

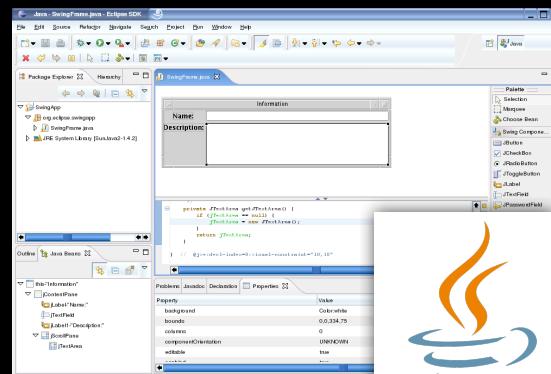
# Cocoa Autolayout

Session 103

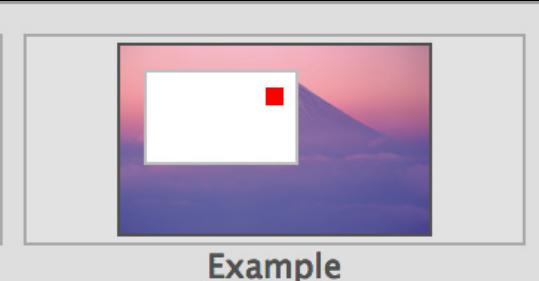
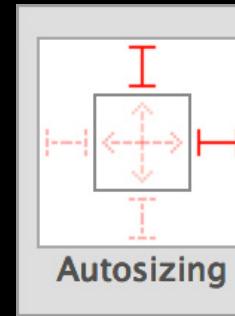
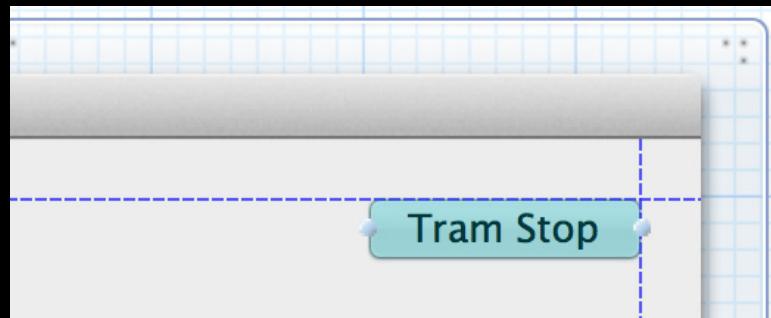
**Ken Ferry**  
Cocoa Frameworks

These are confidential sessions—please refrain from streaming, blogging, or taking pictures

# Layout

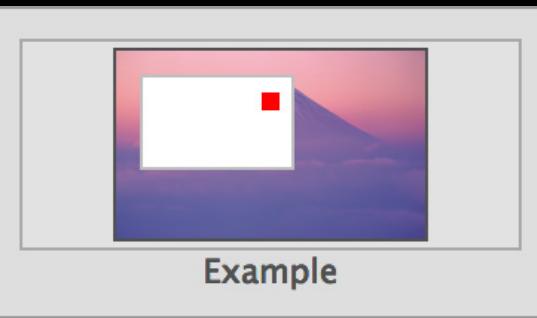
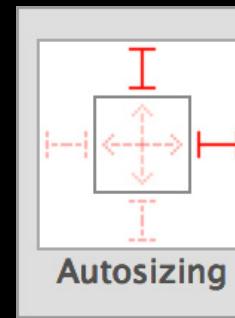


# Springs and Struts



Example

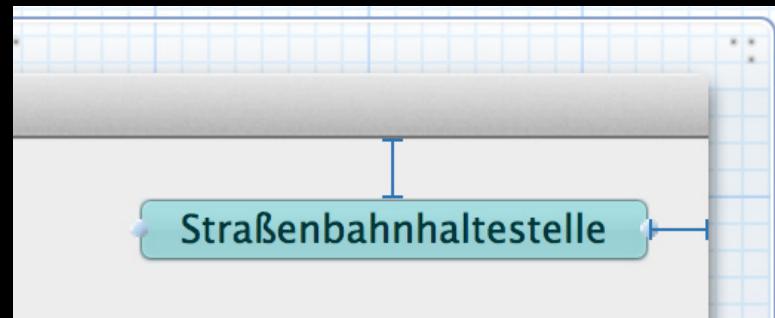
# Spring MVC Struts



# Autolayout



# Autolayout



# Benefits

- Reduced need for in-code layout—IB goes further
- Improved in-code layout
- Design flexibility
- Localization
- Resolution independence

# Agenda

Basics

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Runtime

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Layering

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Debugging

---

Transition

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# Demo

Interface Builder: Simplicity and expressiveness

**Kevin Cathey**

Interface Builder

# Guide -> NSLayoutConstraint

$$y = m \cdot x + b$$

$$\text{view1.attr1} = m \cdot \text{view2.attr2} + b$$

**view1.attr1 = m·view2.attr2 + b**

Cancel  Accept

acceptButton.left = cancelButton.right + 12

$$\begin{array}{l} \text{view1.attr1} = m \cdot \text{view2.attr2} + b \\ \hline \end{array}$$

@ priority

```
[NSLayoutConstraint constraintWithItem:  
    attribute:  
    relatedBy:  
    toItem:  
    attribute:  
    multiplier:  
    constant: ]
```

```
[NSLayoutConstraint constraintWithItem:acceptButton  
attribute:NSLayoutAttributeLeft  
relatedBy:NSLayoutRelationEquals  
toItem:cancelButton  
attribute:NSLayoutAttributeRight  
multiplier:1.0  
constant:12]
```



# ASCII Art!

Cancel  Accept

Cancel — Accept

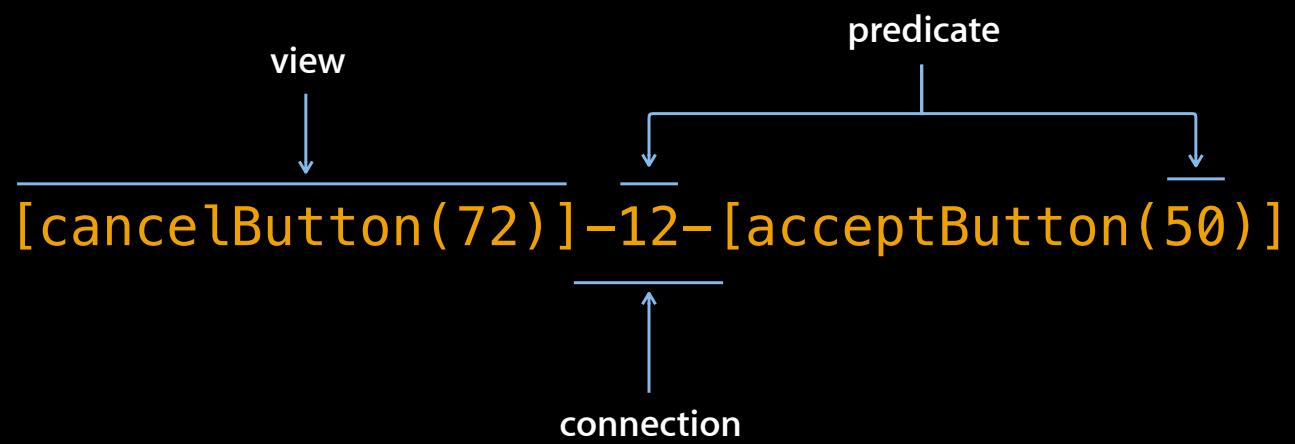
[cancelButton]-[acceptButton]

```
[NSLayoutConstraint constraintsWithVisualFormat:  
    @"[cancelButton]-[acceptButton]"  
    options:0 metrics:nil views:viewsDictionary];
```

[cancelButton]-[acceptButton]

[cancelButton] - [acceptButton]

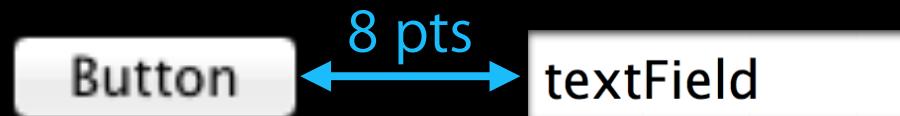
[cancelButton(72)]-12-[acceptButton(50)]



# Visual Format Language

Standard Space	[button]-[textField]
Inequality, Priority	[wideView(>=60@700)]
Connection to Superview	-5-[contentView]-5 -
Vertical Layout	V:[topView]-10-[bottomView]
Flush Views, Equal Widths	[redBox][yellowBox(==redBox)]
Multiple Predicates	[flexibleView(>=30,<=80)]
Combination	-[Find]-[FindNext]-[FindField(>=20)] -

[button]-[textField]

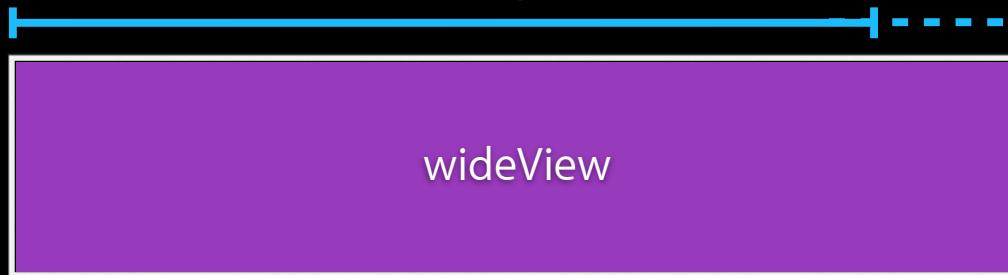


# Visual Format Language

Standard Space	[button]-[textField]
Inequality, Priority	[wideView(>=60@700)]
Connection to Superview	-5-[contentView]-5 -
Vertical Layout	V:[topView]-10-[bottomView]
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Combination	-[Find]-[FindNext]-[FindField(>=20)] -

[wideView(>=60@700)]

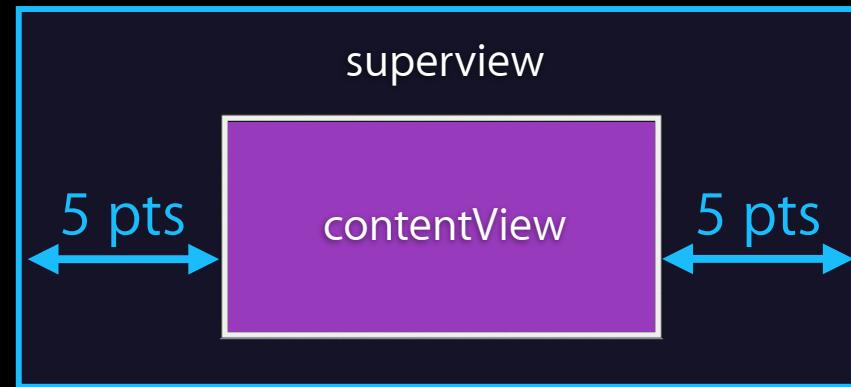
60 pts



# Visual Format Language

Standard Space	[button]-[textField]
Inequality, Priority	[wideView(>=60@700)]
Connection to Superview	-5-[contentView]-5-
Vertical Layout	V:[topView]-10-[bottomView]
Flush Views, Equal Widths	[redBox][yellowBox(==redBox)]
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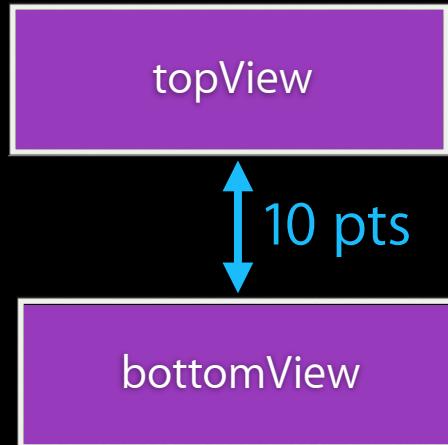
| -5-[contentView]-5-|



# Visual Format Language

Standard Space	[button]-[textField]
Inequality, Priority	[wideView(>=60@700)]
Connection to Superview	-5-[contentView]-5 -
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Combination	-[Find]-[FindNext]-[FindField(>=20)] -

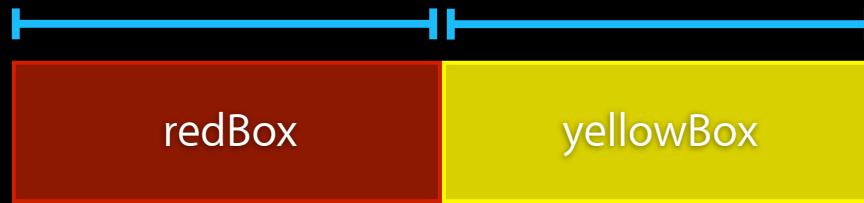
V:[topView]-10-[bottomView]



# Visual Format Language

Standard Space	[button]-[textField]
Inequality, Priority	[wideView(>=60@700)]
Connection toSuperview	-5-[contentView]-5-
Vertical Layout	V:[topView]-10-[bottomView]
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[redBox][yellowBox(==redBox)]



# Visual Format Language

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# Visual Format Language

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Inequality, Priority	[wideView(>=60@700)]
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Multiple Predicates	[flexibleView(>=30,<=80)]
Combination	-[Find]-[FindNext]-[FindField(>=20)] -

| -[Find]-[FindNext]-[FindField(>=20)] -|



```
[NSLayoutConstraint constraintsWithVisualFormat:  
    @"[cancelButton]-[acceptButton]"  
options:0 metrics:nil views:viewsDictionary];
```

```
(gdb) po viewsDictionary
{
    acceptButton = "<NSButton: 0x4004c8660>";
    cancelButton = "<NSButton: 0x4004a9ec0>";
}
```

# Agenda

Basics

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Runtime

---

Layering

---

Debugging

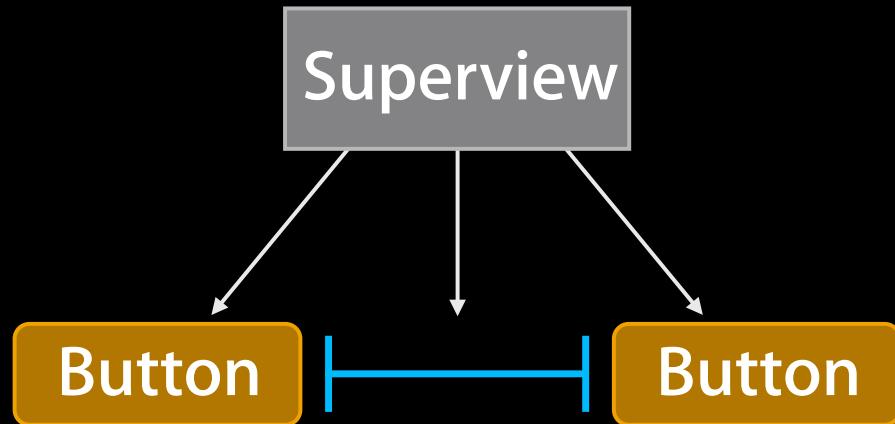
---

Transition

---

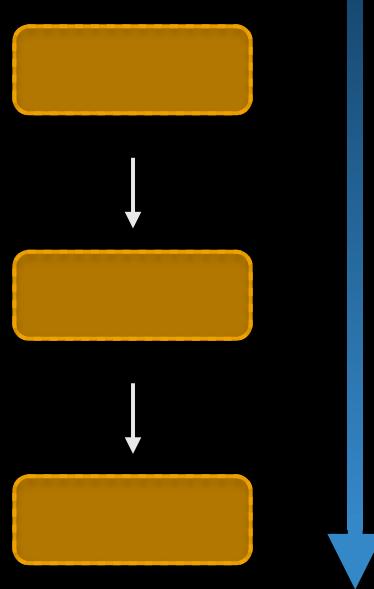
# Constraints at Runtime

- [NSView addConstraint:]
- [NSView removeConstraint:]



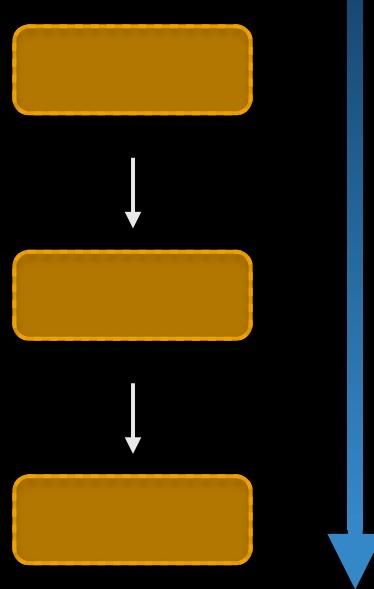
# Phases of Display

Display

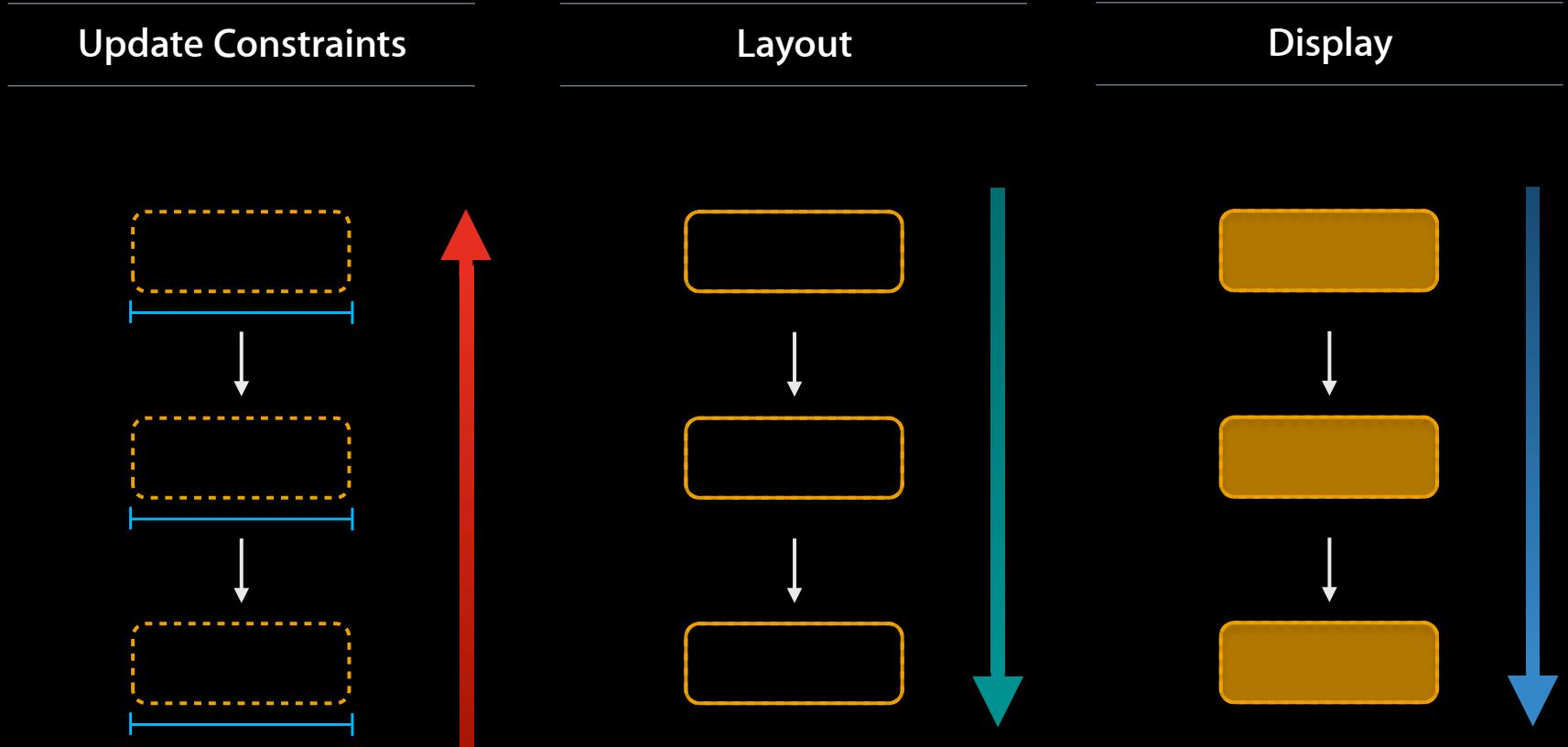


# Phases of Display

Display



# Phases of Display



# Phases of Display

## Update Constraints

```
-[NSWindow updateConstraintsIfNeeded]  
-[NSView updateConstraintsForSubtreeIfNeeded]  
-[NSView updateConstraints]  
-[NSView needsUpdateConstraints]  
-[NSView setNeedsUpdateConstraints:]
```

## Layout

```
-[NSWindow layoutIfNeeded]  
-[NSView layoutSubtreeIfNeeded]  
-[NSView layout]  
-[NSView needsLayout]  
-[NSView setNeedsLayout:]
```

## Display

```
-[NSWindow displayIfNeeded]  
-[NSView displayIfNeeded]  
-[NSView drawRect:]  
-[NSView needsDisplay]  
-[NSView setNeedsDisplay:]
```

# Layout Phase

Calls `-[NSView setFrame:]`

- Code should modify constraints, not frames

# Mutation and Animation

```
NS_CLASS_AVAILABLE(10_7, NA)
@interface NSLayoutConstraint : NSObject <NSAnimatablePropertyContainer>
{
```

```
[NSAnimationContext beginGrouping];
[[NSAnimationContext currentContext] setDuration:1.0];
[[constraint animator] setConstant:800];
[NSAnimationContext endGrouping];
```

# Agenda

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Basics

**Runtime**

Layering

---

Debugging

---

Transition

---

# View vs Controller Responsibilities

## Reworking the layering

- setFrame: is monolithic
  - If view state changes, layout never updates
- Controller layer has to know a lot about visual design of views

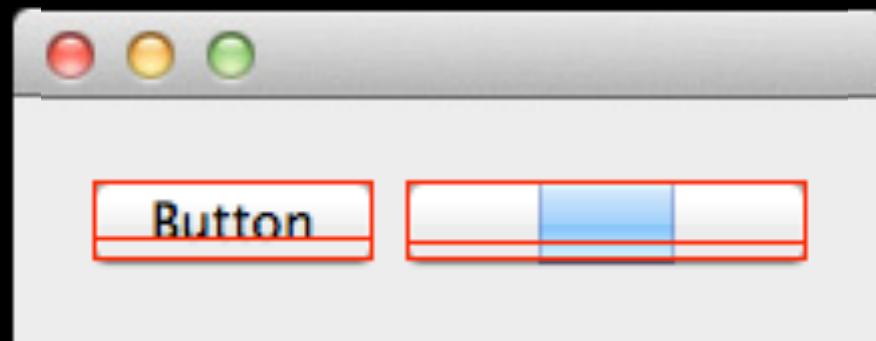
# Baselines

- NSView:

```
-(CGFloat)baselineOffsetFromBottom;
```

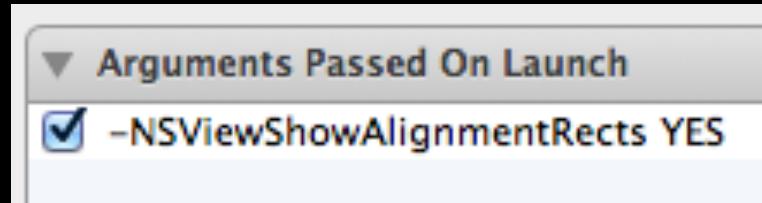


# Alignment Rect



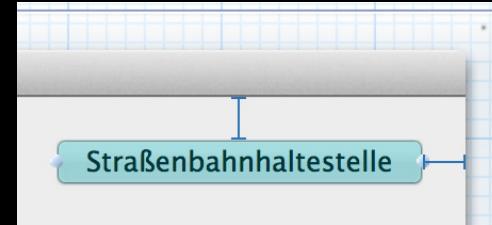
# Alignment Rect

- NSView:
  - `(NSEdgeInsets)alignmentRectInsets;`



# Intrinsic Content Size

- Intrinsic Content Size declares size of content
  - Invalidate when attributes change
- Inverts classic Cocoa sizeToFit
  - Greatly reduces burden on controller layer
  - Lets view layer vary independently
  - Makes work done in Interface Builder go further



# Intrinsic Content Size

- External controller knows more about importance



```
-setContentCompressionResistancePriority:forOrientation:  
-setContentHuggingPriority:forOrientation:
```

# Intrinsic Content Size vs Fitting Size

Intrinsic Content Size	Fitting Size
Override	Call
Feeds data into layout system	Takes data out of layout system

# Agenda

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Basics

---

Runtime

Layering

---

Debugging

---

Transition

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# Demo

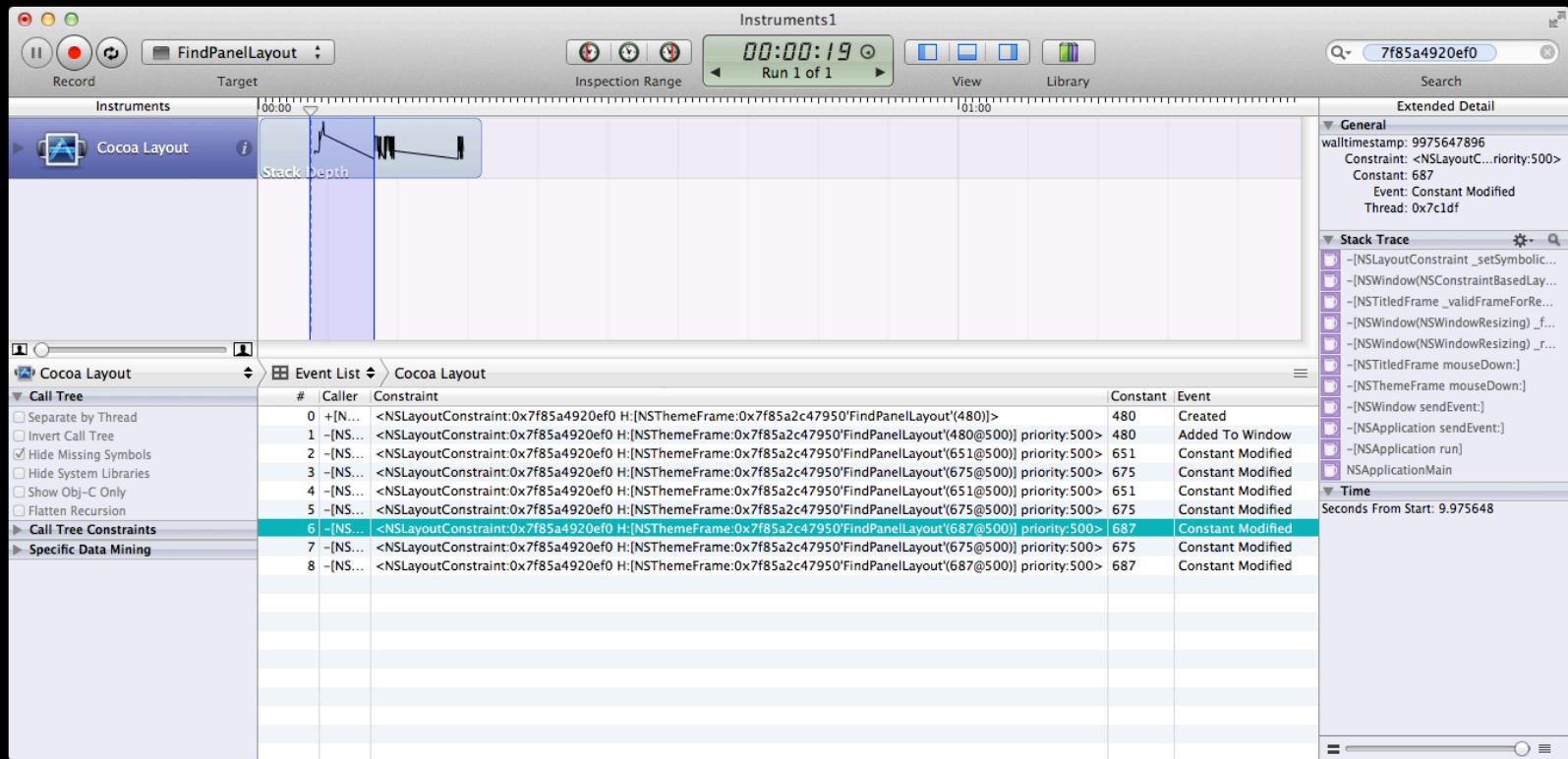
## Working with Autolayout in code

**Ken Ferry**  
Cocoa Frameworks

# Debugging

- Find bad view frame
  - `NSShowAllViews YES`
  - `[NSView _subtreeDescription]`
- Bad view frame -> bad constraint
  - `[NSView constraintsAffectingLayout:forOrientation:]`
  - `[NSWindow visualizeConstraints:]`
- Bad constraint -> bad code
  - Instruments template, “Cocoa Layout”

# Debugging



# Agenda

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Basics

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Runtime

---

Layering

Debugging

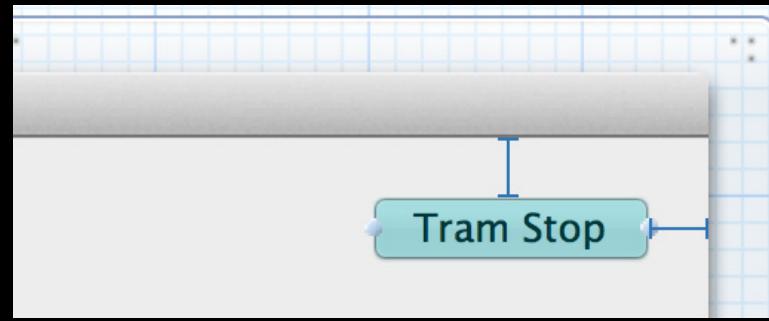
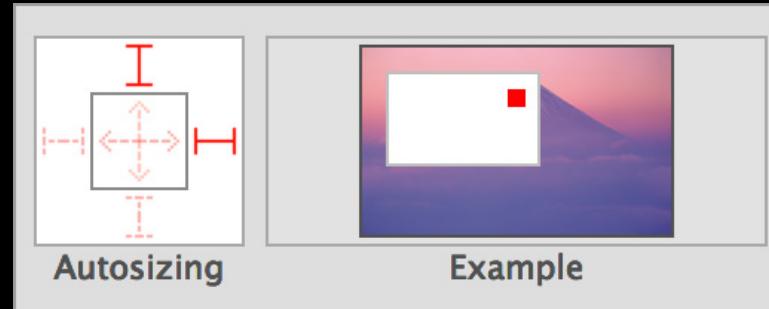
---

Transition

---

# Transition

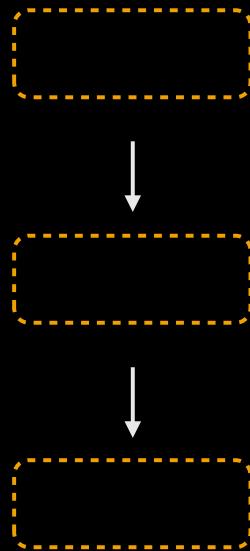
`-[NSView translatesAutoresizingMaskIntoConstraintsIntoConstraints]`



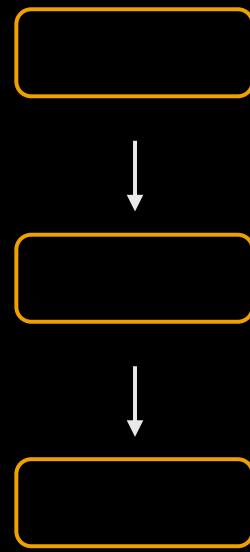
# Transition

## Autolayout activates lazily

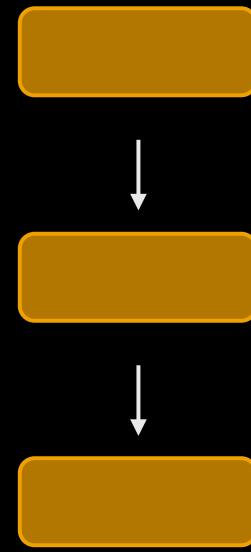
Update Constraints



Layout



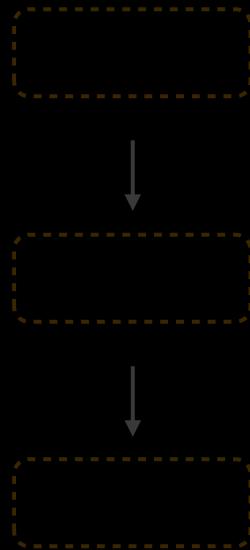
Display



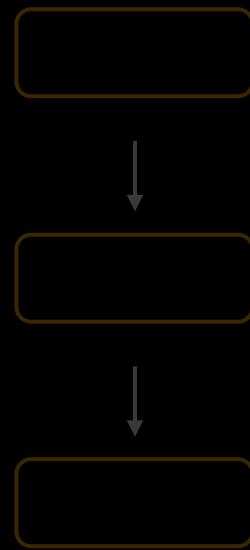
# Transition

## Autolayout activates lazily

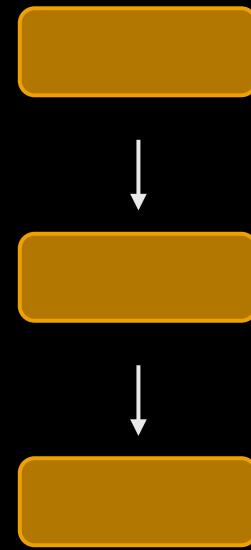
Update Constraints



Layout



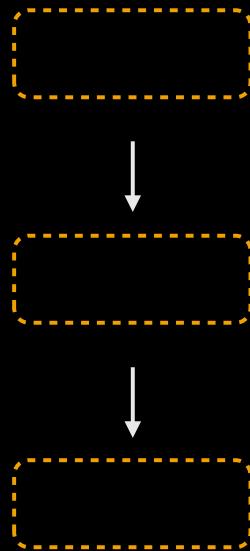
Display



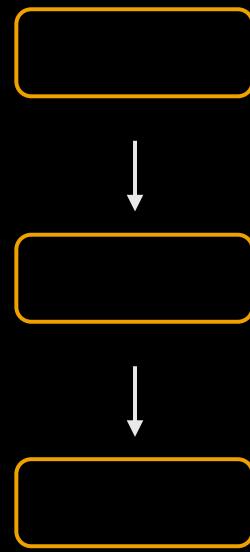
# Transition

## Autolayout activates lazily

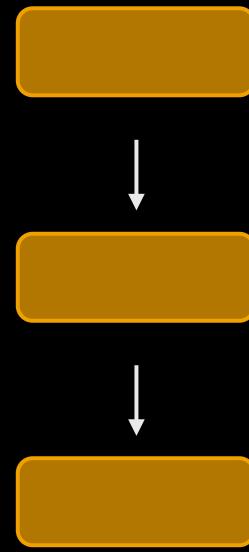
Update Constraints



Layout



Display



# Review

- Reduced need for in-code layout
  - Constraints accommodate dynamic content
- Improved in-code layout
  - ASCII art, improved layering
- Design flexibility
  - Baselines, alignment rect, intrinsic content size
- Localization
  - Dynamic content, intrinsic content size
- Expressiveness
  - Peer to peer relationships, inequalities, priority

# More Information

**Bill Dudney**

Cocoa Evangelist

[dudney@apple.com](mailto:dudney@apple.com)

## **Autolayout Documentation, Sample Code, and Release Notes**

Log in and search for 'Autolayout' on Mac Dev Center

<https://developer.apple.com/library/prerelease/mac/search/?q=Autolayout>

## **Programming With Constraints**

The Cassowary Linear Arithmetic Constraint Solving Algorithm

<http://www.cs.washington.edu/research/constraints/cassowary/>

## **Apple Developer Forums**

<http://devforums.apple.com>

# Related Sessions

Using Interface Builder in Xcode

Pacific Heights  
Tuesday 2:00PM

# Labs

Cocoa Lab	App Frameworks Lab A Tuesday 2:00-6:00PM
Cocoa and Autolayout Lab	App Frameworks Lab A Wednesday 9:00-11:00AM
Cocoa, Full Screen, and Aqua Lab	App Frameworks Lab A Wednesday 2:00-6:00PM
Cocoa, Auto Save, File Coordination, and Resume Lab	App Frameworks Lab A Thursday 2:00-4:00PM

