
NSString Additions

Inherits From: NSObject
Declared In: AppKit/NSStringDrawing.h

Class Description

The Application Kit adds three methods to support drawing string objects directly in an `NSView`. These methods, **`drawAtPoint:withAttributes:`**, **`drawInRect:withAttributes:`**, and **`sizeWithAttributes:`**, parallel similar methods defined by `NSAttributedString` methods. The **`draw...`** methods draw a string object with a single set of attributes that apply to the entire string. To draw a string using multiple fonts and other attributes, you must use an `NSAttributedString`.

Method Types

Drawing an `NSString`

- `drawAtPoint:withAttributes:`
- `drawInRect:withAttributes:`
- `sizeWithAttributes:`

Instance Methods

drawAtPoint:

– (void)**drawAtPoint:**(`NSPoint`)*aPoint* **withAttributes:**(`NSDictionary *`)*attributes*

Draws the receiver with the font and other display attributes of *attributes*, at *aPoint* in the currently focused `NSView`. Don't invoke this method while no `NSView` is focused.

See also: – `lockFocus` (`NSView`)

drawInRect:

– (void)**drawInRect:**(`NSRect`)*aRect* **withAttributes:**(`NSDictionary *`)*attributes*

Draws the receiver with the font and other display attributes of *attributes*, within *aRect* in the currently focused `NSView`. Don't invoke this method while no `NSView` is focused.

See also: – `lockFocus` (`NSView`)

 **size**

– (NSSize)**sizeWithAttributes:**(NSDictionary *)*attributes*

Returns the bounding box size that the receiver occupies when drawn with *attributes*.