
UIImageView

Inherits From:	NSControl: NSView: NSResponder: NSObject
Conforms To:	NSCoding (from NSResponder) NSObject (from NSObject)
Declared In:	AppKit/UIImageView.h

Class Description

An UIImageView displays a single `NSImage` in a frame. The `UIImageView` class provides methods for choosing the image, choosing the frame, and for aligning and scaling the image to fit the frame.

For an `NSControl`, `UIImageView` is quite limited in its ability to respond to user events: the only thing a user can do is drag in a new image. When it receives the new image, the `UIImageView` replaces its old image and sends its action message to its target. Even this low level of interactivity can be disabled: you can send the `UIImageView` the message `setEditable:NO`.

For more information, see the class specification for `NSImageCell`.

Method Types

Choosing the image	– <code>image</code> – <code>setImage:</code>
Choosing the frame	– <code>imageFrameStyle</code> – <code>setImageFrameStyle:</code>
Aligning and scaling the image	– <code>imageAlignment</code> – <code>setImageAlignment:</code> – <code>imageScaling</code> – <code>setImageScaling:</code>
Responding to user events	– <code>isEditable</code> – <code>setEditable:</code>

Instance Methods

image

– (UIImage *)**image**

Returns the UIImage displayed by the UIImageView.

See also: – **setImage:**

imageAlignment

– (UIImageAlignment)**imageAlignment**

Returns the position of the cell's image in the frame. For a list of possible alignments, see **setImageAlignment:.**

imageFrameStyle

– (UIImageFrameStyle)**imageFrameStyle**

Returns the style of frame that appears around the image. For a list of frame styles, see **setImageFrameStyle:.**

imageScaling

– (UIImageScaling)**imageScaling**

Returns the way that the cell's image alters to fit the frame. For a list of possible values, see **setImageScaling:.**

isEditable

– (BOOL)**isEditable**

Returns whether the user can drag a new image into the frame. The default is YES.

See also: – **setEditable:**

setEditable:

– (void)**setEditable:**(BOOL)*flag*

Specifies whether the user can drag a new image into the frame.

See also: – **isEditable**

setImage:

– (void)**setImage:**(NSImage *)*image*

Lets you specify the image that the NSImageView displays.

See also: – **image**

setImageAlignment:

– (void)**setImageAlignment:**(NSImageAlignment)*alignment*

Lets you specify the position of the image in the frame. The possible alignments are:

- NSImageAlignLeft
- NSImageAlignRight
- NSImageAlignCenter
- NSImageAlignTop
- NSImageAlignBottom
- NSImageAlignTopLeft
- NSImageAlignTopRight
- NSImageAlignBottomLeft
- NSImageAlignBottomRight

The default *alignment* is NSImageAlignCenter.

See also: – **imageAlignment**

setImageFrameStyle:

– (void)**setImageFrameStyle:**(NSImageFrameStyle)*frameStyle*

Lets you specify the kind of frame that borders the image . The possible styles are:

- NSImageFrameNone—an invisible frame
- NSImageFramePhoto—a thin black outline and a dropped shadow
- NSImageFrameGrayBezel—a gray, concave bezel that makes the image look sunken
- NSImageGroove—a thin groove that looks etched around the image
- NSImageFrameButton—a convex bezel that makes the image stand out in relief, like a button

The default *frameStyle* is `NSImageFrameNone`.

See also: – `imageFrameStyle`

setImageScaling:

– (void)**setImageScaling:**(`NSImageScaling`)*scaling*

Lets you specify the way that the image alters to fit the frame. The possible values are:

- `NSScaleProportionally`. If the image is too large, it shrinks to fit inside the frame. If the image is too small, it expands. The proportions of the image are preserved.
- `NSScaleToFit`. The image shrinks or expands, and its proportions distort, until it exactly fits the frame.
- `NSScaleNone`. The size and proportions of the image don't change. If the frame is too small to display the whole image, the edges of the image are trimmed off.

The default *scaling* is `NSScaleProportionally`.

See also: – `imageScaling`