Language.

barStyle

The toolbar style that specifies its appearance.

```
@property(nonatomic) UIBarStyle barStyle
```

Discussion

See UIBarStyle for possible values. The default value is UIBarStyleDefault.

Availability

Available in iOS 2.0 and later.

Declared In

UIToolbar.h

items

The items displayed on the toolbar.

```
@property(nonatomic, copy) NSArray *items
```

Discussion

The items, instances of <code>UIBarButtonItem</code>, that are visible on the toolbar in the order they appear in this array. Any changes to this property are not animated. Use the <code>setItems:animated</code>: (page 7) method to animate changes.

The default value is nil.

Availability

Available in iOS 2.0 and later.

See Also

```
- setItems:animated: (page 7)
```

Related Sample Code

ToolbarSearch

Declared In

UIToolbar.h

tintColor

The color used to tint the bar.

@property(nonatomic, retain) UIColor *tintColor

Discussion

The default value is nil.

Availability

Available in iOS 2.0 and later.

Declared In

UIToolbar.h

translucent

A Boolean value that indicates whether the toolbar is translulcent (YES) or not (NO).

@property(nonatomic,assign,getter=isTranslucent) BOOL translucent

Discussion

Applying translucence to a toolbar is intended primarily for landscape orientation, when you want the user to be able to view the area beneath the toolbar. The default value for this property is NO. However, if you set the toolbar style to UIBarStyleBlackTranslucent, the value for this property is always YES.

Availability

Available in iOS 3.0 and later.

Declared In

UIToolbar.h

Instance Methods

setItems:animated:

Sets the items on the toolbar by animating the changes.

```
- (void)setItems:(NSArray *)items animated:(BOOL)animated
```

Parameters

items

The items to display on the toolbar.

animated

A Boolean value if set to YES animates the transition to the items; otherwise, does not.

Instance Methods 2009-03-09 | © 2009 Apple Inc. All Rights Reserved.

Discussion

If an imated is YES, the changes are dissolved or the reordering is animated—for example, removed items fade out and new items fade in. This method also adjusts the spacing between items.

Availability

Available in iOS 2.0 and later.

See Also

@property items (page 6)

Declared In

UIToolbar.h

Document Revision History

This table describes the changes to UIToolbar Class Reference.

Date	Notes
2009-03-09	Updated for iOS 3.0.
	Added description for the translucent (page 7) property.
2008-04-19	New document that describes the class that implements a control for selecting one of many buttons, called toolbar items.

REVISION HISTORY

Document Revision History