

# Advanced Text Layouts and Effects with Text Kit

Session 220

Aki Inoue  
Digital Textmancer

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

# Advanced Text Layouts and Effects with Text Kit

Freedom of control over your text

Session 220

Aki Inoue  
Digital Textmancer

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

# Agenda

- Text effects
- Main Text Kit objects
- Text layout explained
- Customizing Text Layouts

# Agenda

- Text effects
- Main Text Kit objects
- Text layout explained
- Customizing Text Layouts

# Agenda

- Text effects
- Main Text Kit objects
- Text layout explained
- Customizing Text Layouts

# Agenda

- Text effects
- Main Text Kit objects
- Text layout explained
- Customizing Text Layouts

# Agenda

- Text effects
- Main Text Kit objects
- Text layout explained
- Customizing Text Layouts

# Agenda

- Text effects
- Main Text Kit objects
- Text layout explained
- Customizing Text Layouts

# Agenda



- Text effects
- Main Text Kit objects
- Text layout explained
- Customizing Text Layouts

# Text Effects

Peter Hajas  
UIKit Engineer



Happy Birthday, Nana!



nday, Nana!



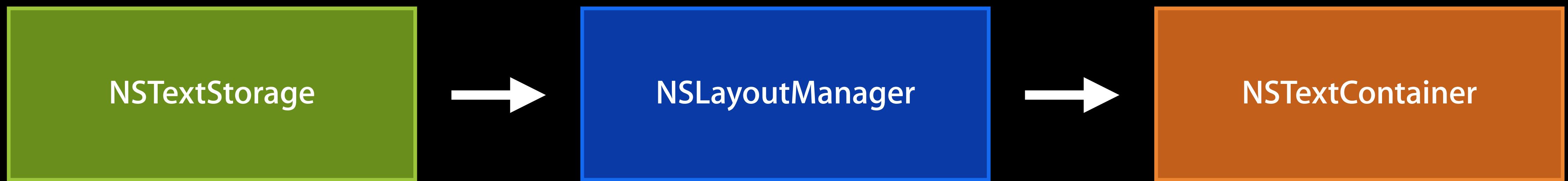
# Text Effects

- New letterpress text style added to iOS 7
- NSAttributedString API

```
NSAttributedString *attrString;  
  
NSDictionary *attrs = @{@"NSForegroundColorAttributeName" : [UIColor orangeColor],  
                      NSTextEffectAttributeName : NSTextEffectLetterpressStyle};  
  
attrString = [[NSAttributedString alloc] initWithString:@"Letterpress"  
                           attributes:attrs];
```

# Text Kit Classes

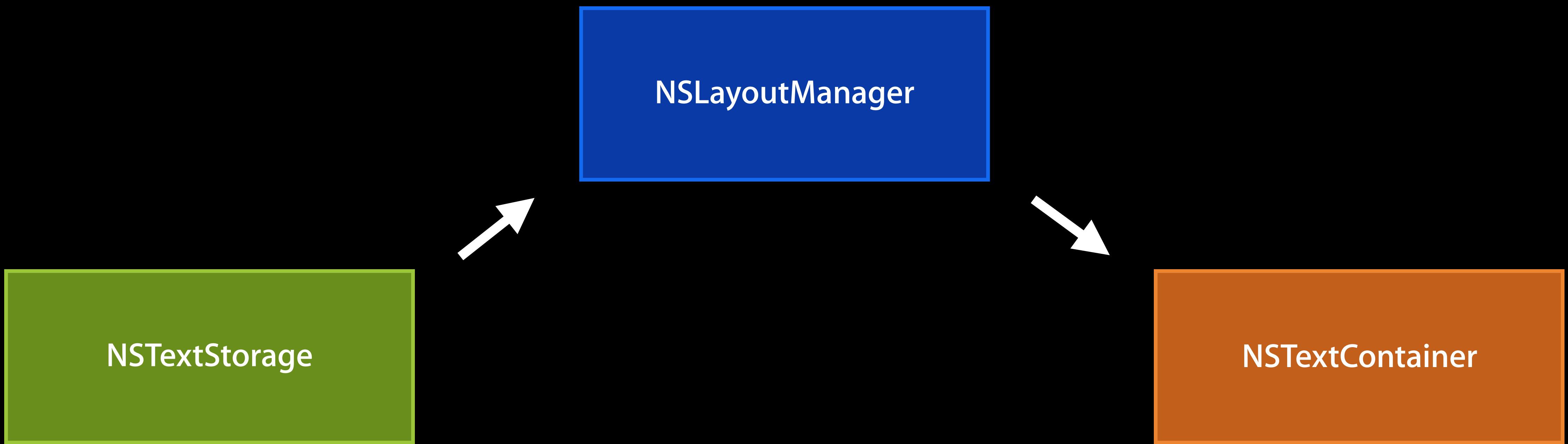
# Text Kit Architecture



NSTextStorage

The quick brown fox *jumps over* the lazy *dog*



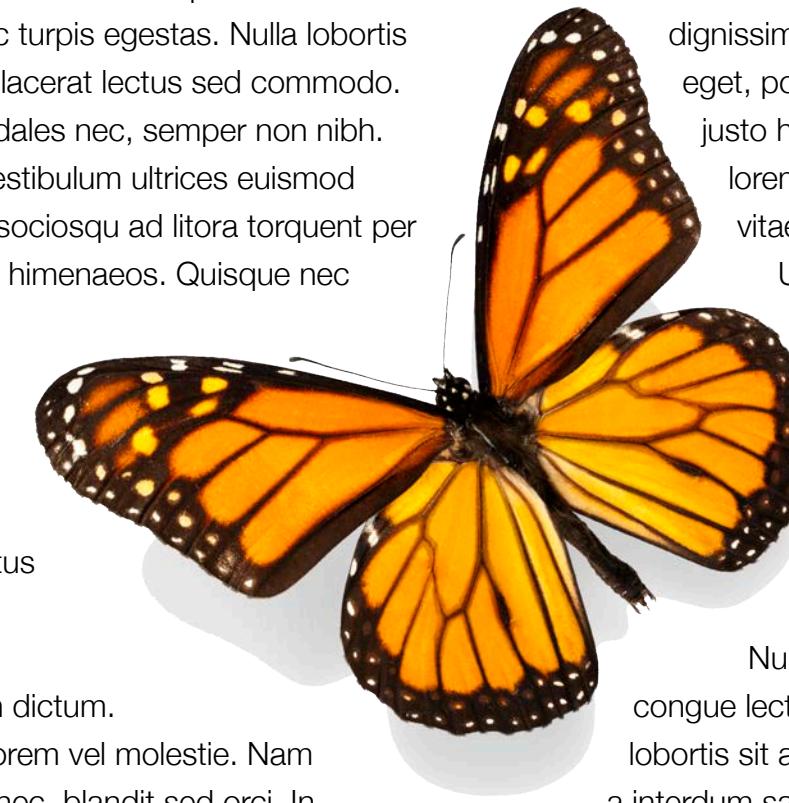




# NSTextContainer

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Phasellus lacinia pretium diam non tempor. Aenean mollis pellentesque lectus, vitae ultrices urna tincidunt eu. Mauris ullamcorper elementum pharetra. Donec imperdiet lacinia porttitor. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Nulla lobortis tortor libero. Donec fringilla placerat lectus sed commodo. Nulla nisl nulla, feugiat eu sodales nec, semper non nibh. Nunc porta lacinia cursus. Vestibulum ultrices euismod euismod. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos himenaeos. Quisque nec lectus id diam molestie consectetur sed sed ligula. Nulla non luctus nibh. Integer viverra posuere urna, vel volutpat eros eleifend in. Donec pharetra tincidunt lectus vitae luctus.

Ut semper vulputate quam in dictum. Maecenas lobortis porttitor lorem vel molestie. Nam eros orci, mattis ac placerat nec, blandit sed orci. In consequat convallis risus eu fermentum. Mauris accumsan lobortis porta. Nunc feugiat, leo et consequat varius, velit metus consectetur ante, in bibendum neque felis vel sapien. Fusce vel risus in tellus convallis facilisis. Nunc



consectetur fringilla sem vel varius. Etiam cursus auctor tortor vitae dictum. Sed interdum fringilla orci, sed commodo magna ultricies fringilla. Donec eget convallis lacus.

Etiam nec mauris lacus. Cras mattis lobortis dignissim. Sed lorem turpis, feugiat at sodales eget, porta vel purus. Sed ullamcorper diam ac justo hendrerit porta. Aliquam sed erat ut lorem facilisis sollicitudin quis eget mi. Sed vitae massa id magna sagittis commodo. Ut feugiat tincidunt purus, et imperdiet diam convallis vitae. Donec augue libero, blandit ut dapibus id, vulputate at velit. Morbi condimentum bibendum turpis, sed fermentum turpis ornare non.

In hac habitasse platea dictumst. Nulla facilisi. Proin vel nibh mi, quis congue lectus. Etiam sit amet est nec quam iaculis lobortis sit amet eu leo. Nulla mollis feugiat quam, a interdum sapien pellentesque sed. Pellentesque eu sem ut elit fringilla scelerisque a vel leo. Aenean quis lacus eget massa condimentum adipiscing ac vitae sapien. Vivamus id nibh aliquet ante blandit varius ac lobortis nisl. Pellentesque turpis ante, consectetur egestas semper eget,



# Advanced Configuration



Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat. Duis autem vel eum iriure dolor in hendrerit in vulputate velit esse molestie consequat, vel illum dolore eu feugiat nulla facilisis at vero eros et accumsan et iusto odio dignissim qui blandit praesent luptatum zzril delenit augue duis dolore te feugait nulla facilisi.

Nam liber tempor cum soluta nobis eleifend option congue nihil imperdiet doming id quod mazim placerat facer possim assum. Typi non habent claritatem insitam; est usus legentis in iis qui facit eorum claritatem. Investigationes demonstraverunt lectores legere me lius quod ii legunt saepius. Claritas est etiam processus dynamicus, qui sequitur mutationem consuetudium lectorum.

Mirum est notare quam littera gothica, quam nunc putamus parum claram, anteposuerit litterarum formas humanitatis per seacula quarta decima et quinta decima. Eodem modo typi, qui nunc nobis videntur parum clari, fiant sollemnes in futurum.

Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat.

Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat. Duis autem vel eum iriure dolor in hendrerit in vulputate velit esse molestie consequat, vel illum dolore eu feugiat nulla facilisis at vero eros et accumsan et iusto odio dignissim qui blandit praesent luptatum zzril delenit augue duis dolore te feugait nulla facilisi.

Nam liber tempor cum soluta nobis eleifend option congue nihil imperdiet doming id quod mazim placerat facer possim assum. Typi non habent claritatem insitam; est usus legentis in iis qui facit eorum claritatem. Investigationes demonstraverunt lectores legere me lius quod ii legunt saepius. Claritas est etiam processus dynamicus, qui sequitur mutationem consuetudium lectorum.

Mirum est notare quam littera gothica, quam nunc putamus parum claram, anteposuerit litterarum formas humanitatis per seacula quarta decima et quinta decima. Eodem modo typi, qui nunc nobis videntur parum clari, fiant sollemnes in futurum.

Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat.

# Advanced Configuration



Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat. Duis autem vel eum iriure dolor in hendrerit in vulputate velit esse molestie consequat, vel illum dolore eu feugiat nulla facilisis at vero eros et accumsan et iusto odio dignissim qui blandit praesent luptatum zzril delenit augue duis dolore te feugait nulla facilisi.

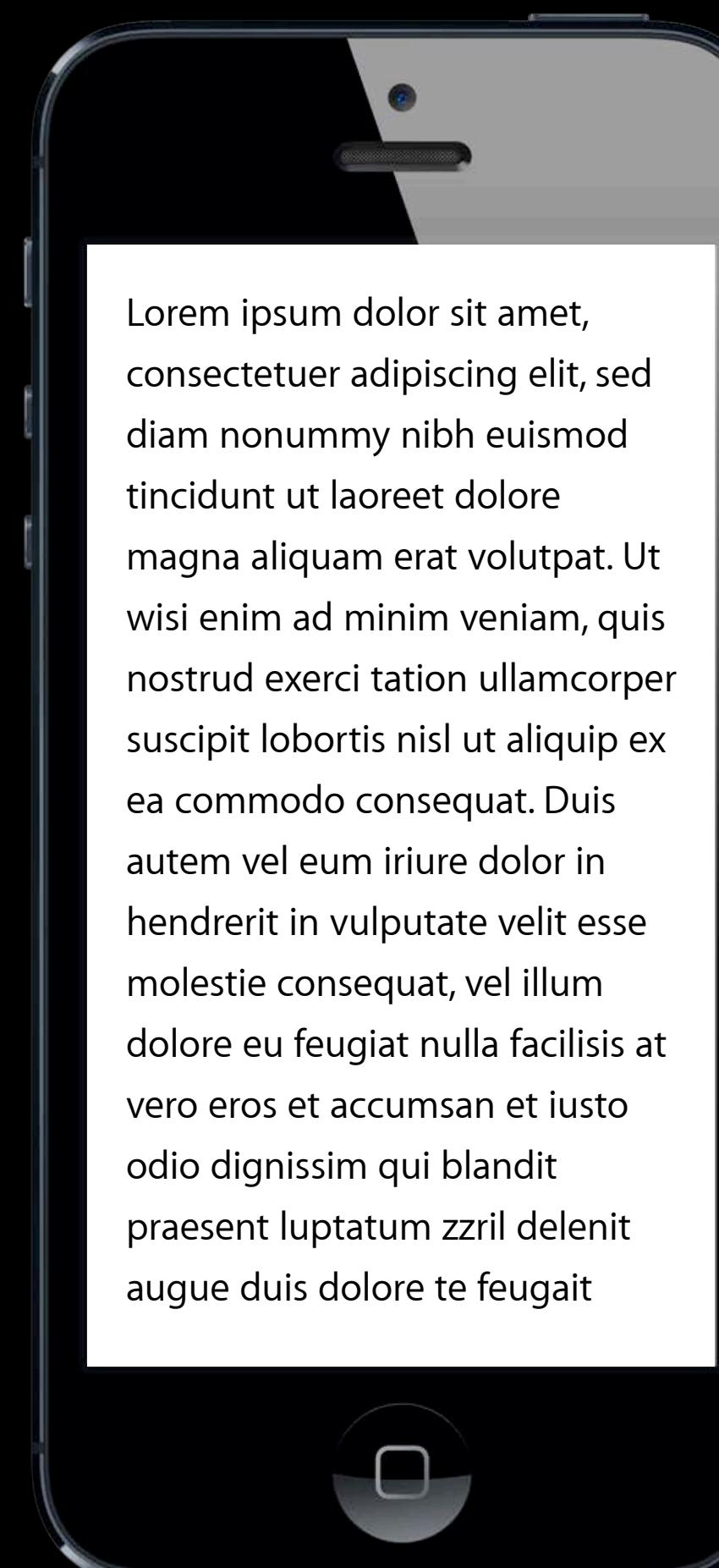
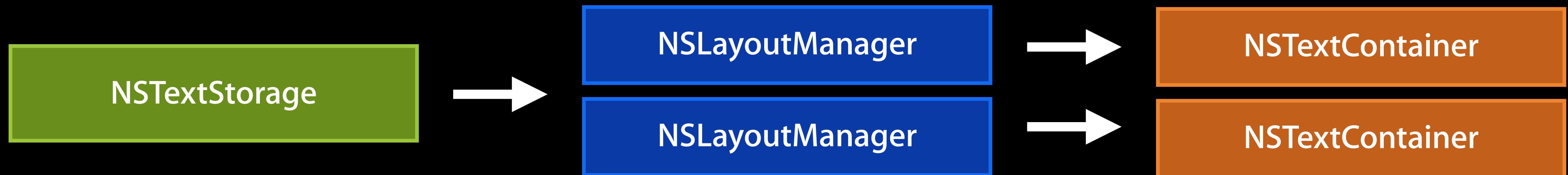
Nam liber tempor cum soluta nobis eleifend option congue nihil imperdiet doming id quod mazim placerat facer possim assum. Typi non habent claritatem insitam; est usus legentis in iis qui facit eorum claritatem.

Investigationes demonstraverunt lectores legere me lius quod ii legunt saepius. Claritas est etiam processus dynamicus, qui sequitur mutationem consuetudium lectorum.

Mirum est notare quam littera gothica, quam nunc putamus parum claram, anteposuerit litterarum formas humanitatis per seacula quarta decima et quinta decima. Eodem modo typi, qui nunc nobis videntur parum clari, fiant sollemnes in futurum.

Lorem ipsum dolor sit amet, consectetuer adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exerci tation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat.

# Advanced Configuration



Lorem ipsum dolor sit amet, consectetuer adip  
elit, sed diam nonummy nibh euismod tincidu  
laoreet dolore magna aliquam erat volutpat. Ut wisi  
enim ad minim veniam, quis nostrud exerci tation  
ullamcorper suscipit lobortis nisl ut aliquip ex ea  
commodo consequat. Duis autem vel eum iriure  
dolor in hendrerit in vulputate velit esse molestie  
consequat, vel illum dolore eu feugiat nulla facilis  
at vero eros et accumsan et iusto odio dignissim qui  
blandit praesent luptatum zzril delenit augue duis  
dolore te feugait nulla facilisi.

Nam liber tempor cum soluta nobis eleifend option  
congue nihil imperdiet doming id quod mazim  
placerat facer possim assum. Typi non habent  
claritatem insitam; est usus legentis in iis qui facilit  
eorum claritatem. Investigationes demonstraverunt  
lectores legere me lius quod ii legunt saepius.  
Claritas est etiam processus dynamicus, qui sequitur  
mutationem consuetudium lectorum.

Mirum est notare quam littera gothica, quam nunc  
putamus parum claram, anteposuerit litterarum

*Demo*

Multi page document

# Text Layout Explained

# NSLayoutManager

# NSLayoutManager

- Controller of the text layout process

# NSLayoutManager

- Controller of the text layout process
- Manages the layout information

# NSLayoutManager

- Controller of the text layout process
- Manages the layout information
- All text layout information accessible

# NSLayoutManager

- Controller of the text layout process
- Manages the layout information
- All text layout information accessible
- Flexible extensibility via subclassing and delegation



# Text Layout

# Text Layout =

Text Layout =  
Glyphs + Locations

# Glyphs

# Glyphs

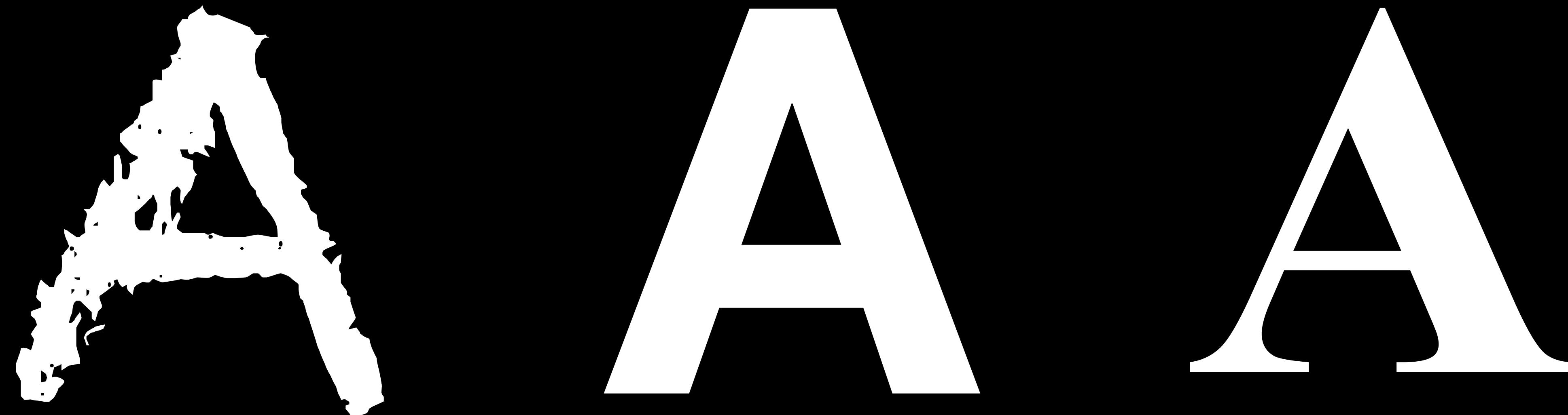
# What is a Glyph?

# What is a Glyph?

A Graphical Representation of Characters

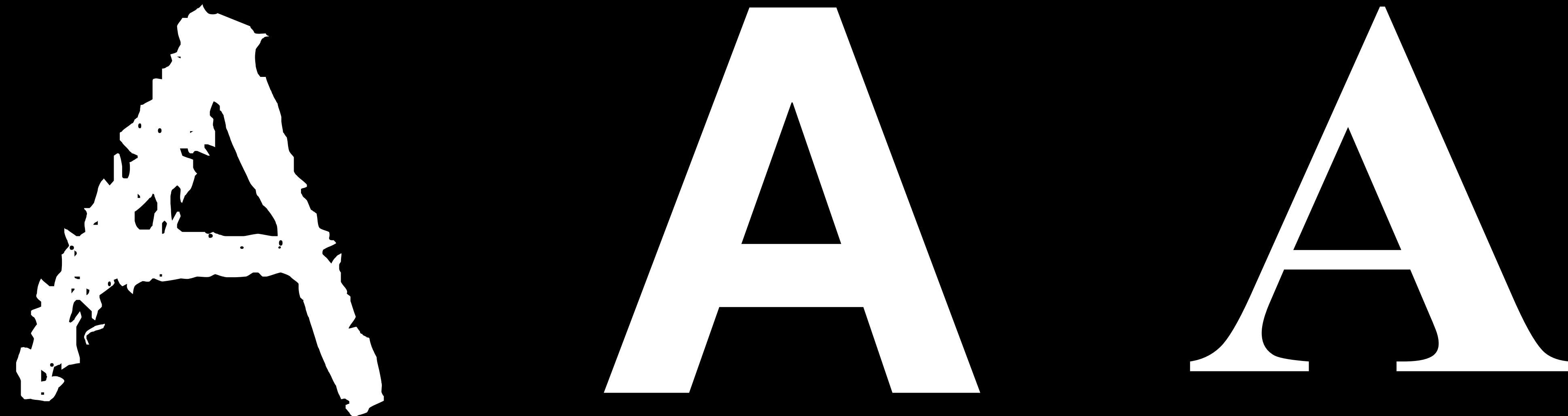
# What is a Glyph?

A Graphical Representation of Characters



# What is a Glyph?

- A graphical representation of characters
- Character + font -> glyph



# What is a Glyph?

- A graphical representation of characters
- Character + font -> glyph
- Glyph IDs for the graphics systems: **CGGlyph**

# Working with Layout Information

- Measure text size down to a glyph
- Hit-test touch location
- Get precise location of a glyph
- Custom rendering

# Working with Layout Information

- Measure text size down to a glyph
  - Hit-test touch location
  - Get precise location of a glyph
  - Custom rendering

**LOREM IPSUM**

Dolor sit er  
elit lamet, consectetur  
cillum adipisicing pecu,  
sed do eiusmod tempor  
incididunt ut labore et  
dolore magna aliqua. Ut  
enim ad minim veniam,  
quis nostrud exercitation  
ullamco laboris nisi ut  
aliquip ex ea commodo

# Working with Layout Information

- Measure text size down to a glyph
- Hit-test touch location
- Get precise location of a glyph
- Custom rendering

The diagram illustrates the layout information for a text block. A light blue rectangular box contains the text "Lorem ipsum dolor sit er elit lamet, consectetur cillum adipisicing pecu, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo". Four orange arrows point to specific features of the text block: a downward arrow points to the top edge of the box; a rightward arrow points to the right edge; an upward arrow points to the bottom edge; and a leftward arrow points to the left edge.

↓

→

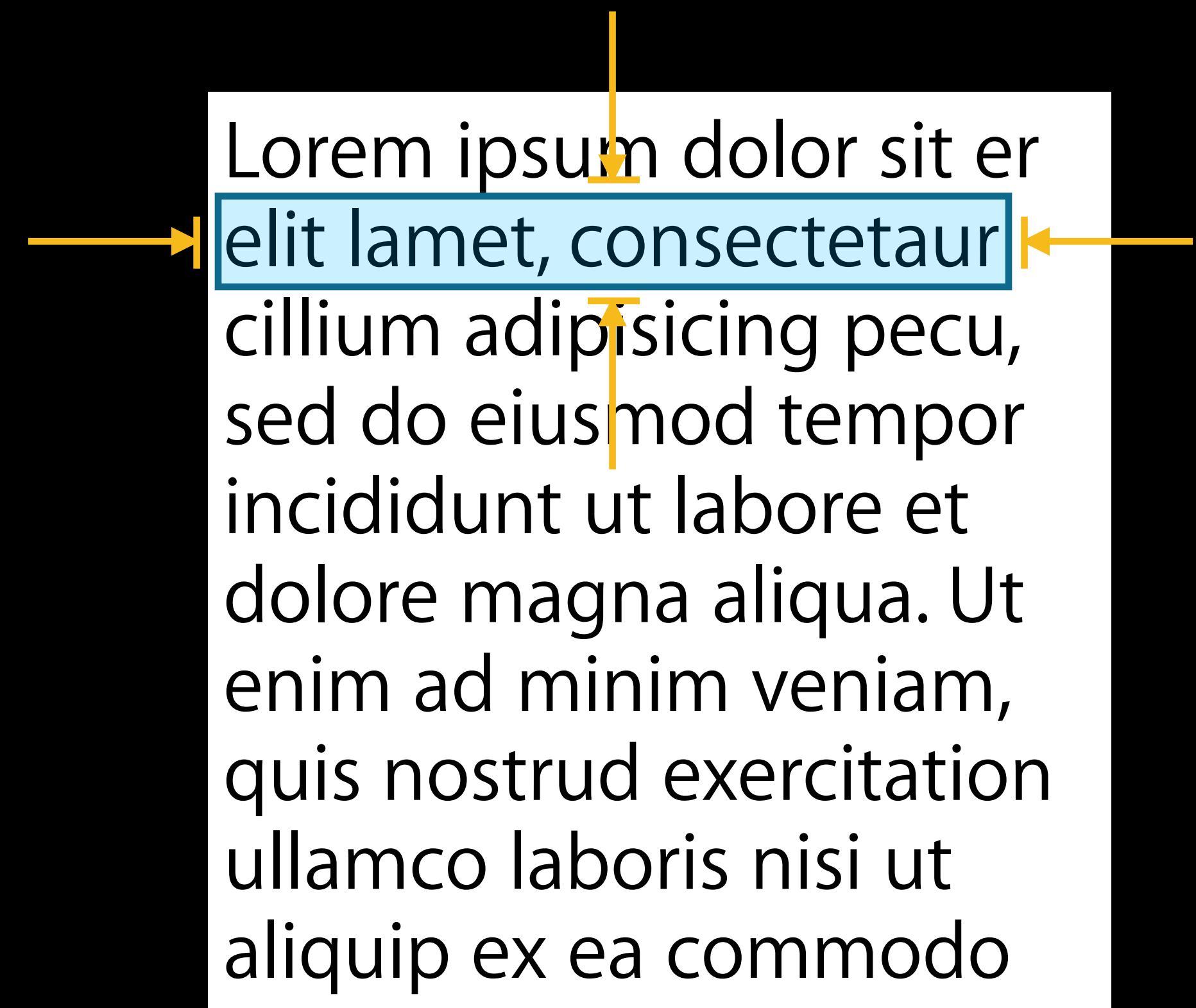
←

↑

Lorem ipsum dolor sit er  
elit lamet, consectetur  
cillum adipisicing pecu,  
sed do eiusmod tempor  
incididunt ut labore et  
dolore magna aliqua. Ut  
enim ad minim veniam,  
quis nostrud exercitation  
ullamco laboris nisi ut  
aliquip ex ea commodo

# Working with Layout Information

- Measure text size down to a glyph
- Hit-test touch location
- Get precise location of a glyph
- Custom rendering



The diagram shows a text block containing the following text:

—>|  
Lorem ipsum dolor sit er  
elit lamet, consecetaur  
cillum adipisicing pecu,  
sed do eiusmod tempor  
incididunt ut labore et  
dolore magna aliqua. Ut  
enim ad minim veniam,  
quis nostrud exercitation  
ullamco laboris nisi ut  
aliquip ex ea commodo

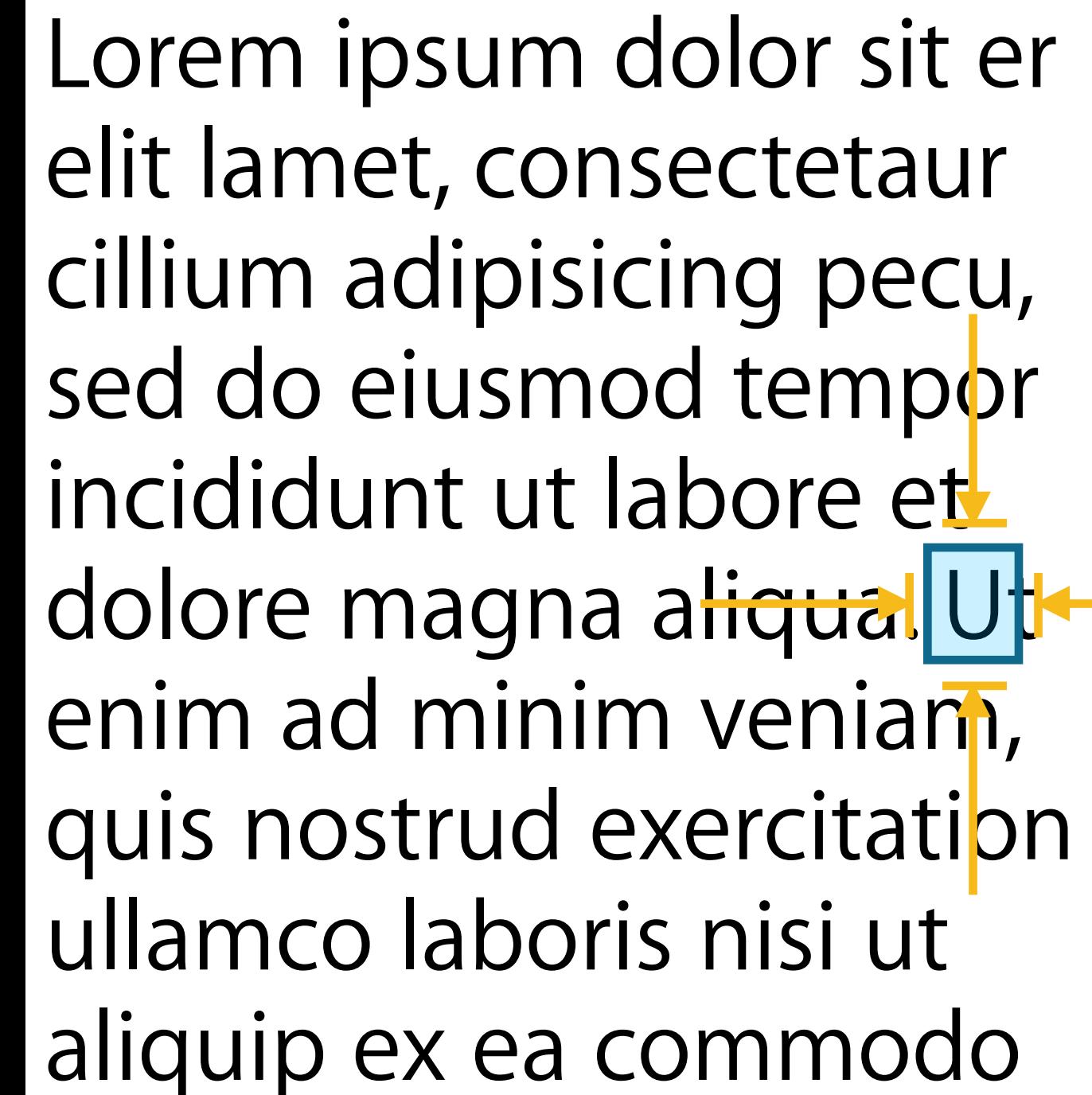
Three yellow arrows point to specific parts of the text:

- A vertical arrow points to the word "ipsum".
- A horizontal arrow points to the word "consectetaur".
- A vertical arrow points to the word "eiusmod".

# Working with Layout Information

- Measure text size down to a glyph
- Hit-test touch location
- Get precise location of a glyph
- Custom rendering

Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.



# Working with Layout Information

- Measure text size down to a glyph
- Hit-test touch location
- Get precise location of a glyph
- Custom rendering

Lorem ipsum dolor sit er  
elit lamet, consectetur  
cillum adipisicing pecu,  
sed do eiusmod tempor  
incididunt ut labore et  
dolore magna aliqua. Ut  
enim ad minim veniam,  
quis nostrud exercitation  
ullamco laboris nisi ut  
aliquip ex ea commodo

# Working with Layout Information

- Measure text size down to a glyph
- Hit-test touch location
- Get precise location of a glyph
- Custom rendering

Lore*ipsum dolor sit er  
elit lamet, consectetur  
cillum adipisicing pecu,  
sed do eiusmod tempor  
incididunt ut labore et  
dolore magna aliqua. Ut  
enim ad minim veniam,  
quis nostrud exercitation  
ullamco laboris nisi ut  
aliquip ex ea commodo*

# Working with Layout Information

- Measure text size down to a glyph
- Hit-test touch location
- Get precise location of a glyph
- Custom rendering

Lorem ipsum dolor sit er  
elit lamet, consectetur  
cillum **adipisicing** pecu,  
sed do eiusmod tempor  
incididunt ut labore et  
dolore magna aliqua. Ut  
enim ad minim veniam,  
quis nostrud exercitation  
ullamco laboris nisi ut  
aliquip ex ea commodo

# Working with Layout Information

- Measure text size down to a glyph
- Hit-test touch location
- Get precise location of a glyph
- Custom rendering

Lorem ipsum dolor sit er  
elit lamet, consectetur  
cillum **adipisicing** pecu,  
sed do eiusmod tempor  
incididunt ut labore et  
dolore magna aliqua. Ut  
enim ad **minim** veniam,  
quis nostrud exercitation  
ullamco laboris nisi ut  
aliquip ex ea commodo

# Working with Layout Information

- Measure text size down to a glyph
- Hit-test touch location
- Get precise location of a glyph
- Custom rendering

Lorem ipsum dolor sit er  
elit lamet, consectetur  
cillum adipisicing pecu,  
sed do eiusmod tempor  
incididunt ut labore et  
dolore magna aliqua. Ut  
enim ad minim veniam,  
quis nostrud exercitation  
ullamco laboris nisi ut  
aliquip ex ea commodo

# Working with Layout Information

- Measure text size down to a glyph
- Hit-test touch location
- Get precise location of a glyph
- Custom rendering

Lore*ipsum dolor sit er  
elit lamet, consecetaur  
cillum adipisicing pecu,  
sed do eiusmod tempor  
incididunt ut labore et  
dolore magna aliqua. Ut  
enim ad minim veniam,  
quis nostrud exercitation  
ullamco laboris nisi ut  
aliquip ex ea commodo*

# Working with Layout Information

- Measure text size down to a glyph
- Hit-test touch location
- Get precise location of a glyph
- Custom rendering

Lorem ipsum dolor sit er  
elit lamet, **consectetaur**  
cillum adipisicing pecu,  
sed do eiusmod tempor  
incididunt ut labore et  
dolore magna aliqua. Ut  
enim ad minim veniam,  
quis nostrud exercitation  
ullamco laboris nisi ut  
aliquip ex ea commodo

# Working with Layout Information

- Measure text size down to a glyph
- Hit-test touch location
- Get precise location of a glyph
- Custom rendering

Lorem ipsum dolor sit er  
elit lamet, consectetur  
cillum adipisicing pecu,  
sed do eiusmod tempor  
incididunt ut labore et  
dolore magna aliqua. Ut  
enim ad minim veniam,  
quis nostrud exercitation  
ullamco laboris nisi ut  
aliquip ex ea commodo

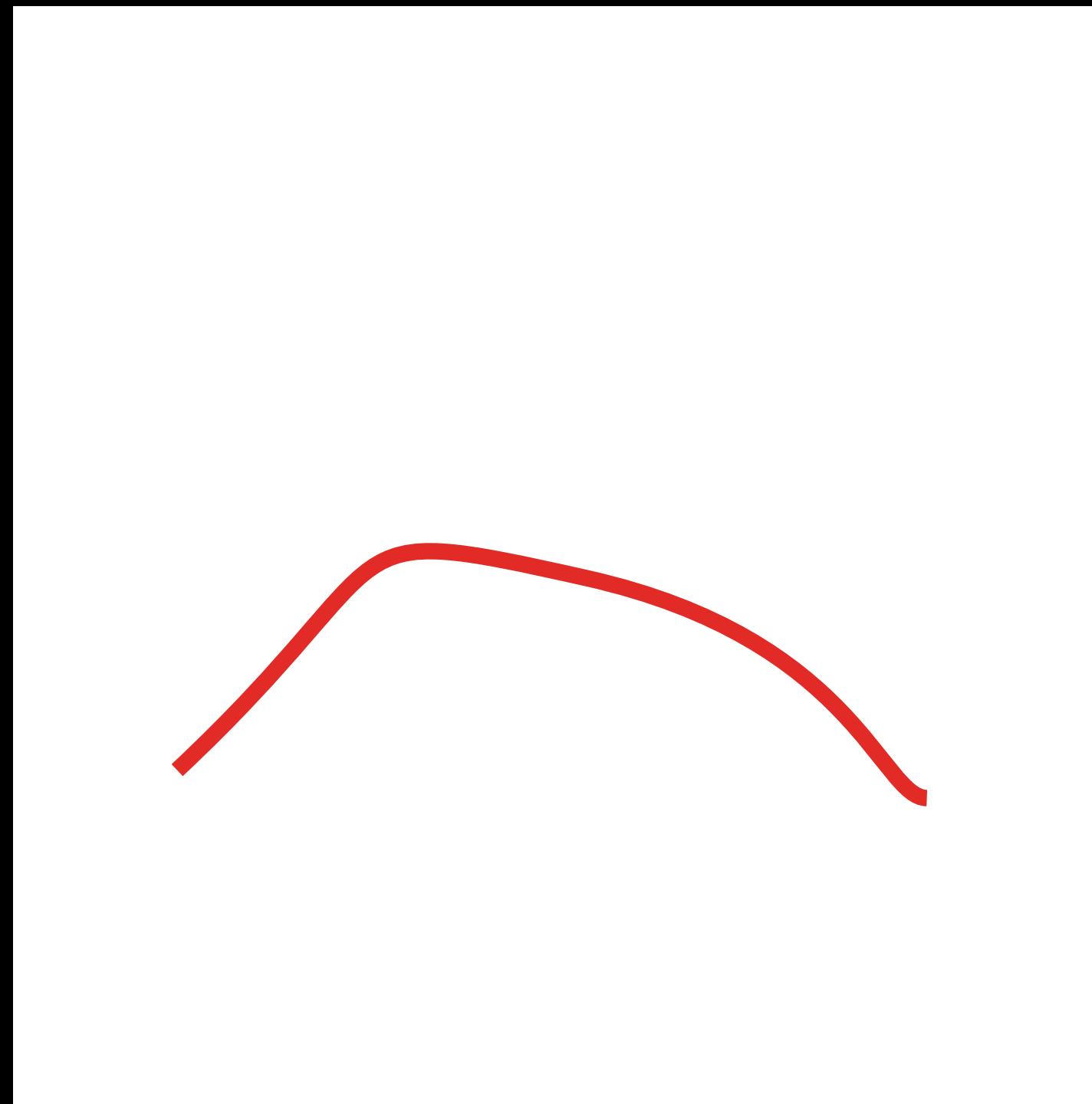
# Working with Layout Information

- Measure text size down to a glyph
- Hit-test touch location
- Get precise location of a glyph
- Custom rendering

Lorem ipsum dolor sit er  
elit lamet, consectetur  
cillum adipisicing pecu,  
sed do eiusmod tempor  
incididunt ut labore et  
dolore magna aliqua. Ut  
enim ad minim veniam,  
quis nostrud exercitation  
ullamco laboris nisi ut  
aliquip ex ea commodo

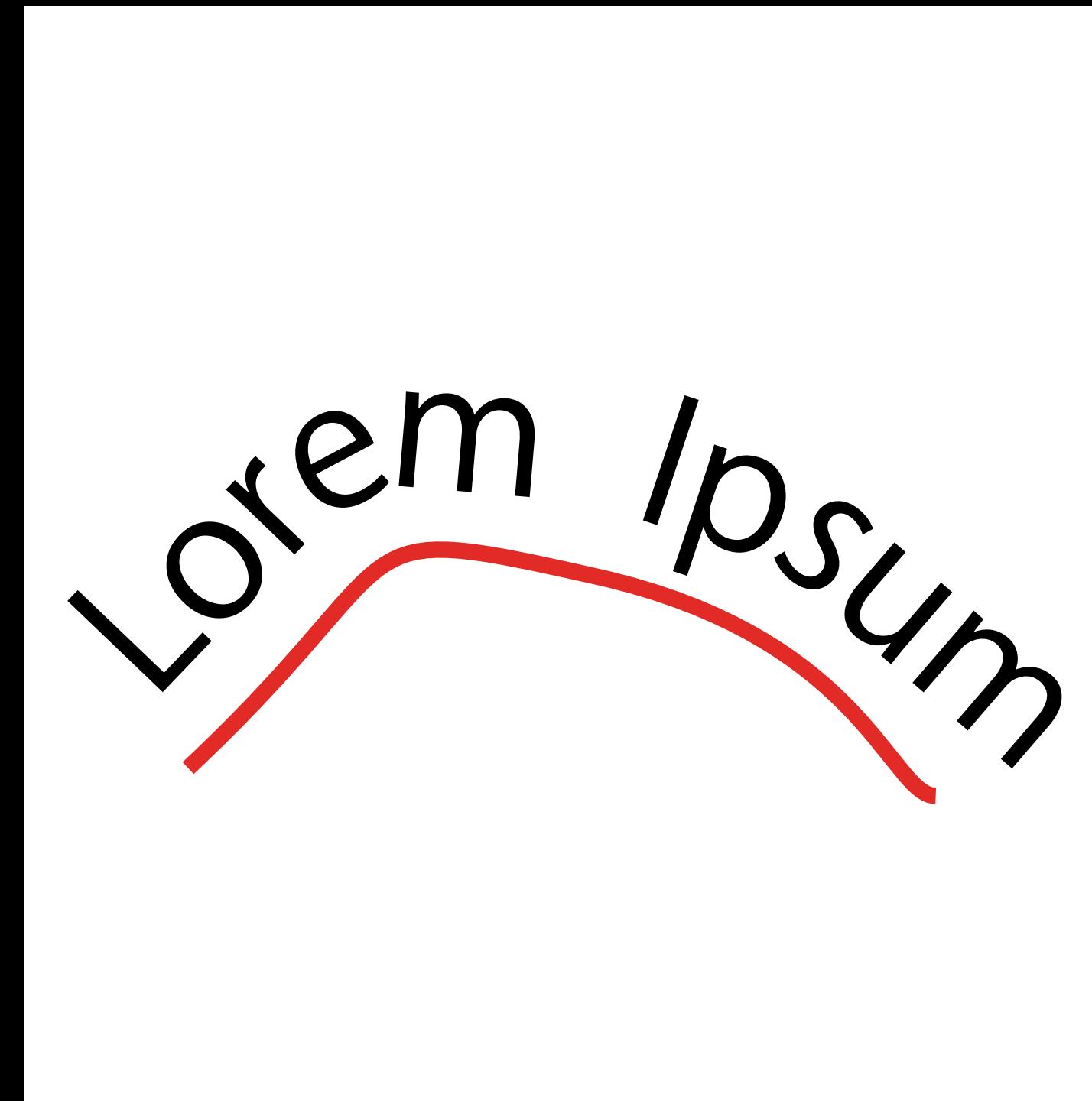
# Working with Layout Information

- Measure text size down to a glyph
- Hit-test touch location
- Get precise location of a glyph
- Custom rendering



# Working with Layout Information

- Measure text size down to a glyph
- Hit-test touch location
- Get precise location of a glyph
- Custom rendering



# Glyph Information in NSLayoutManager

`-(CGGlyph)glyphAtIndex:(NSUInteger)aGlyphIndex;`

# Glyph Information in NSLayoutManager

f

i

# Glyph Information in NSLayoutManager

f

# Glyph Information in NSLayoutManager

|Lorem ipsum dolor sit er elit lam|et, con

# Glyph Information in NSLayoutManager

|Lorem ipsum dolor sit er elit lam|et, con

# Glyph Information in NSLayoutManager

The trouble-makers

# Glyph Information in NSLayoutManager

`-(CGGlyph)glyphAtIndex:(NSUInteger)aGlyphIndex;`

`-(NSUInteger)characterIndexForGlyphAtIndex:(NSUInteger)aGlyphIndex;`

# Glyph Information in NSLayoutManager

```
-(CGGlyph)glyphAtIndex:(NSUInteger)aGlyphIndex;  
  
-(NSUInteger)characterIndexForGlyphAtIndex:(NSUInteger)aGlyphIndex;  
-(NSUInteger)glyphIndexForCharacterAtIndex:(NSUInteger)aCharIndex;
```

# Glyph Information in NSLayoutManager



```
-(CGGlyph)glyphAtIndex:(NSUInteger)aGlyphIndex;  
  
-(NSUInteger)characterIndexForGlyphAtIndex:(NSUInteger)aGlyphIndex;  
-(NSUInteger)glyphIndexForCharacterAtIndex:(NSUInteger)aCharIndex;  
  
-(NSRange)characterRangeForGlyphRange:(NSRange)aGlyphRange  
    actualGlyphRange:(NSRange)aCharRange;  
-(NSRange)glyphRangeForCharacterRange:(NSRange)aCharRange  
    actualCharacterRange:(NSRange)aGlyphRange;
```

# Text Layout Information

# Text Layout

# Text Layout Information

Helvetica Neue



**Text Layout**

Glyph ID: 59 76 95 91 51 72 96 86 92 91

# Text Layout Information

**Text Layout**

Glyph ID: 59 76 95 91 51 72 96 86 92 91

Location: 0 4.2 8.4 12.1 16.1 20.9 25.2 29.8 34.8 38.1

# Layout Information in NSLayoutManager

# Layout Information in NSLayoutManager

- Text container

# Layout Information in NSLayoutManager

- Text container
- Line

# Layout Information in NSLayoutManager

- Text container
- Line
- Glyph location

# Layout Information in NSLayoutManager

- Text container
- Line
- Glyph location

# Layout Information in NSLayoutManager

```
-NSTextContainer *)textContainerForGlyphAtIndex:(NSUInteger)index  
effectiveRange:(NSRangePointer)aRangeP;
```

- Line
- Glyph location

# Layout Information in NSLayoutManager

```
- (NSTextContainer *)textContainerForGlyphAtIndex:(NSUInteger)index  
    effectiveRange:(NSRangePointer)aRangeP;
```

- Line
- Glyph location

# Layout Information in NSLayoutManager

```
- (NSTextContainer *)textContainerForGlyphAtIndex:(NSUInteger)index  
effectiveRange:(NSRangePointer)aRangeP;
```

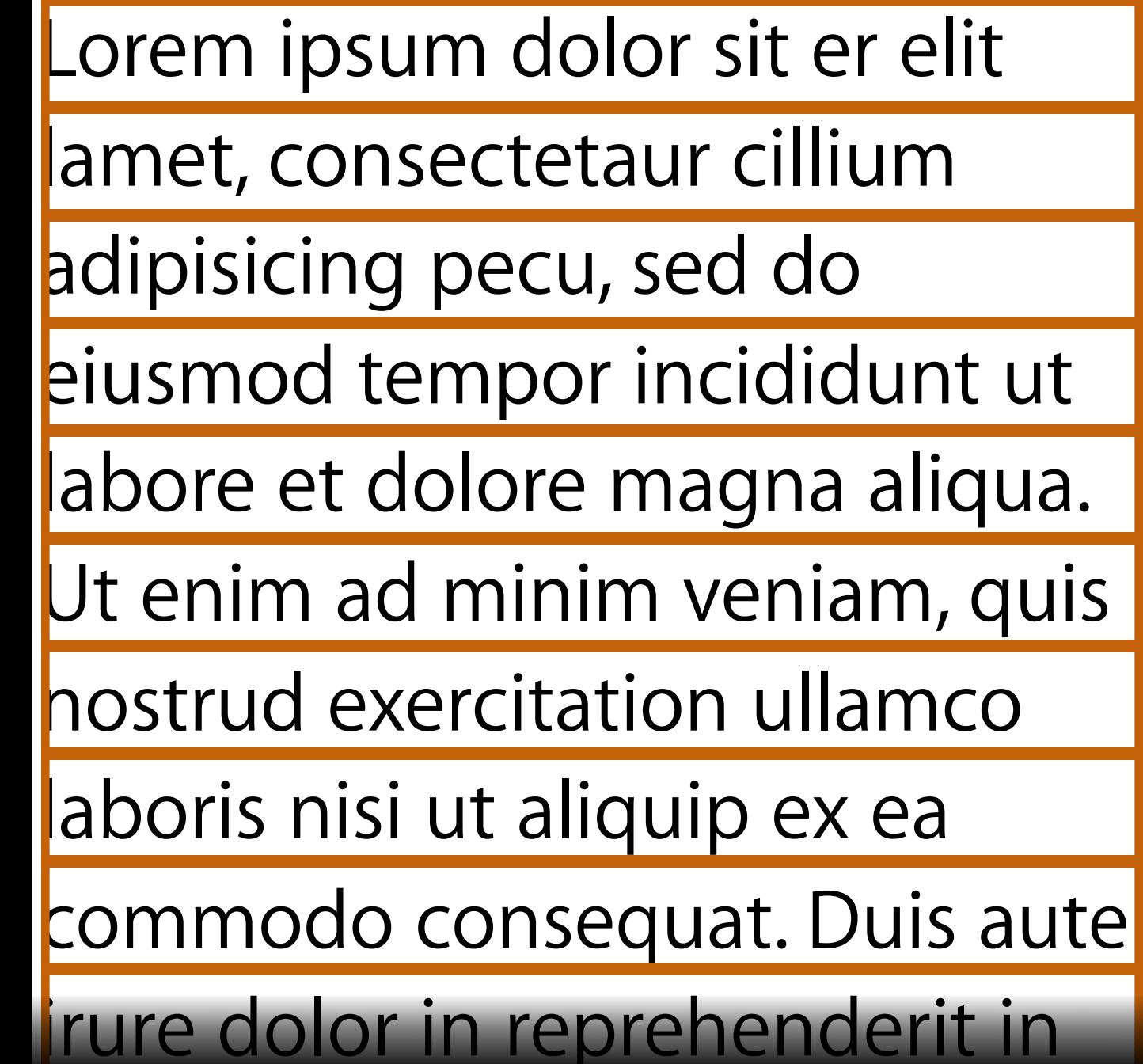
- Line
- Glyph location

Lorem ipsum dolor sit er elit  
lamet, consectetur cillum  
adipisicing pecu, sed do  
eiusmod tempor incididunt ut  
labore et dolore magna aliqua.  
Ut enim ad minim veniam, quis  
nostrud exercitation ullamco  
laboris nisi ut aliquip ex ea  
commodo consequat. Duis aute  
irure dolor in reprehenderit in

# Layout Information in NSLayoutManager

```
-NSTextContainer *)textContainerForGlyphAtIndex:(NSUInteger)index  
effectiveRange:(NSRangePointer)aRangeP;
```

- Line
- Glyph location

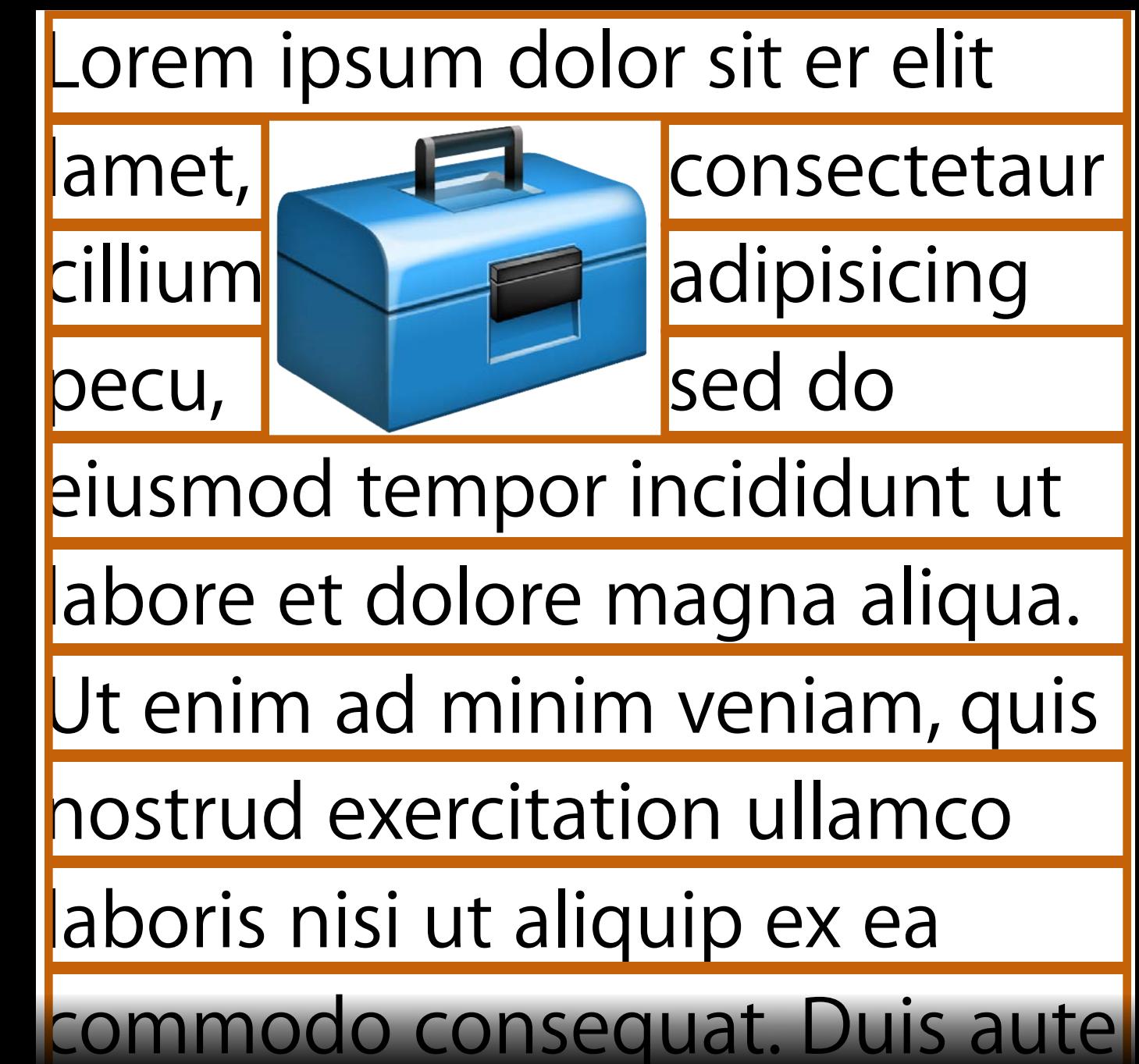


Lorem ipsum dolor sit er elit  
amet, consectetur cillum  
adipisicing pecu, sed do  
eiusmod tempor incididunt ut  
labore et dolore magna aliqua.  
Ut enim ad minim veniam, quis  
nostrud exercitation ullamco  
laboris nisi ut aliquip ex ea  
commodo consequat. Duis aute  
irure dolor in reprehenderit in

# Layout Information in NSLayoutManager

```
-NSTextContainer *)textContainerForGlyphAtIndex:(NSUInteger)index  
effectiveRange:(NSRangePointer)aRangeP;
```

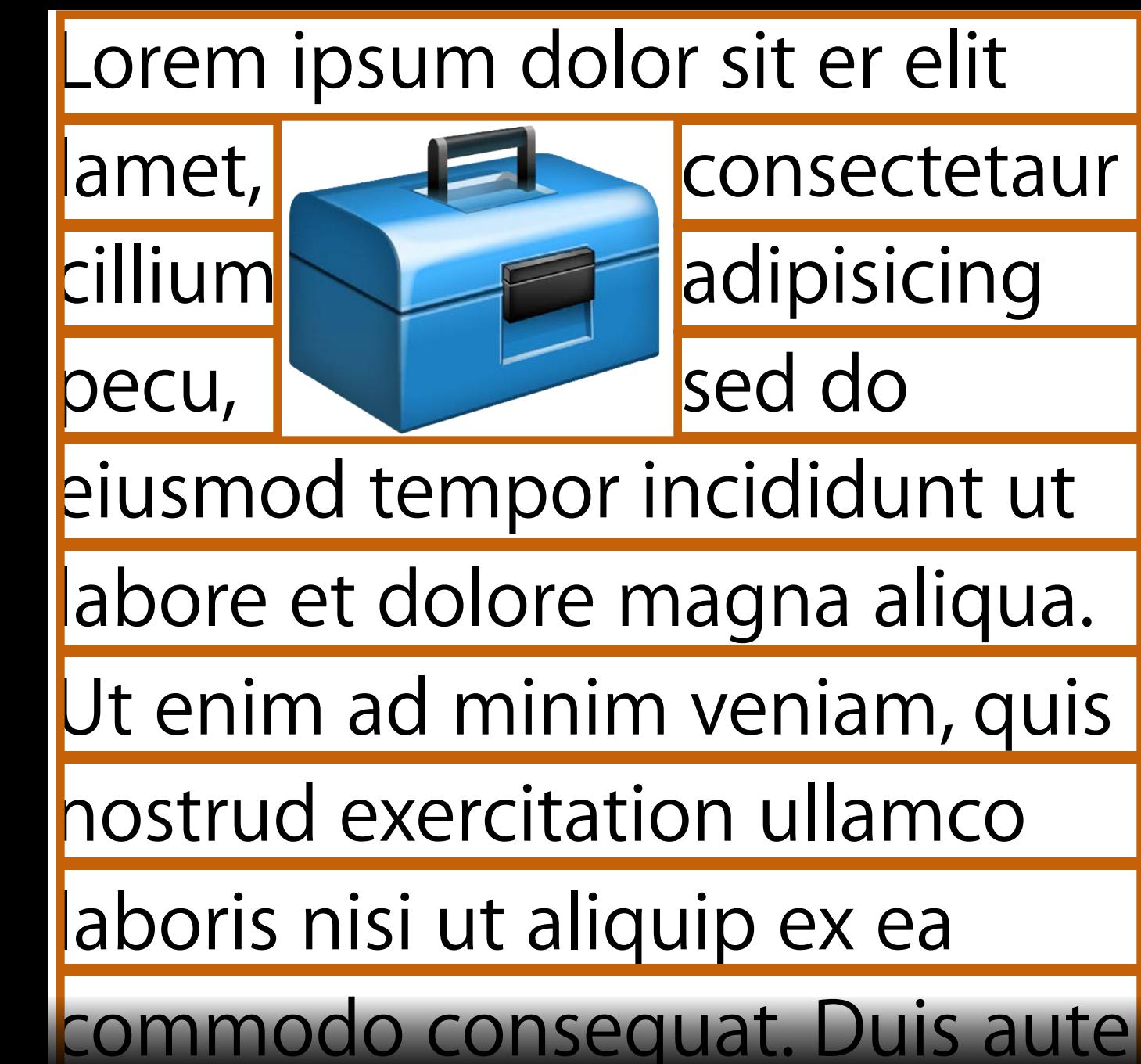
- Line
- Glyph location



# Layout Information in NSLayoutManager

```
-NSTextContainer *)textContainerForGlyphAtIndex:(NSUInteger)index  
effectiveRange:(NSRangePointer)aRangeP;
```

- Line fragment
- Glyph location



# Layout Information in NSLayoutManager

```
-NSTextContainer *)textContainerForGlyphAtIndex:(NSUInteger)index  
effectiveRange:(NSRangePointer)aRangeP;  
  
-(CGRect)lineFragmentRectForGlyphAtIndex:(NSUInteger)aGlyphIndex  
effectiveRange:(NSRangePointer)aRangeP;
```

- Glyph location

# Layout Information in NSLayoutManager

`-(NSTextContainer *)textContainerForGlyphAtIndex:(NSUInteger)index  
effectiveRange:(NSRangePointer)aRangeP;`

`-(CGRect)lineFragmentRectForGlyphAtIndex:(NSUInteger)aGlyphIndex  
effectiveRange:(NSRangePointer)aRangeP;`

- Glyph location

# Layout Information in NSLayoutManager

`-NSTextContainer *)textContainerForGlyphAtIndex:(NSUInteger)index  
effectiveRange:(NSRangePointer)aRangeP;`

`-(CGRect)lineFragmentRectForGlyphAtIndex:(NSUInteger)aGlyphIndex  
effectiveRange:(NSRangePointer)aRangeP;`

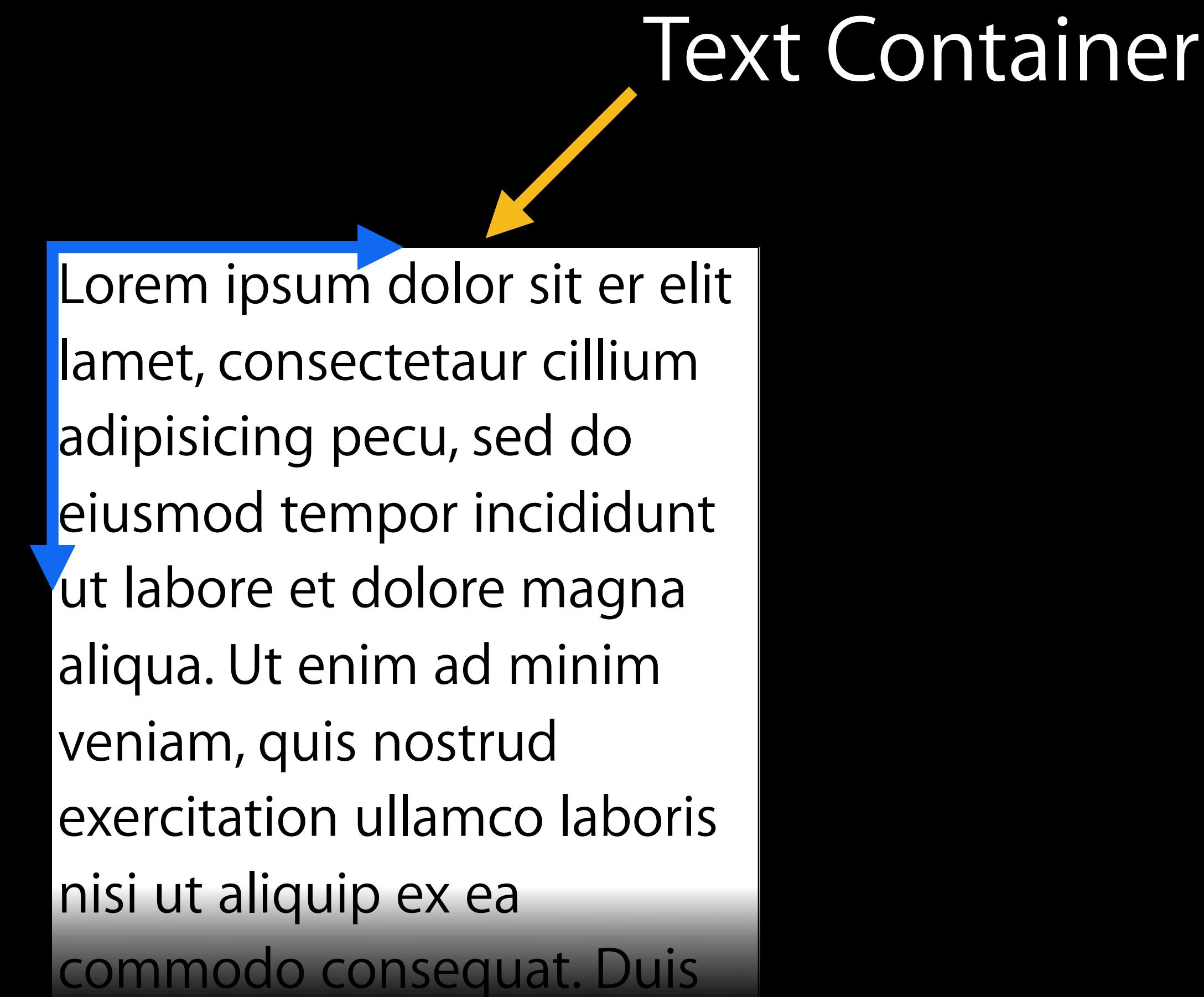
`-(CGPoint)locationForGlyphAtIndex:(NSUInteger)aGlyphIndex;`

# Text Layout Coordinate Systems

# Text container coordinate

# Text Layout Coordinate Systems

## Text container coordinate



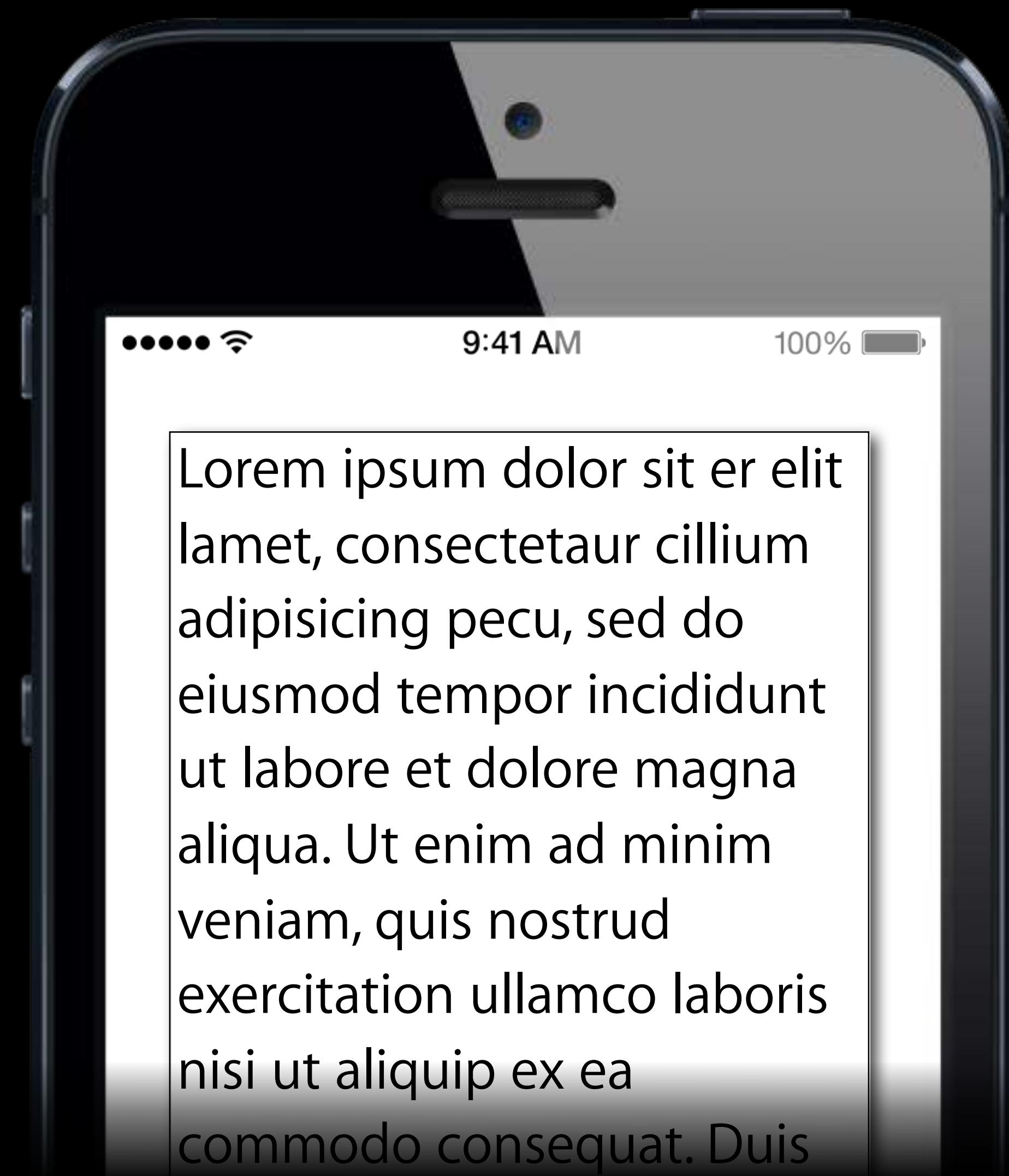
# Text Layout Coordinate Systems

## Text container coordinate

Lorem ipsum dolor sit er elit  
lamet, consectetur cillum  
adipisicing pecu, sed do  
eiusmod tempor incididunt  
ut labore et dolore magna  
aliqua. Ut enim ad minim  
veniam, quis nostrud  
exercitation ullamco laboris  
nisi ut aliquip ex ea  
commodo consequat. Duis

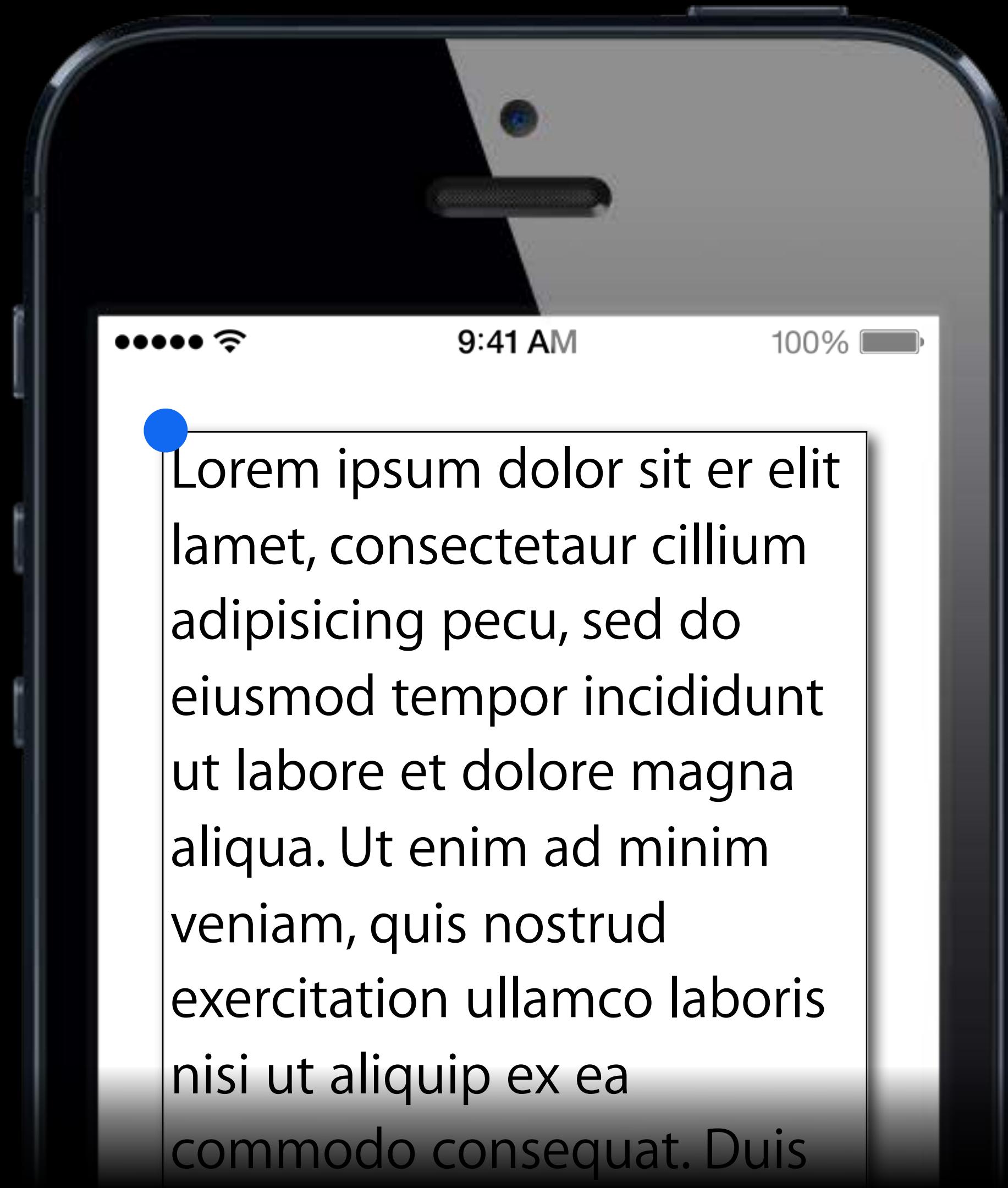
# Text Layout Coordinate Systems

## Text container coordinate



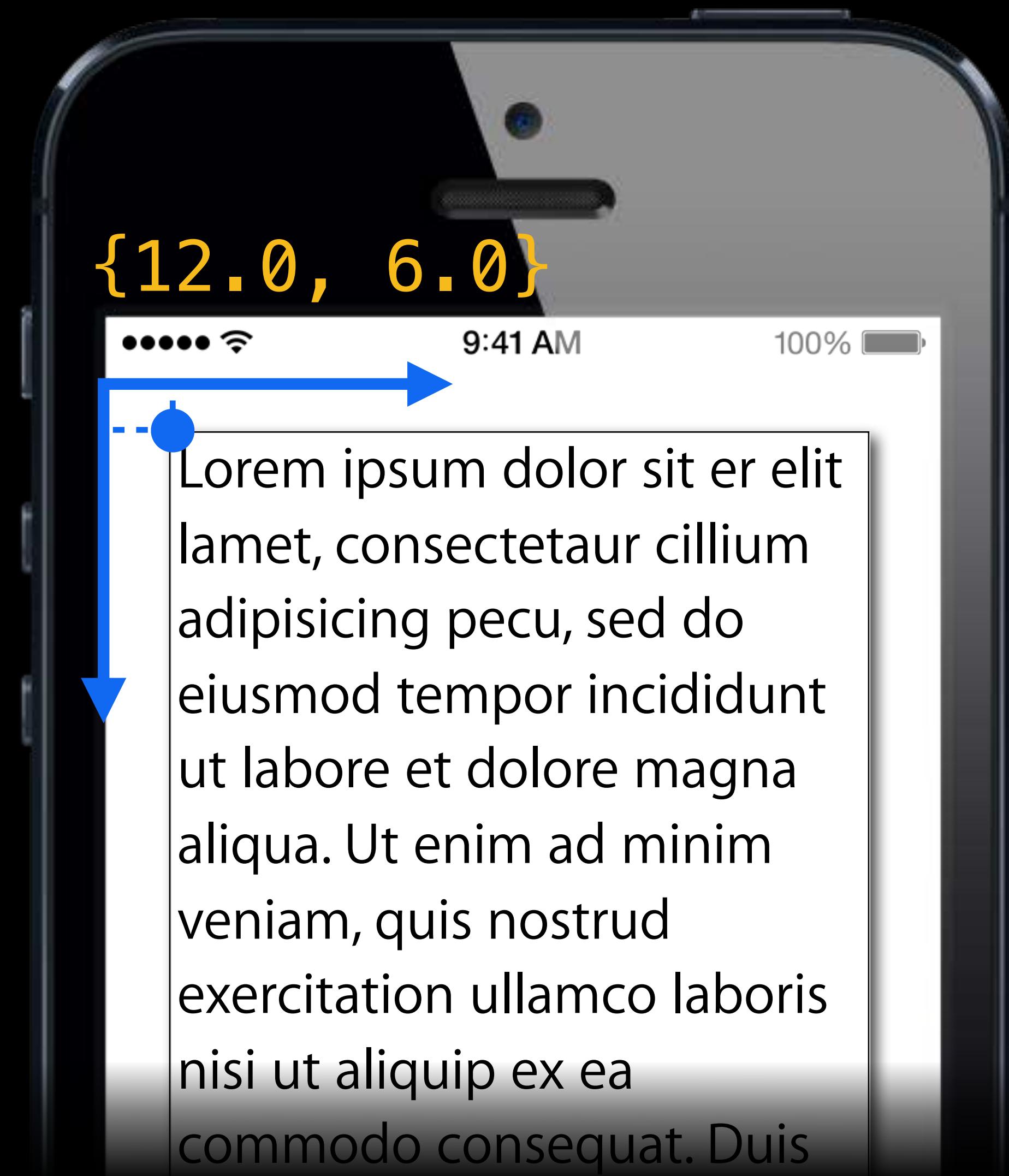
# Text Layout Coordinate Systems

# Text container coordinate



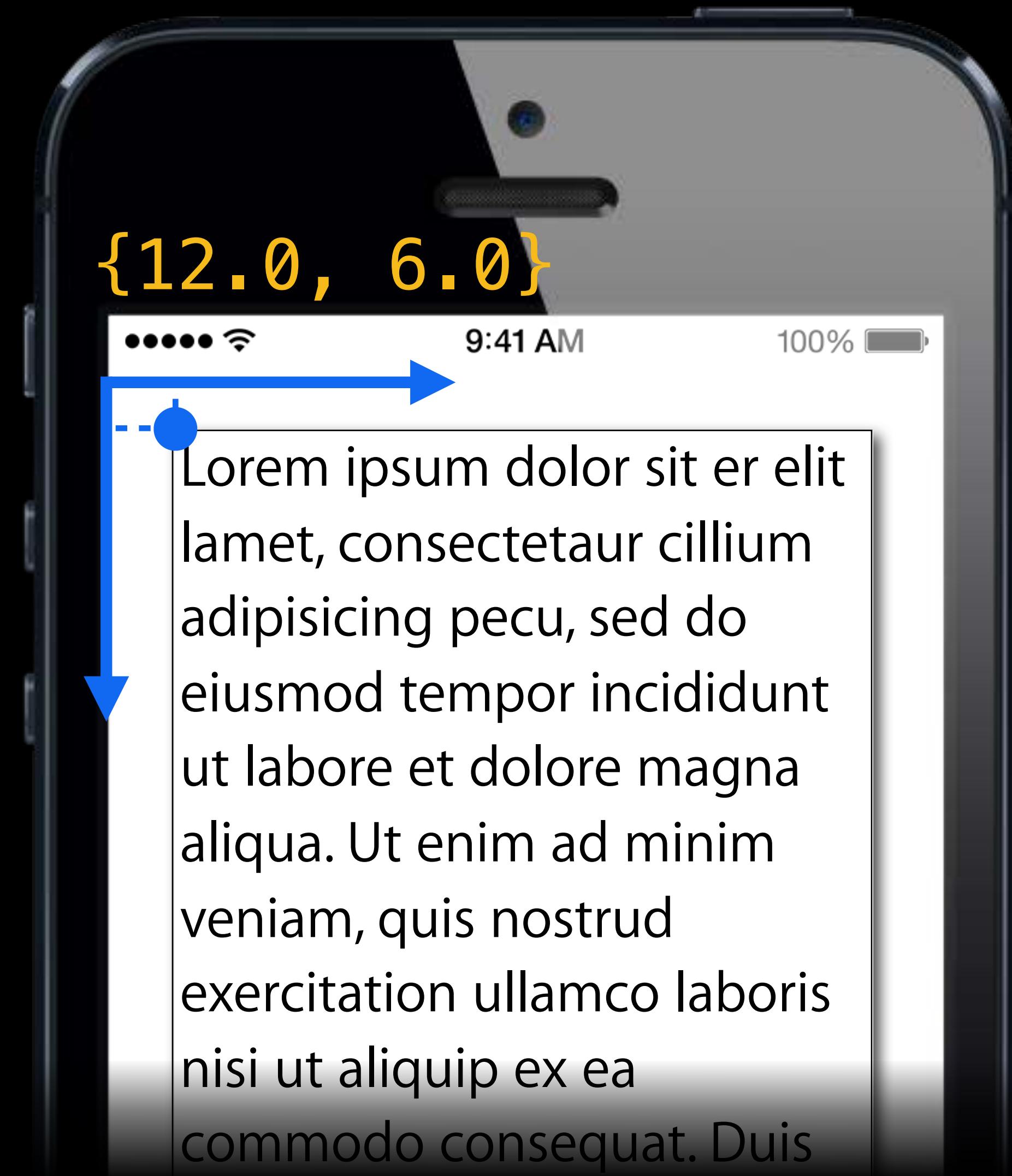
# Text Layout Coordinate Systems

## Text container coordinate



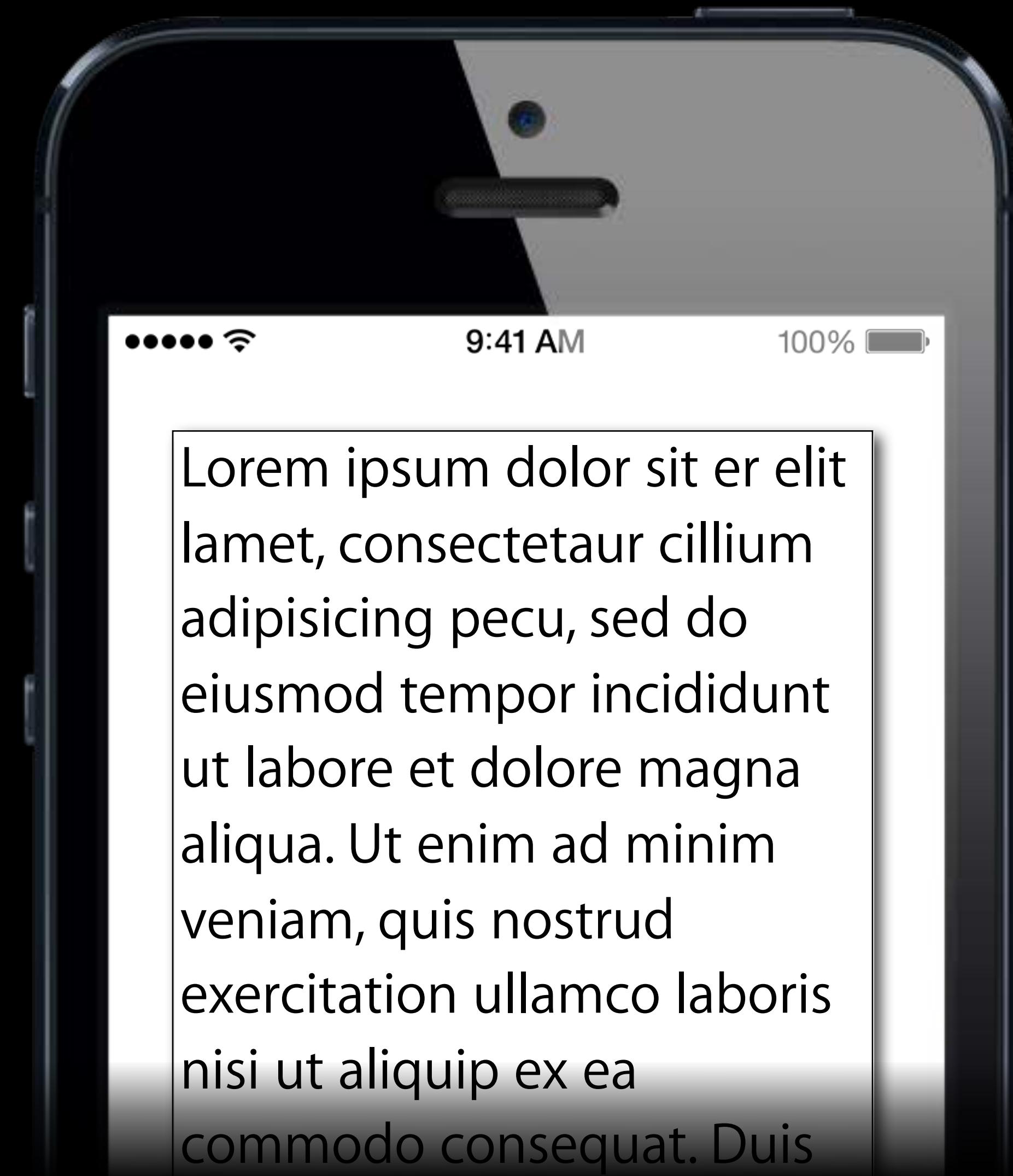
# Text Layout Coordinate Systems

# Line fragment rect origin



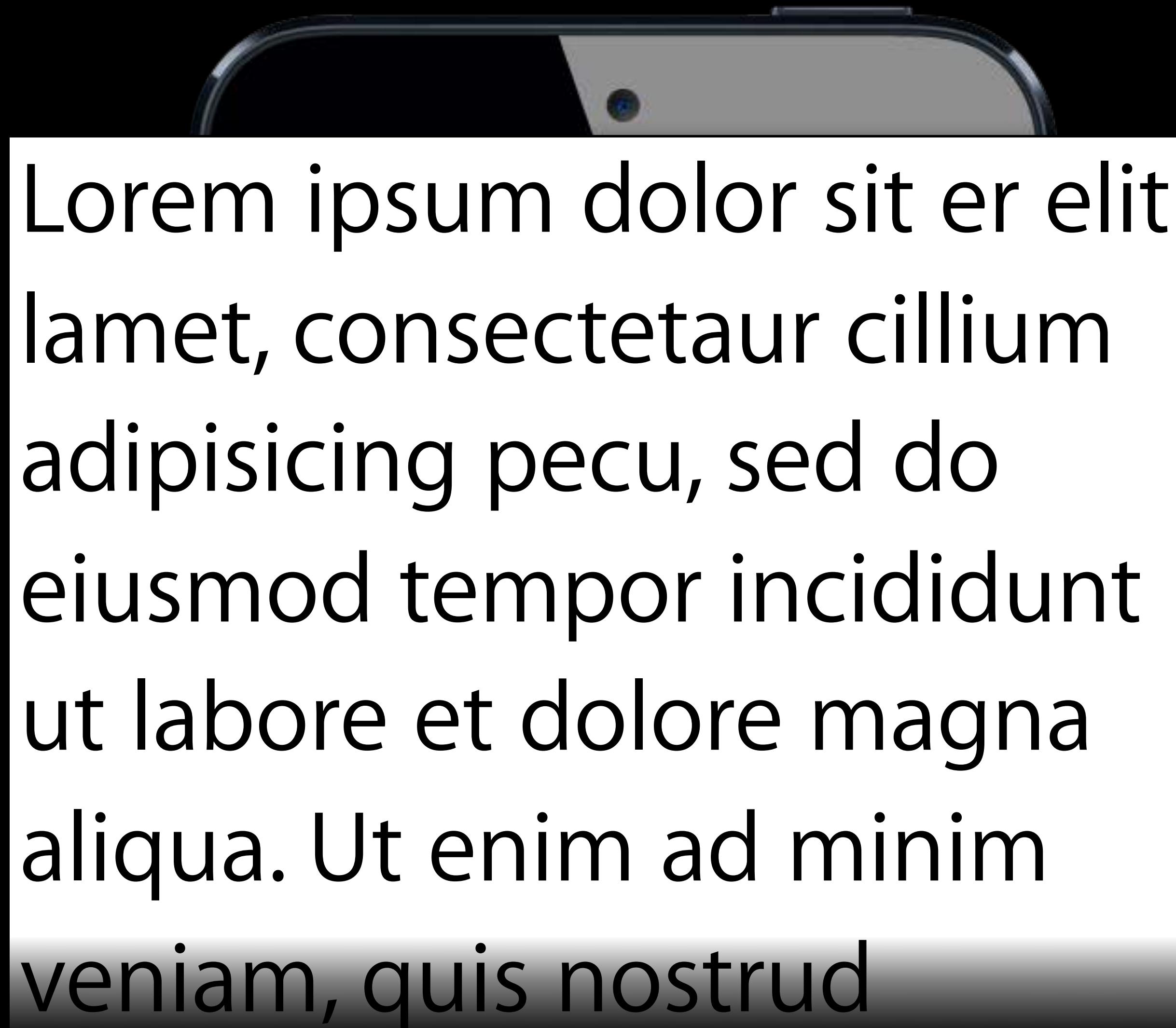
# Text Layout Coordinate Systems

## Line fragment rect origin



# Text Layout Coordinate Systems

Line fragment rect origin



The image shows a smartphone with a dark grey or black back cover and a silver camera module. The screen displays a white rectangular area containing black text. The text is a standard Lorem ipsum placeholder, consisting of ten lines of Latin text. The phone is positioned at the top of the slide, with its screen centered over the text content.

Lorem ipsum dolor sit er elit  
lamet, consectetur cillum  
adipisicing pecu, sed do  
eiusmod tempor incididunt  
ut labore et dolore magna  
aliqua. Ut enim ad minim  
veniam, quis nostrud

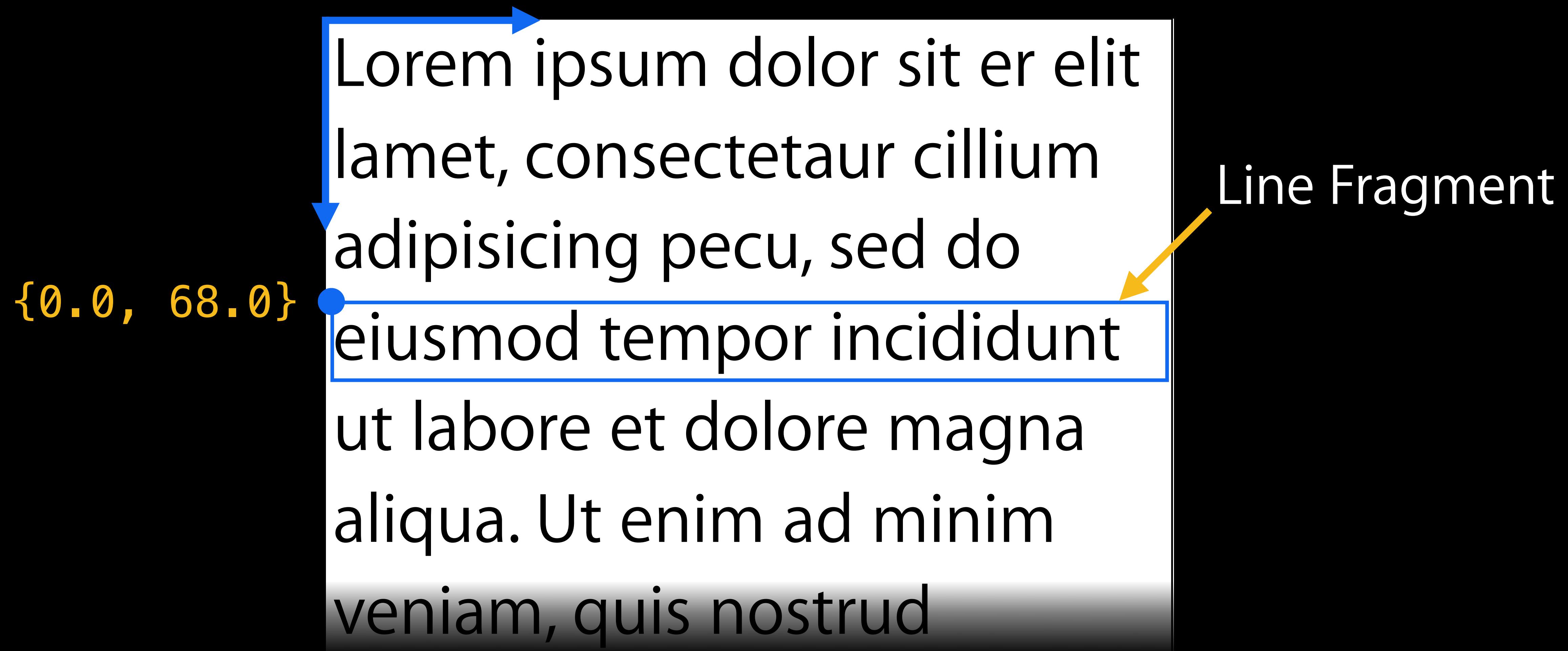
# Text Layout Coordinate Systems

Line fragment rect origin

Lorem ipsum dolor sit er elit  
lamet, consectetur cillum  
adipisicing pecu, sed do  
eiusmod tempor incididunt  
ut labore et dolore magna  
aliqua. Ut enim ad minim  
veniam, quis nostrud

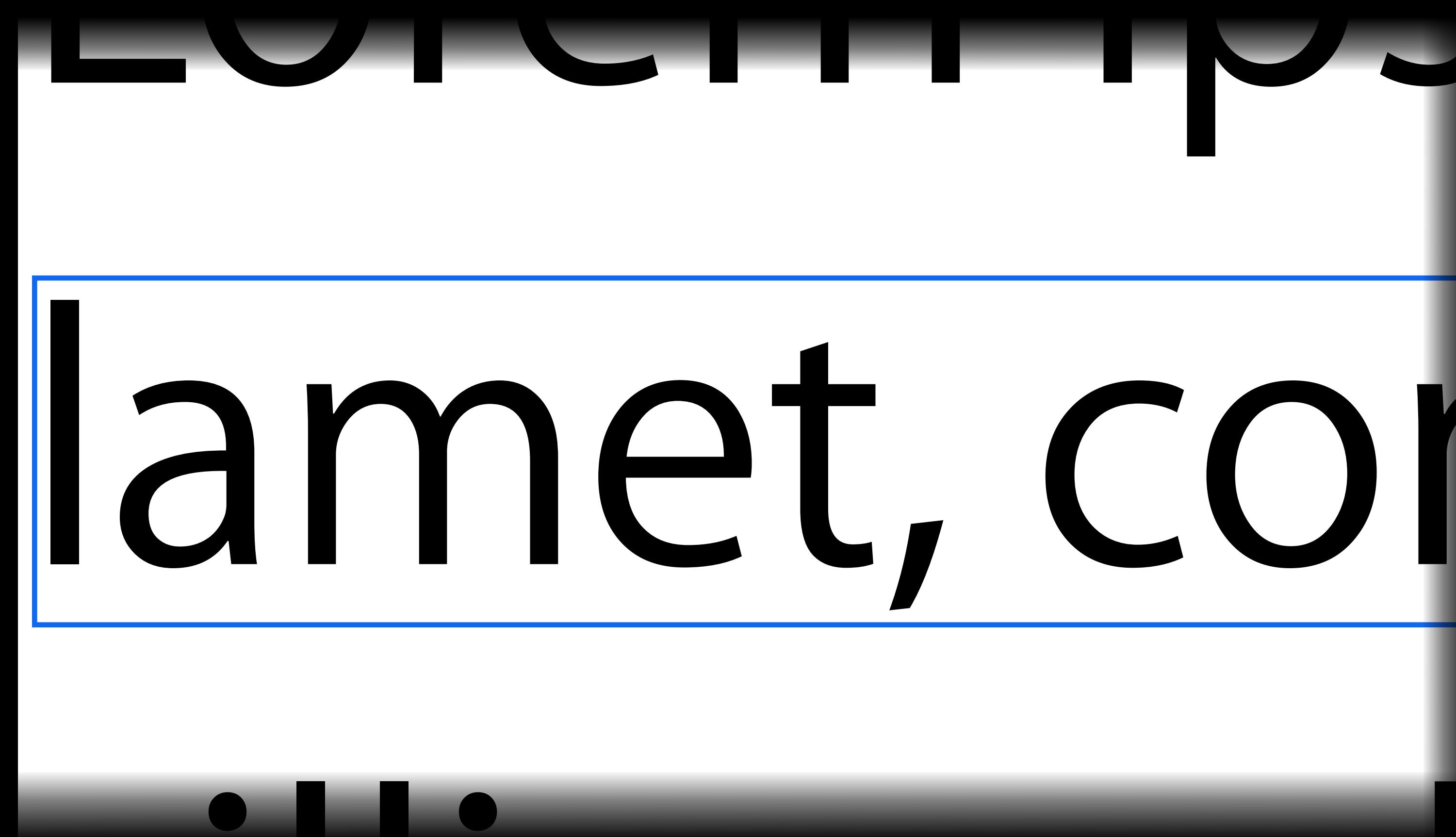
# Text Layout Coordinate Systems

Line fragment rect origin



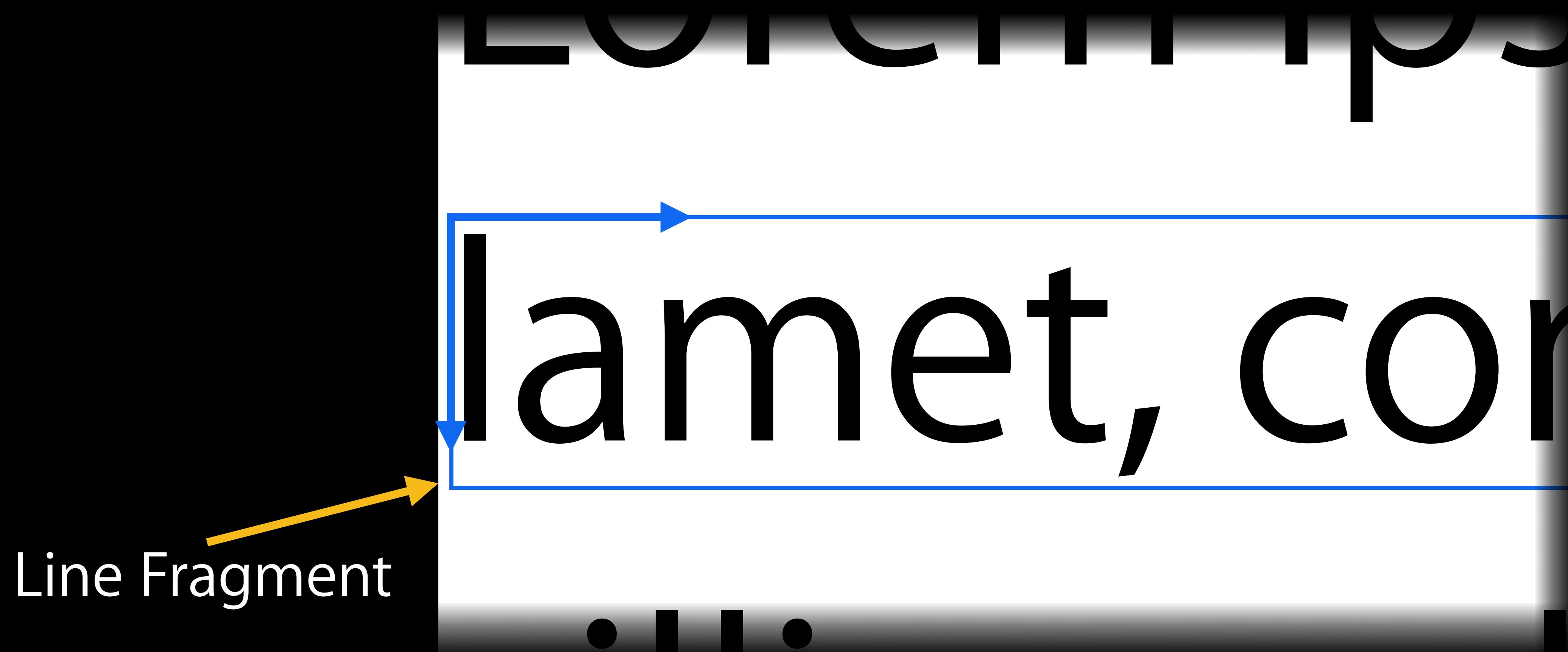
# Text Layout Coordinate Systems

Line fragment rect coordinate



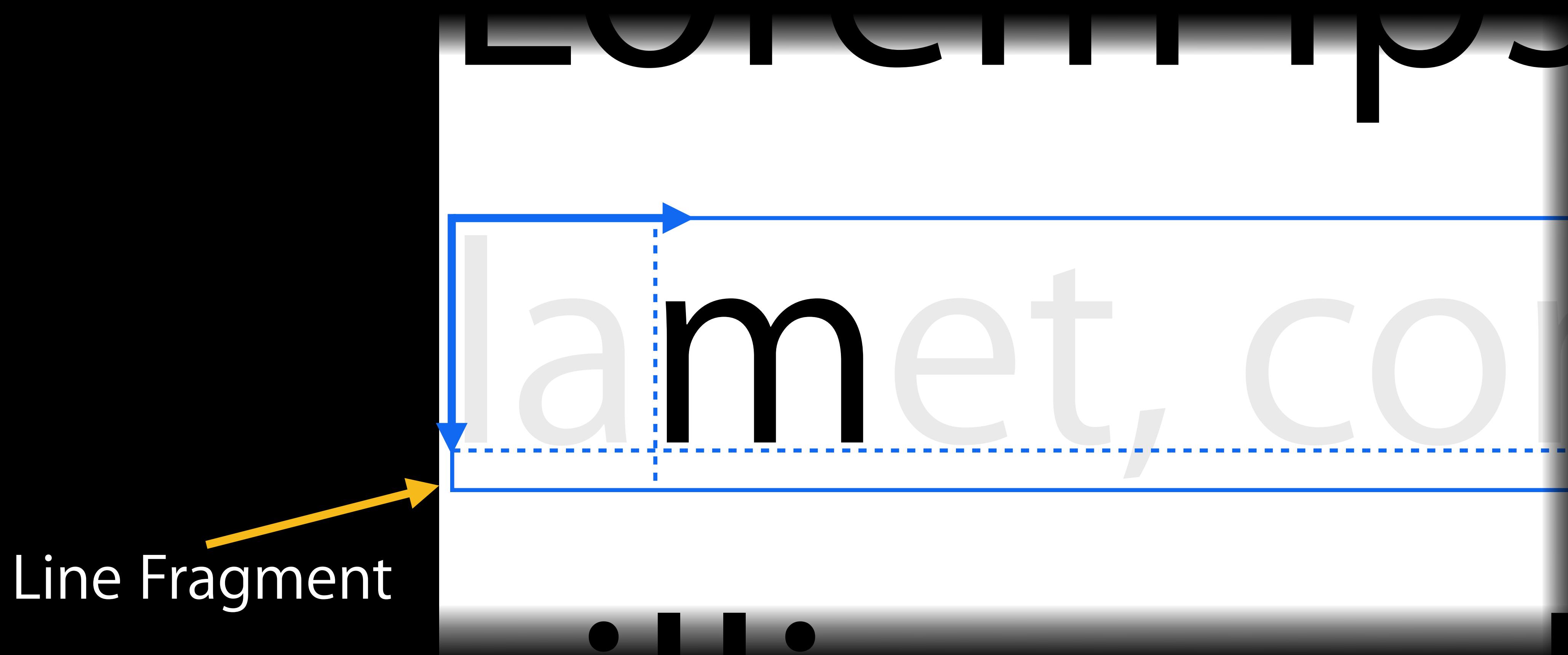
# Text Layout Coordinate Systems

Line fragment rect coordinate



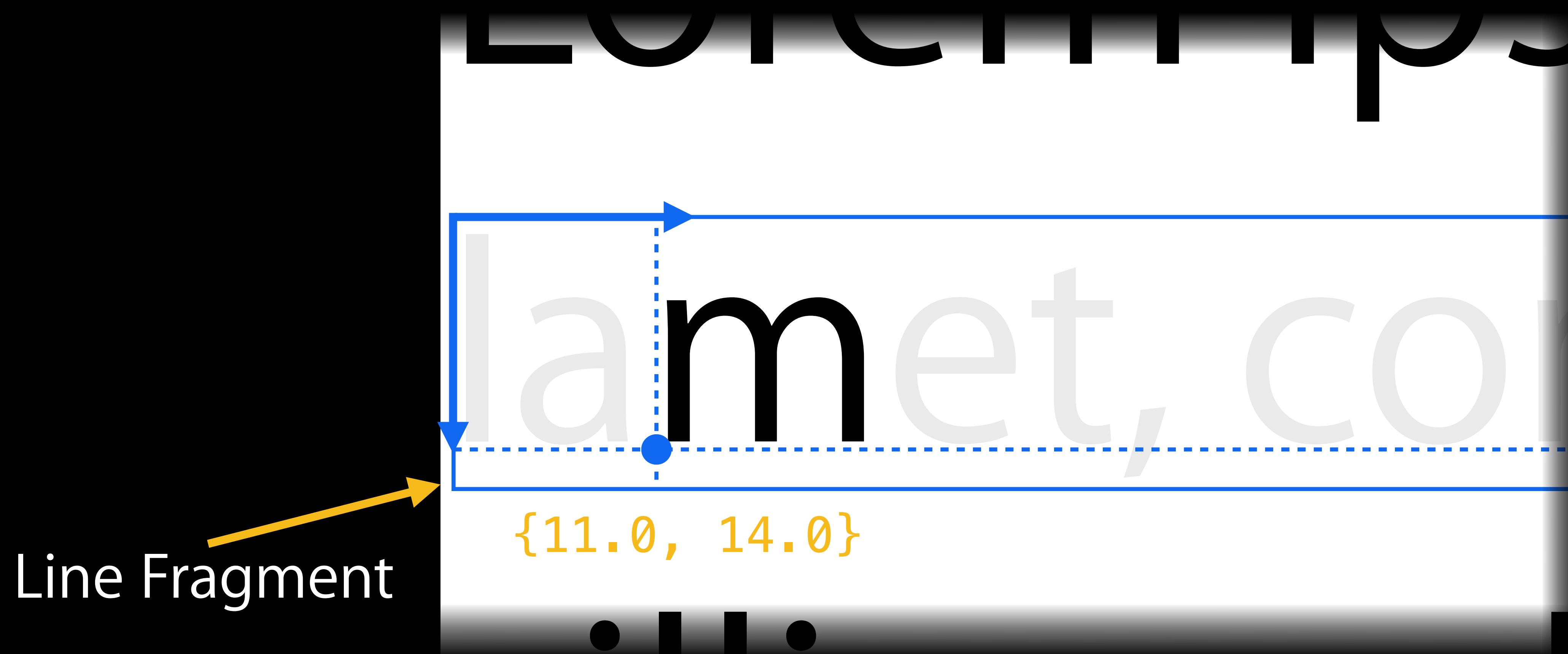
# Text Layout Coordinate Systems

Line fragment rect coordinate



# Text Layout Coordinate Systems

Line fragment rect coordinate



# Glyph Location inside UITextView

## Finding the last character

```
NSLayoutManager *layoutManager = textView.layoutManager;
NSUInteger characterIndex = textView.textStorage.length - 1;
NSUInteger glyphIndex;
CGRect rect;
CGPoint glyphLocation;

glyphIndex = [layoutManager glyphIndexForCharacterIndex:characterIndex];

rect = [layoutManager lineFragmentRectForGlyphAtIndex:glyphIndex
                                             effectiveRange:NULL];

glyphLocation = [layoutManager locationForGlyphAtIndex:glyphIndex];

glyphLocation.x += CGRectGetMinX(rect);
glyphLocation.y += CGRectGetMinY(rect);
```

# Glyph Location inside UITextView

## Finding the last character

```
NSLayoutManager *layoutManager = textView.layoutManager;  
NSUInteger characterIndex = textView.textStorage.length - 1;  
  
NSUInteger glyphIndex;  
CGRect rect;  
CGPoint glyphLocation;  
  
glyphIndex = [layoutManager glyphIndexForCharacterIndex:characterIndex];  
  
rect = [layoutManager lineFragmentRectForGlyphAtIndex:glyphIndex  
                                              effectiveRange:NULL];  
  
glyphLocation = [layoutManager locationForGlyphAtIndex:glyphIndex];  
  
glyphLocation.x += CGRectGetMinX(rect);  
glyphLocation.y += CGRectGetMinY(rect);
```

# Glyph Location inside UITextView

## Finding the last character

```
NSLayoutManager *layoutManager = textView.layoutManager;  
NSUInteger characterIndex = textView.textStorage.length - 1;  
NSUInteger glyphIndex;  
CGRect rect;  
CGPoint glyphLocation;
```

```
glyphIndex = [layoutManager glyphIndexForCharacterIndex:characterIndex];
```

```
rect = [layoutManager lineFragmentRectForGlyphAtIndex:glyphIndex  
                                              effectiveRange:NULL];
```

```
glyphLocation = [layoutManager locationForGlyphAtIndex:glyphIndex];
```

```
glyphLocation.x += CGRectGetMinX(rect);  
glyphLocation.y += CGRectGetMinY(rect);
```

# Glyph Location inside UITextView

## Finding the last character

```
NSLayoutManager *layoutManager = textView.layoutManager;  
NSUInteger characterIndex = textView.textStorage.length - 1;  
NSUInteger glyphIndex;  
CGRect rect;  
CGPoint glyphLocation;  
  
glyphIndex = [layoutManager glyphIndexForCharacterIndex:characterIndex];  
  
rect = [layoutManager lineFragmentRectForGlyphAtIndex:glyphIndex  
                                              effectiveRange:NULL];  
  
glyphLocation = [layoutManager locationForGlyphAtIndex:glyphIndex];  
  
glyphLocation.x += CGRectGetMinX(rect);  
glyphLocation.y += CGRectGetMinY(rect);
```

# Glyph Location inside UITextView

## Finding the last character

```
NSLayoutManager *layoutManager = textView.layoutManager;  
NSUInteger characterIndex = textView.textStorage.length - 1;  
NSUInteger glyphIndex;  
CGRect rect;  
CGPoint glyphLocation;  
  
glyphIndex = [layoutManager glyphIndexForCharacterIndex:characterIndex];  
  
rect = [layoutManager lineFragmentRectForGlyphAtIndex:glyphIndex  
                                              effectiveRange:NULL];  
  
glyphLocation = [layoutManager locationForGlyphAtIndex:glyphIndex];  
  
glyphLocation.x += CGRectGetMinX(rect);  
glyphLocation.y += CGRectGetMinY(rect);
```

# Glyph Location inside UITextView

## Finding the last character

```
NSLayoutManager *layoutManager = textView.layoutManager;  
NSUInteger characterIndex = textView.textStorage.length - 1;  
NSUInteger glyphIndex;  
CGRect rect;  
CGPoint glyphLocation;  
  
glyphIndex = [layoutManager glyphIndexForCharacterIndex:characterIndex];  
  
rect = [layoutManager lineFragmentRectForGlyphAtIndex:glyphIndex  
                                              effectiveRange:NULL];  
  
glyphLocation = [layoutManager locationForGlyphAtIndex:glyphIndex];  
  
glyphLocation.x += CGRectGetMinX(rect);  
glyphLocation.y += CGRectGetMinY(rect);
```

# Hit Testing

## Finding the word under a touch

```
NSLayoutManager *layoutManager = textView.layoutManager;
CGPoint location = [touch locationInView:textView];
NSUInteger characterIndex;

characterIndex = [layoutManager characterIndexForPoint:location
                                             inTextContainer:textView.textContainer
                                             fractionOfDistanceBetweenInsertionPoints:NULL];

if (characterIndex < textView.textStorage.length) { // valid index
    // Find the word range here
    // using -enumerateSubstringsInRange:options:usingBlock:
}
```

# Hit Testing

## Finding the word under a touch

```
NSLayoutManager *layoutManager = textView.layoutManager;
CGPoint location = [touch locationInView:textView];
NSUInteger characterIndex;

characterIndex = [layoutManager characterIndexForPoint:location
                                             inTextContainer:textView.textContainer
                                             fractionOfDistanceBetweenInsertionPoints:NULL];

if (characterIndex < textView.textStorage.length) { // valid index
    // Find the word range here
    // using -enumerateSubstringsInRange:options:usingBlock:
}
```

# Hit Testing

## Finding the word under a touch

```
NSLayoutManager *layoutManager = textView.layoutManager;  
CGPoint location = [touch locationInView:textView];  
NSUInteger characterIndex;
```

```
characterIndex = [layoutManager characterIndexForPoint:location  
                           inTextContainer:textView.textContainer  
                           fractionOfDistanceBetweenInsertionPoints:NULL];
```

```
if (characterIndex < textView.textStorage.length) { // valid index  
    // Find the word range here  
    // using -enumerateSubstringsInRange:options:usingBlock:  
}
```

# Hit Testing

## Finding the word under a touch

```
NSLayoutManager *layoutManager = textView.layoutManager;  
CGPoint location = [touch locationInView:textView];  
NSUInteger characterIndex;  
  
characterIndex = [layoutManager characterIndexForPoint:location  
                           inTextContainer:textView.textContainer  
                           fractionOfDistanceBetweenInsertionPoints:NULL];  
  
if (characterIndex < textView.textStorage.length) { // valid index  
    // Find the word range here  
    // using -enumerateSubstringsInRange:options:usingBlock:  
}
```

# Rendering Glyphs

# Manually rendering a part of text container

# Rendering Glyphs

# Manually rendering a part of text container

# Rendering Glyphs

## Manually rendering a part of text container

```
NSLayoutManager *layoutManager = ... ;  
CGRect renderingArea = ... ;  
CGPoint containerOrigin = ... ;  
NSRange glyphRange;  
  
renderingArea.origin.x -= containerOrigin.x;  
renderingArea.origin.y -= containerOrigin.y;  
  
glyphRange = [layoutManager glyphRangeForBoundingRect:renderingArea  
inTextContainer:textView.textContainer];  
  
if (glyphRange.length) {  
    [layoutManager drawBackgroundForGlyphRange:glyphRange  
        atPoint:containerOrigin];  
    [layoutManager drawGlyphsForGlyphRange:glyphRange  
        atPoint:containerOrigin];  
}
```

# Rendering Glyphs

## Manually rendering a part of text container

```
NSLayoutManager *layoutManager = ... ;  
CGRect renderingArea = ... ;  
CGPoint containerOrigin = ... ;  
NSRange glyphRange;  
  
renderingArea.origin.x -= containerOrigin.x;  
renderingArea.origin.y -= containerOrigin.y;  
  
glyphRange = [layoutManager glyphRangeForBoundingRect:renderingArea  
inTextContainer:textView.textContainer];  
  
if (glyphRange.length) {  
    [layoutManager drawBackgroundForGlyphRange:glyphRange  
        atPoint:containerOrigin];  
    [layoutManager drawGlyphsForGlyphRange:glyphRange  
        atPoint:containerOrigin];  
}
```

# Rendering Glyphs

# Manually rendering a part of text container

# Rendering Glyphs

## Manually rendering a part of text container

```
NSLayoutManager *layoutManager = ... ;  
CGRect renderingArea = ... ;  
CGPoint containerOrigin = ... ;  
NSRange glyphRange;
```

```
renderingArea.origin.x -= containerOrigin.x;  
renderingArea.origin.y -= containerOrigin.y;
```

```
glyphRange = [layoutManager glyphRangeForBoundingRect:renderingArea  
inTextContainer:textView.textContainer];  
  
if (glyphRange.length) {  
    [layoutManager drawBackgroundForGlyphRange:glyphRange  
        atPoint:containerOrigin];  
    [layoutManager drawGlyphsForGlyphRange:glyphRange  
        atPoint:containerOrigin];  
}
```

# Rendering Glyphs

# Manually rendering a part of text container

# Rendering Glyphs

## Manually rendering a part of text container

```
NSLayoutManager *layoutManager = ... ;  
CGRect renderingArea = ... ;  
CGPoint containerOrigin = ... ;  
NSRange glyphRange;  
  
renderingArea.origin.x -= containerOrigin.x;  
renderingArea.origin.y -= containerOrigin.y;  
  
glyphRange = [layoutManager glyphRangeForBoundingRect:renderingArea  
inTextContainer:textView.textContainer];  
  
if (glyphRange.length) {  
    [layoutManager drawBackgroundForGlyphRange:glyphRange  
        atPoint:containerOrigin];  
    [layoutManager drawGlyphsForGlyphRange:glyphRange  
        atPoint:containerOrigin];  
}
```

# Rendering Glyphs

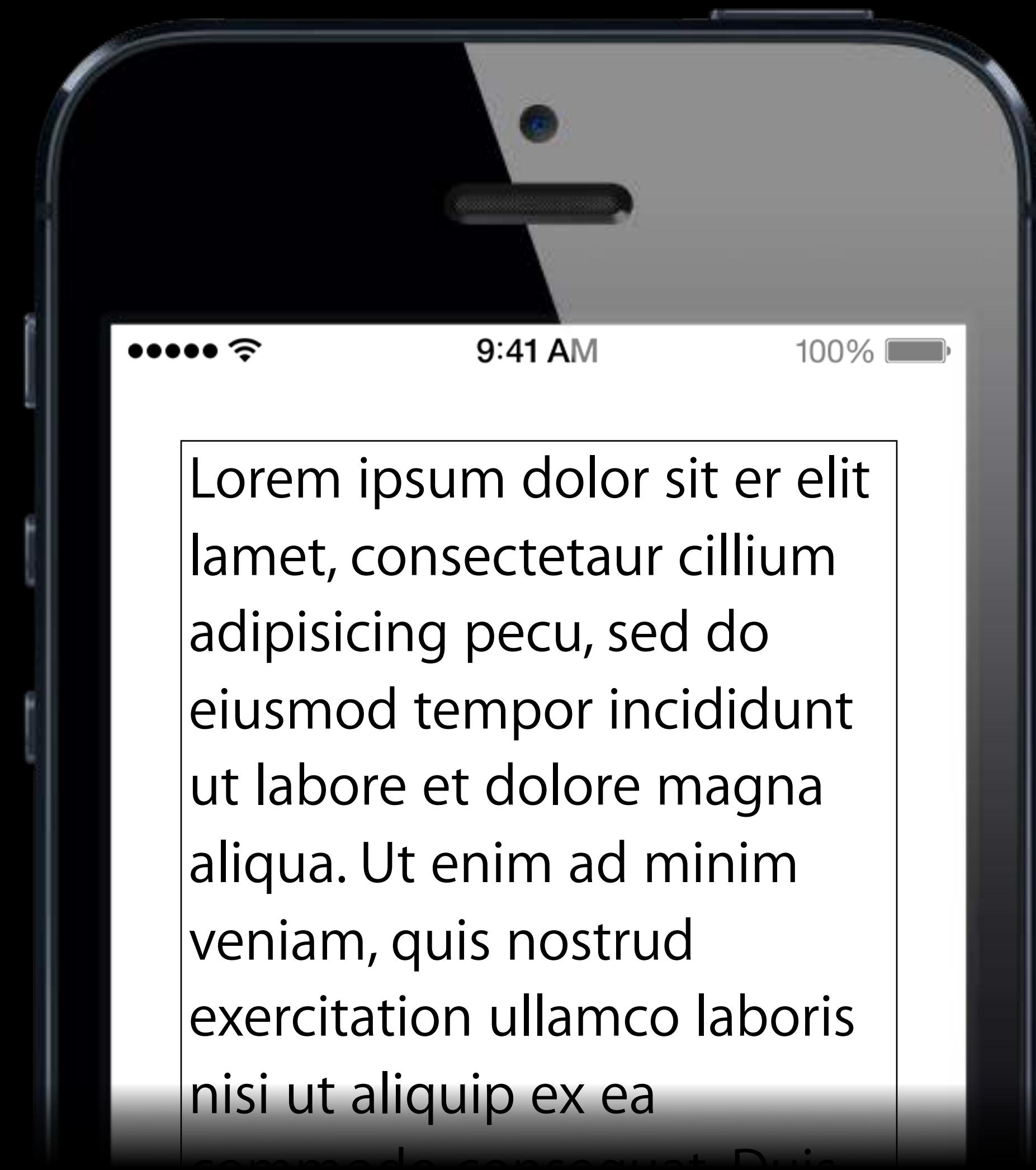
## Manually rendering a part of text container

```
NSLayoutManager *layoutManager = ... ;  
CGRect renderingArea = ... ;  
CGPoint containerOrigin = ... ;  
NSRange glyphRange;  
  
renderingArea.origin.x -= containerOrigin.x;  
renderingArea.origin.y -= containerOrigin.y;  
  
glyphRange = [layoutManager glyphRangeForBoundingRect:renderingArea  
inTextContainer:textView.textContainer];  
  
if (glyphRange.length) {  
    [layoutManager drawBackgroundForGlyphRange:glyphRange  
        atPoint:containerOrigin];  
    [layoutManager drawGlyphsForGlyphRange:glyphRange  
        atPoint:containerOrigin];  
}  
}
```

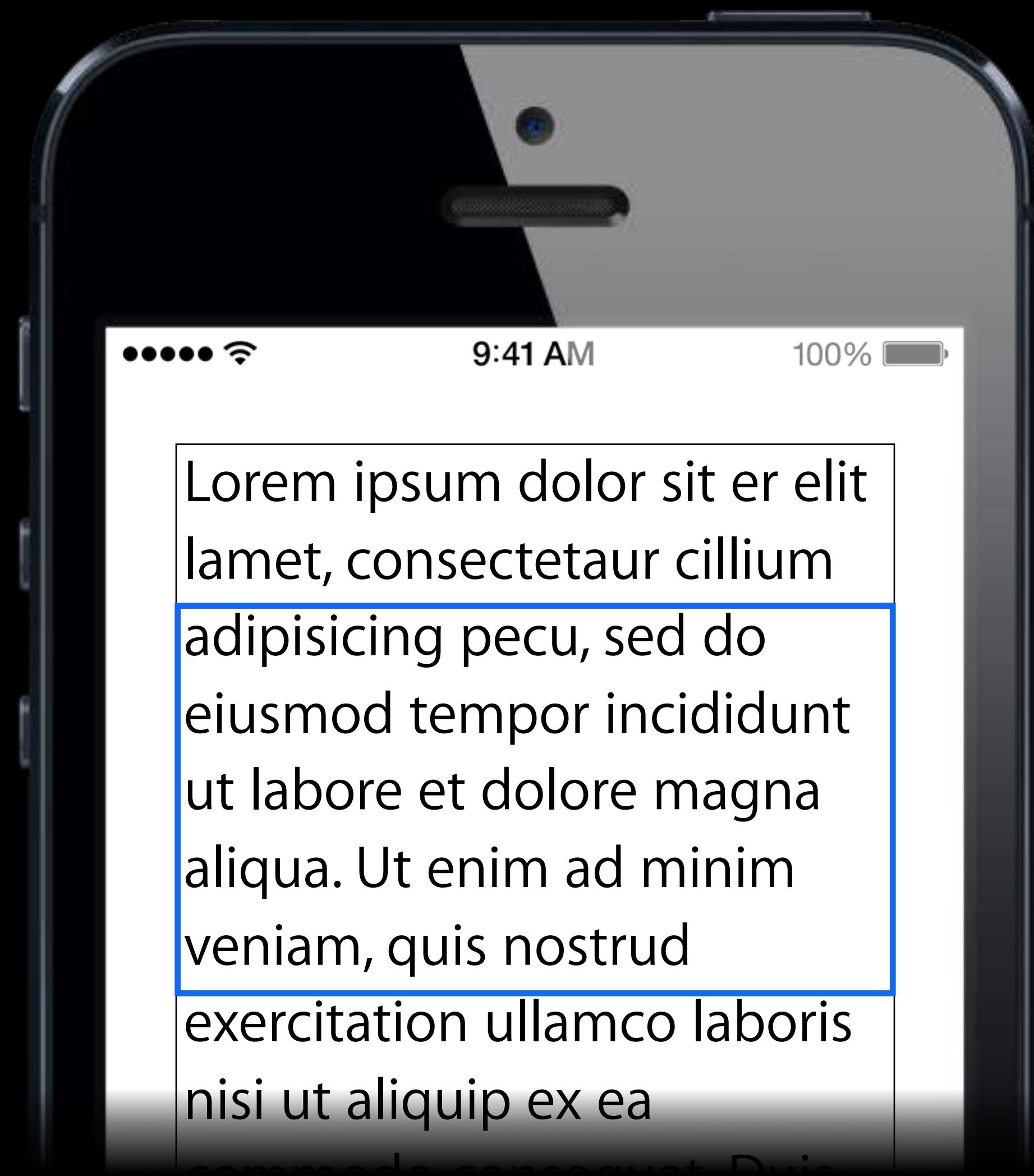
# Rendering Glyphs

# Manually rendering a part of text container

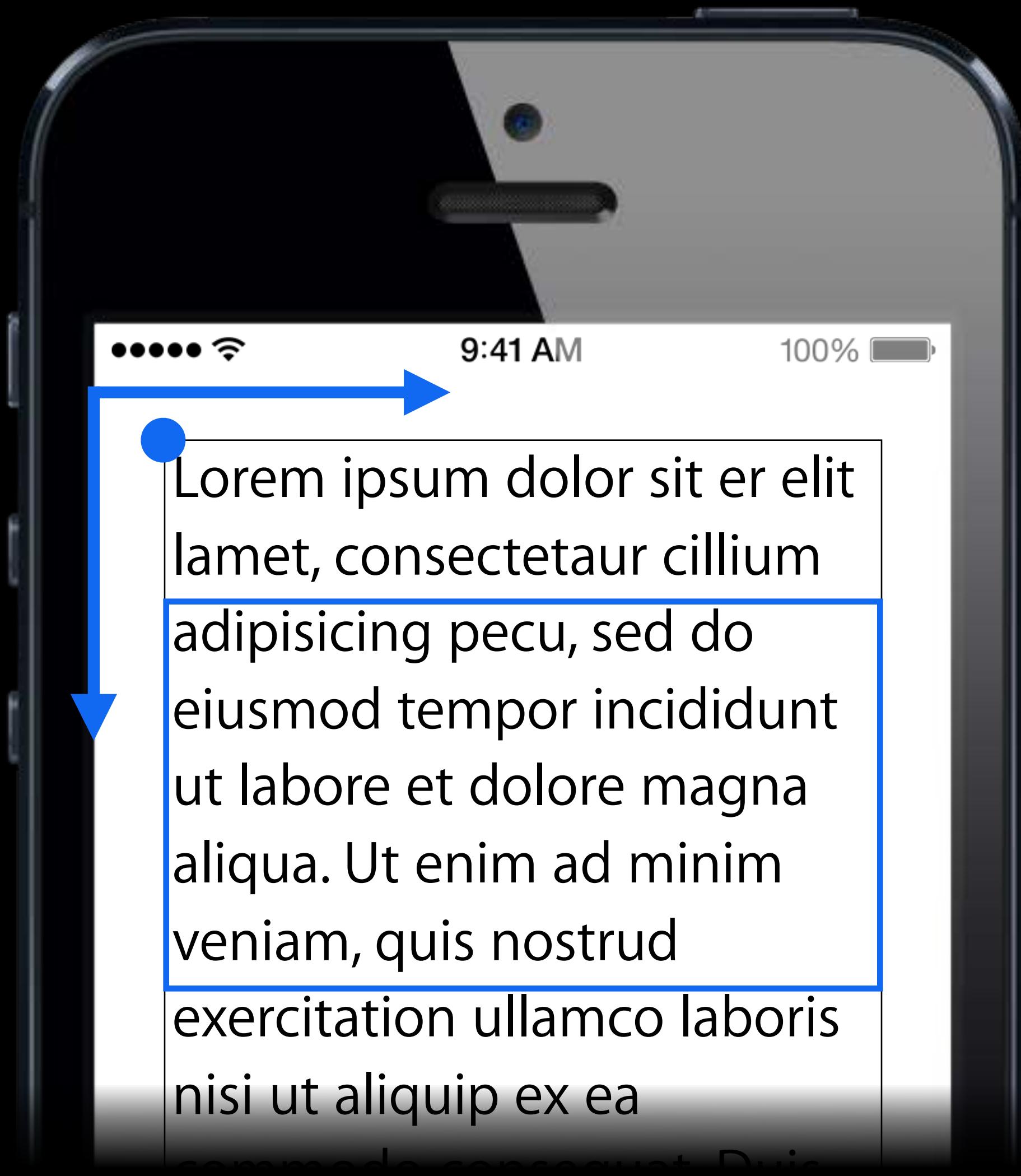
# Location for Drawing Methods



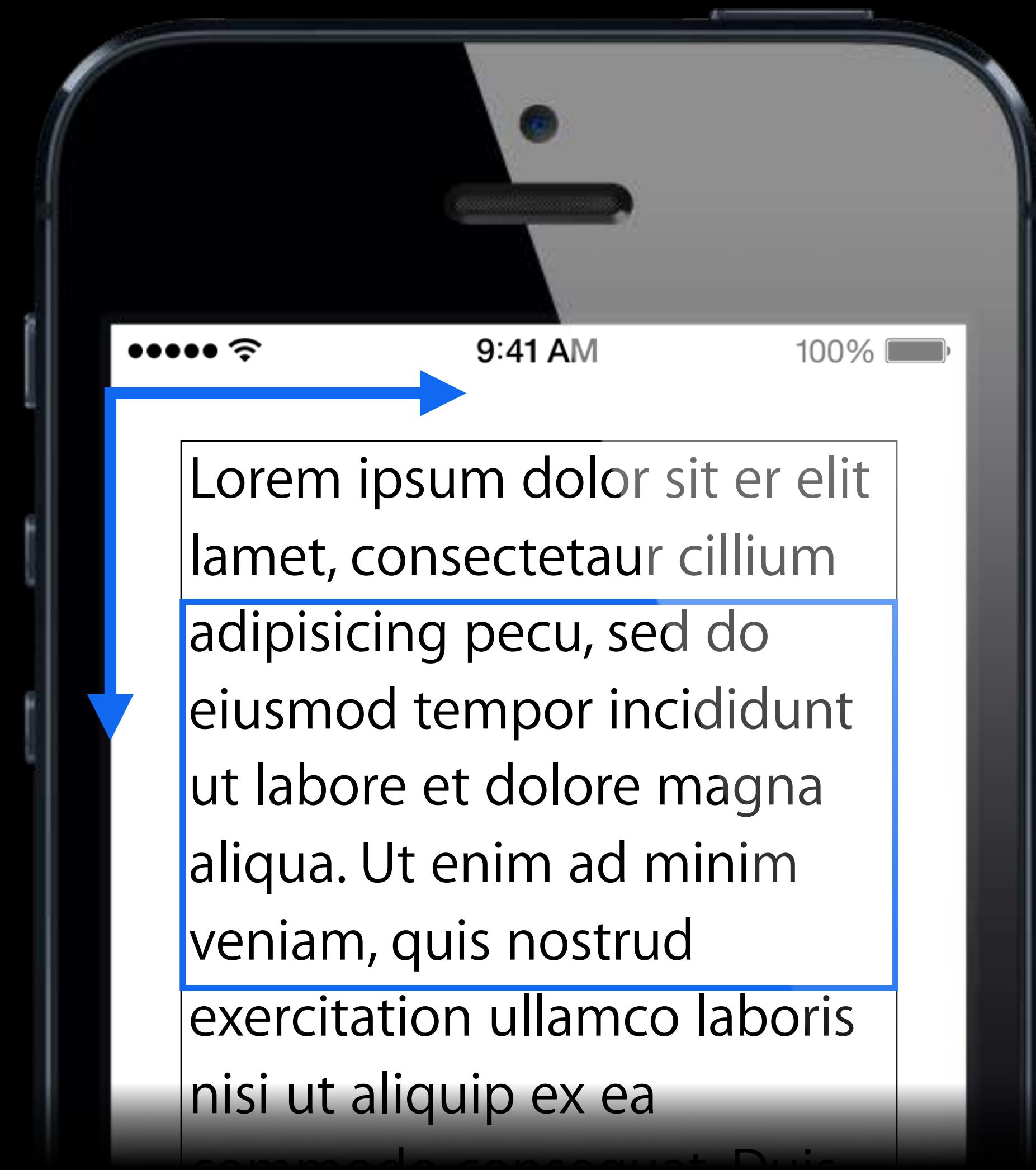
# Location for Drawing Methods



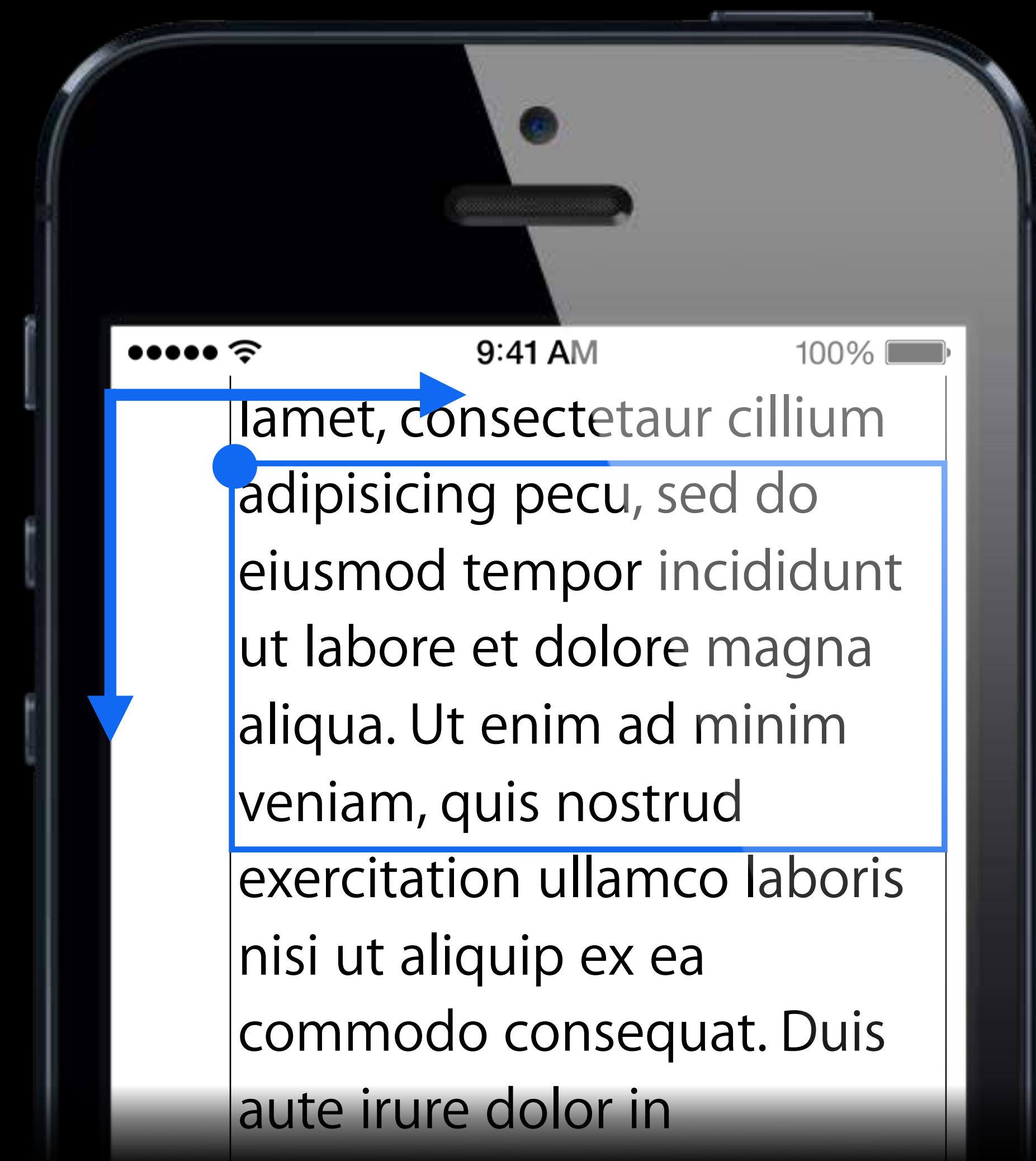
# Location for Drawing Methods



# Location for Drawing Methods



# Location for Drawing Methods



# Rendering Glyphs

## Rendering a range of glyph at a location

```
NSLayoutManager *layoutManager = ... ;  
NSRange glyphRange = ... ; // a range being rendered  
CGPoint location = ... ; // a location for the glyph range  
CGRect rect;  
  
rect = [layoutManager lineFragmentRectForGlyphAtIndex:glyphRange.location  
                           effectiveRange:NULL];  
  
location.x == CGRectGetMinX(rect);  
location.y == CGRectGetMinY(rect);  
  
[layoutManager drawBackgroundForGlyphRange:glyphRange  
                                    atPoint:location];  
[layoutManager drawGlyphsForGlyphRange:glyphRange  
                                    atPoint:location];
```

# Rendering Glyphs

## Rendering a range of glyph at a location

```
NSLayoutManager *layoutManager = ... ;  
NSRange glyphRange = ... ; // a range being rendered  
CGPoint location = ... ; // a location for the glyph range  
CGRect rect;  
  
rect = [layoutManager lineFragmentRectForGlyphAtIndex:glyphRange.location  
                           effectiveRange:NULL];  
  
location.x == CGRectGetMinX(rect);  
location.y == CGRectGetMinY(rect);  
  
[layoutManager drawBackgroundForGlyphRange:glyphRange  
                                     atPoint:location];  
[layoutManager drawGlyphsForGlyphRange:glyphRange  
                               atPoint:location];
```

# Rendering Glyphs

# Rendering a range of glyph at a location

```
NSLayoutManager *layoutManager = ... ;  
NSRange glyphRange = ... ; // a range being rendered  
CGPoint location = ... ; // a location for the glyph range  
CGRect rect;  
  
rect = [layoutManager lineFragmentRectForGlyphAtIndex:glyphRange.location  
                           effectiveRange:NULL];  
  
location.x -= CGRectGetMinX(rect);  
location.y -= CGRectGetMinY(rect);  
  
[layoutManager drawBackgroundForGlyphRange:glyphRange  
                           atPoint:location];  
[layoutManager drawGlyphsForGlyphRange:glyphRange  
                           atPoint:location];
```

# Rendering Glyphs

## Rendering a range of glyph at a location

```
NSLayoutManager *layoutManager = ... ;  
NSRange glyphRange = ... ; // a range being rendered  
CGPoint location = ... ; // a location for the glyph range  
CGRect rect;
```

```
rect = [layoutManager lineFragmentRectForGlyphAtIndex:glyphRange.location  
effectiveRange:NULL];
```

```
location.x == CGRectGetMinX(rect);  
location.y == CGRectGetMinY(rect);
```

```
[layoutManager drawBackgroundForGlyphRange:glyphRange  
atPoint:location];
```

```
[layoutManager drawGlyphsForGlyphRange:glyphRange  
atPoint:location];
```

# Rendering Glyphs

# Rendering a range of glyph at a location

```
NSLayoutManager *layoutManager = ... ;  
NSRange glyphRange = ... ; // a range being rendered  
CGPoint location = ... ; // a location for the glyph range  
CGRect rect;  
  
rect = [layoutManager lineFragmentRectForGlyphAtIndex:glyphRange.location  
effectiveRange:NULL];  
  
location.x -= CGRectGetMinX(rect);  
location.y -= CGRectGetMinY(rect);
```

# Rendering Glyphs

## Rendering a range of glyph at a location

```
NSLayoutManager *layoutManager = ... ;  
NSRange glyphRange = ... ; // a range being rendered  
CGPoint location = ... ; // a location for the glyph range  
CGRect rect;  
  
rect = [layoutManager lineFragmentRectForGlyphAtIndex:glyphRange.location  
                           effectiveRange:NULL];  
  
location.x == CGRectGetMinX(rect);  
location.y == CGRectGetMinY(rect);  
  
[layoutManager drawBackgroundForGlyphRange:glyphRange  
                                     atPoint:location];  
[layoutManager drawGlyphsForGlyphRange:glyphRange  
                               atPoint:location];
```

# The Number of Lines

## Counting the number of visual lines

```
NSLayoutManager *layoutManager = textView.layoutManager;
NSTextContainer *textContainer = textView.textContainer;
NSRange glyphRange, lineRange = NSMakeRange(0, 0);
NSRect rect;
CGFloat lastOriginY = -1.0;
NSUInteger numberofLines = 0;

glyphRange = [layoutManager glyphRangeForTextContainer:textContainer];

while (lineRange.location < NSMaxRange(glyphRange)) {
    rect = [layoutManager lineFragmentRectForGlyphAtIndex:lineRange.location
                                                effectiveRange:&lineRange];
    if (CGRectMinY(rect) > lastOriginY) ++numberofLines;
    lastOriginY = CGRectGetMinY(rect);
    lineRange.location = NSMaxRange(lineRange);
}
```

# The Number of Lines

## Counting the number of visual lines

```
NSLayoutManager *layoutManager = textView.layoutManager;
NSTextContainer *textContainer = textView.textContainer;
NSRange glyphRange, lineRange = NSMakeRange(0, 0);
NSRect rect;
CGFloat lastOriginY = -1.0;
NSUInteger numberofLines = 0;

glyphRange = [layoutManager glyphRangeForTextContainer:textContainer];

while (lineRange.location < NSMaxRange(glyphRange)) {
    rect = [layoutManager lineFragmentRectForGlyphAtIndex:lineRange.location
                                                effectiveRange:&lineRange];
    if (CGRectMinY(rect) > lastOriginY) ++numberofLines;
    lastOriginY = CGRectGetMinY(rect);
    lineRange.location = NSMaxRange(lineRange);
}
```

# The Number of Lines

## Counting the number of visual lines

```
NSLayoutManager *layoutManager = textView.layoutManager;  
NSTextContainer *textContainer = textView.textContainer;  
NSRange glyphRange, lineRange = NSMakeRange(0, 0);  
NSRect rect;  
CGFloat lastOriginY = -1.0;  
NSUInteger numberofLines = 0;
```

```
glyphRange = [layoutManager glyphRangeForTextContainer:textContainer];
```

```
while (lineRange.location < NSMaxRange(glyphRange)) {  
    rect = [layoutManager lineFragmentRectForGlyphAtIndex:lineRange.location  
                           effectiveRange:&lineRange];  
    if (CGRectMinY(rect) > lastOriginY) ++numberofLines;  
    lastOriginY = CGRectGetMinY(rect);  
    lineRange.location = NSMaxRange(lineRange);  
}
```

# The Number of Lines

## Counting the number of visual lines

```
NSLayoutManager *layoutManager = textView.layoutManager;
NSTextContainer *textContainer = textView.textContainer;
NSRange glyphRange, lineRange = NSMakeRange(0, 0);
NSRect rect;
CGFloat lastOriginY = -1.0;
NSUInteger numberofLines = 0;

glyphRange = [layoutManager glyphRangeForTextContainer:textContainer];

while (lineRange.location < NSMaxRange(glyphRange)) {
    rect = [layoutManager lineFragmentRectForGlyphAtIndex:lineRange.location
                                                effectiveRange:&lineRange];
    if (CGRectMinY(rect) > lastOriginY) ++numberofLines;
    lastOriginY = CGRectGetMinY(rect);
    lineRange.location = NSMaxRange(lineRange);
}
```

# The Number of Lines

## Counting the number of visual lines

```
NSLayoutManager *layoutManager = textView.layoutManager;
NSTextContainer *textContainer = textView.textContainer;
NSRange glyphRange, lineRange = NSMakeRange(0, 0);
NSRect rect;
CGFloat lastOriginY = -1.0;
NSUInteger numberofLines = 0;

glyphRange = [layoutManager glyphRangeForTextContainer:textContainer];

while (lineRange.location < NSMaxRange(glyphRange)) {
    rect = [layoutManager lineFragmentRectForGlyphAtIndex:lineRange.location
                                                effectiveRange:&lineRange];
    if (CGRectMinY(rect) > lastOriginY) ++numberofLines;
    lastOriginY = CGRectGetMinY(rect);
    lineRange.location = NSMaxRange(lineRange);
}
```

# The Number of Lines

## Counting the number of visual lines

```
NSLayoutManager *layoutManager = textView.layoutManager;
NSTextContainer *textContainer = textView.textContainer;
NSRange glyphRange, lineRange = NSMakeRange(0, 0);
NSRect rect;
CGFloat lastOriginY = -1.0;
NSUInteger numberofLines = 0;

glyphRange = [layoutManager glyphRangeForTextContainer:textContainer];

while (lineRange.location < NSMaxRange(glyphRange)) {
    rect = [layoutManager lineFragmentRectForGlyphAtIndex:lineRange.location
                                                effectiveRange:&lineRange];
    if (CGRectMinY(rect) > lastOriginY) ++numberofLines;
    lastOriginY = CGRectGetMinY(rect);
    lineRange.location = NSMaxRange(lineRange);
}
```

# Customizing Text Layout

# Customizing Text Layout

# Customizing Text Layout

- NSLayoutManager delegate
  - Modifying line spacing

# Customizing Text Layout

- NSLayoutManager delegate
  - Modifying line spacing



# Customizing Text Layout

- NSLayoutManager delegate
  - Modifying line spacing

Lorem ipsum dolor sit er elit  
lamet, consectetur cillum  
adipisicing pecu, sed do

---

# Customizing Text Layout

- NSLayoutManager delegate
  - Modifying line spacing

Lore ipsum dolor sit er elit  
lamet, consectetur cillum  
adipisicing pecu, sed do

eiusmod tempor incididunt  
ut labore et dolore magna

aliqua. Ut enim ad minim  
veniam, quis nostrud

# Customizing Text Layout

- NSLayoutManager delegate
  - Modifying line spacing

```
- (void)viewDidLoad {
    self.enabled = true;
}
    ! Property 'enabled' not found on object of type
```

# Customizing Text Layout

- NSLayoutManager delegate
  - Modifying line spacing
  - Validating soft line breaking

# Customizing Text Layout

- NSLayoutManager delegate
  - Modifying line spacing
  - Validating soft line breaking



# Customizing Text Layout

- NSLayoutManager delegate
  - Modifying line spacing
  - Validating soft line breaking

Lorem ipsum dolor sit er elit  
lamet, consectetur cillum  
adipisicing pecu, sed do



# Customizing Text Layout

- NSLayoutManager delegate
    - Modifying line spacing
    - Validating soft line breaking

# Customizing Text Layout

- NSLayoutManager delegate
  - Modifying line spacing
  - Validating soft line breaking

Lorem ipsum dolor sit er elit  
lamet, consectetur cillum  
adipisicing pecu, sed do  
sed do eiusmod tempor

# Customizing Text Layout

- NSLayoutManager delegate
  - Modifying line spacing
  - Validating soft line breaking
  - Custom glyph mapping

# Customizing Text Layout

- NSLayoutManager delegate
  - Modifying line spacing
  - Validating soft line breaking
  - Custom glyph mapping

Password

# Customizing Text Layout

- NSLayoutManager delegate
  - Modifying line spacing
  - Validating soft line breaking
  - Custom glyph mapping

Password .....

# Customizing Text Layout

- NSLayoutManager delegate
  - Modifying line spacing
  - Validating soft line breaking
  - Custom glyph mapping

## Heading 1

This is a snippet of text we'd like to hide.

## Heading 2

This is a range of text we'd like to keep visible.

# Customizing Text Layout

- NSLayoutManager delegate
  - Modifying line spacing
  - Validating soft line breaking
  - Custom glyph mapping

**Heading 1**

**Heading 2**

This is a range of text we'd like to  
keep visible.

# Customizing Text Layout

- NSLayoutManager delegate
  - Modifying line spacing
  - Validating soft line breaking
  - Custom glyph mapping
- Subclassing NSTextAttachment
- Subclassing NSTextContainer

# Customizing Text Layout

- NSLayoutManager delegate
  - Modifying line spacing
  - Validating soft line breaking
  - Custom glyph mapping
- Subclassing NSTextAttachment
- Subclassing NSTextContainer

# Multiple Truncations

Truncating with a focused text

  | Lorem ipsum dolor sit er elit lamet, consect...

# Multiple Truncations

Truncating with a focused text

  | Lorem ipsum dolor sit er elit lamet, consectetur |

# Multiple Truncations

Truncating with a focused text

  | Lorem ipsum dolor sit er elit...consectetaur... |

# Multiple Truncations

Truncating a range before the focused range

# Multiple Truncations

Truncating a range before the focused range

1. Check if the truncated range intersects with the special range
  - truncatedGlyphRangeInLineFragmentForGlyphAtIndex:

# Multiple Truncations

Truncating a range before the focused range

1. Check if the truncated range intersects with the special range  
–truncatedGlyphRangeInLineFragmentForGlyphAtIndex:

  | Lorem ipsum dolor sit er elit lamet, consectetur ill

# Multiple Truncations

Truncating a range before the focused range

1. Check if the truncated range intersects with the special range  
–truncatedGlyphRangeInLineFragmentForGlyphAtIndex:



# Multiple Truncations

Truncating a range before the focused range

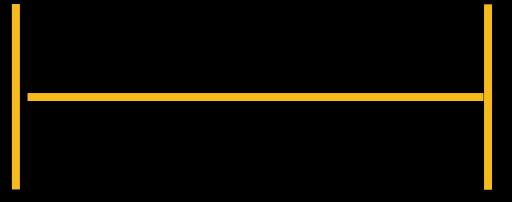
1. Check if the truncated range intersects with the special range
  - truncatedGlyphRangeInLineFragmentForGlyphAtIndex:
2. Estimate the additional truncation range and re-layout

  | Lorem ipsum dolor sit er elit lamet, consectetur ill

# Multiple Truncations

Truncating a range before the focused range

1. Check if the truncated range intersects with the special range  
–truncatedGlyphRangeInLineFragmentForGlyphAtIndex:
2. Estimate the additional truncation range and re-layout



—|Lorem ipsum dolor sit er elit lamet, consectetur cill|

# Multiple Truncations

## Truncating a range before the focused range

1. Check if the truncated range intersects with the special range

-truncatedGlyphRangeInLineFragmentForGlyphAtIndex:

2. Estimate the additional truncation range and re-layout

3. Custom truncate in glyph generation

-layoutManager:shouldGenerateGlyphs:  
properties:characterIndexes:font:forGlyphRange:

  |Lorem ipsum dolor sit er elit lamet, consectetur ill

# Multiple Truncations

## Truncating a range before the focused range

1. Check if the truncated range intersects with the special range

-truncatedGlyphRangeInLineFragmentForGlyphAtIndex:

2. Estimate the additional truncation range and re-layout

3. Custom truncate in glyph generation

-layoutManager:shouldGenerateGlyphs:  
properties:characterIndexes:font:forGlyphRange:

  |Lorem ipsum dolor sit er elit lamet, **consectetur** cill

# Multiple Truncations

Truncating a range before the focused range

1. Check if the truncated range intersects with the special range

-truncatedGlyphRangeInLineFragmentForGlyphAtIndex:

2. Estimate the additional truncation range and re-layout

3. Custom truncate in glyph generation

-layoutManager:shouldGenerateGlyphs:  
properties:characterIndexes:font:forGlyphRange:

  |Lorem ipsum dolor sit er elit...consectetaur...|

# Multiple Truncations

Truncating a range before the focused range

1. Check if the truncated range intersects with the special range

-truncatedGlyphRangeInLineFragmentForGlyphAtIndex:

2. Estimate the additional truncation range and re-layout

3. Custom truncate in glyph generation

-layoutManager:shouldGenerateGlyphs:  
properties:characterIndexes:font:forGlyphRange:

4. Go back to 1.

# Multiple Truncations

Truncating a range before the focused range

1. Check if the truncated range intersects with the special range

-truncatedGlyphRangeInLineFragmentForGlyphAtIndex:

2. Estimate the additional truncation range and re-layout

3. Custom truncate in glyph generation

-layoutManager:shouldGenerateGlyphs:  
properties:characterIndexes:font:forGlyphRange:

4. Go back to 1.

# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```

# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```

# Customizing Glyph Mappings

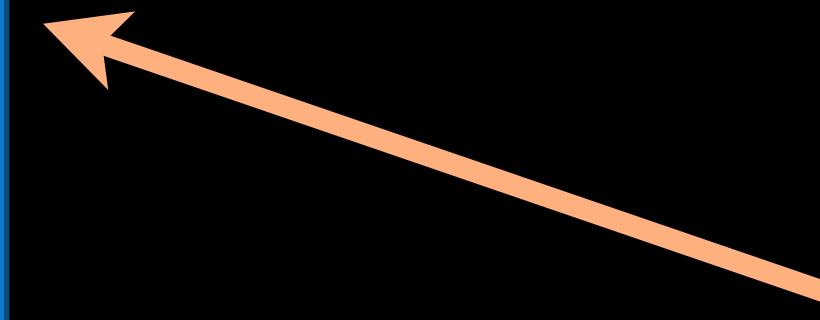
## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```

# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```



delegate object

# Customizing Glyph Mappings

# Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
shouldGenerateGlyphs:(const CGGlyph *)glyphs  
properties:(const NSGlyphProperty *)props  
characterIndexes:(const NSUInteger *)charIndexes  
font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```

# Customizing Glyph Mappings

# Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
shouldGenerateGlyphs:(const CGGlyph *)glyphs  
properties:(const NSGlyphProperty *)props  
characterIndexes:(const NSUInteger *)charIndexes  
font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```

# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```

# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```

# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```

dolor sit er

# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```

dolor sit er

# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```

# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```

# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```

elit lamet,

# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```

elit lamet,

# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```

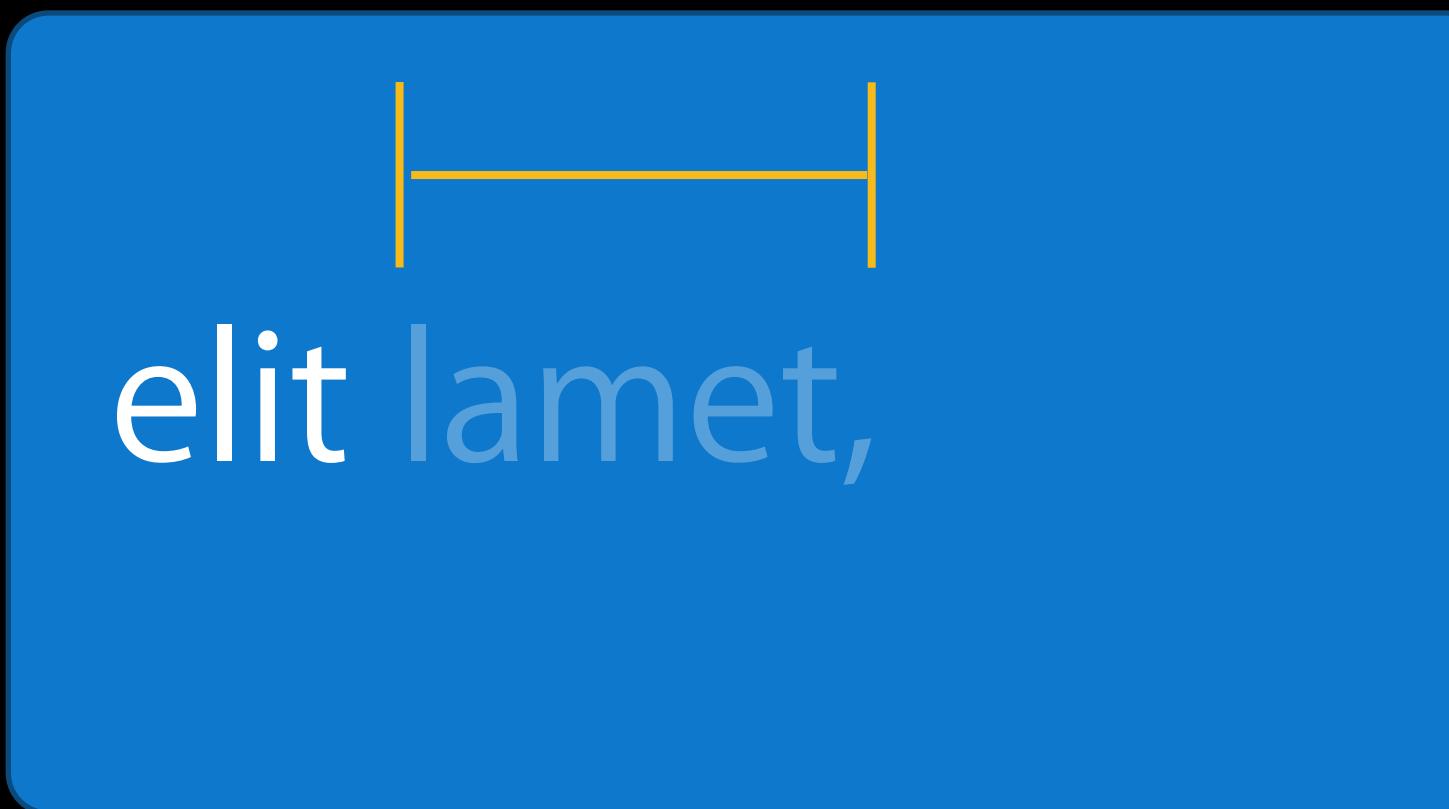


elit lamet,

# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```

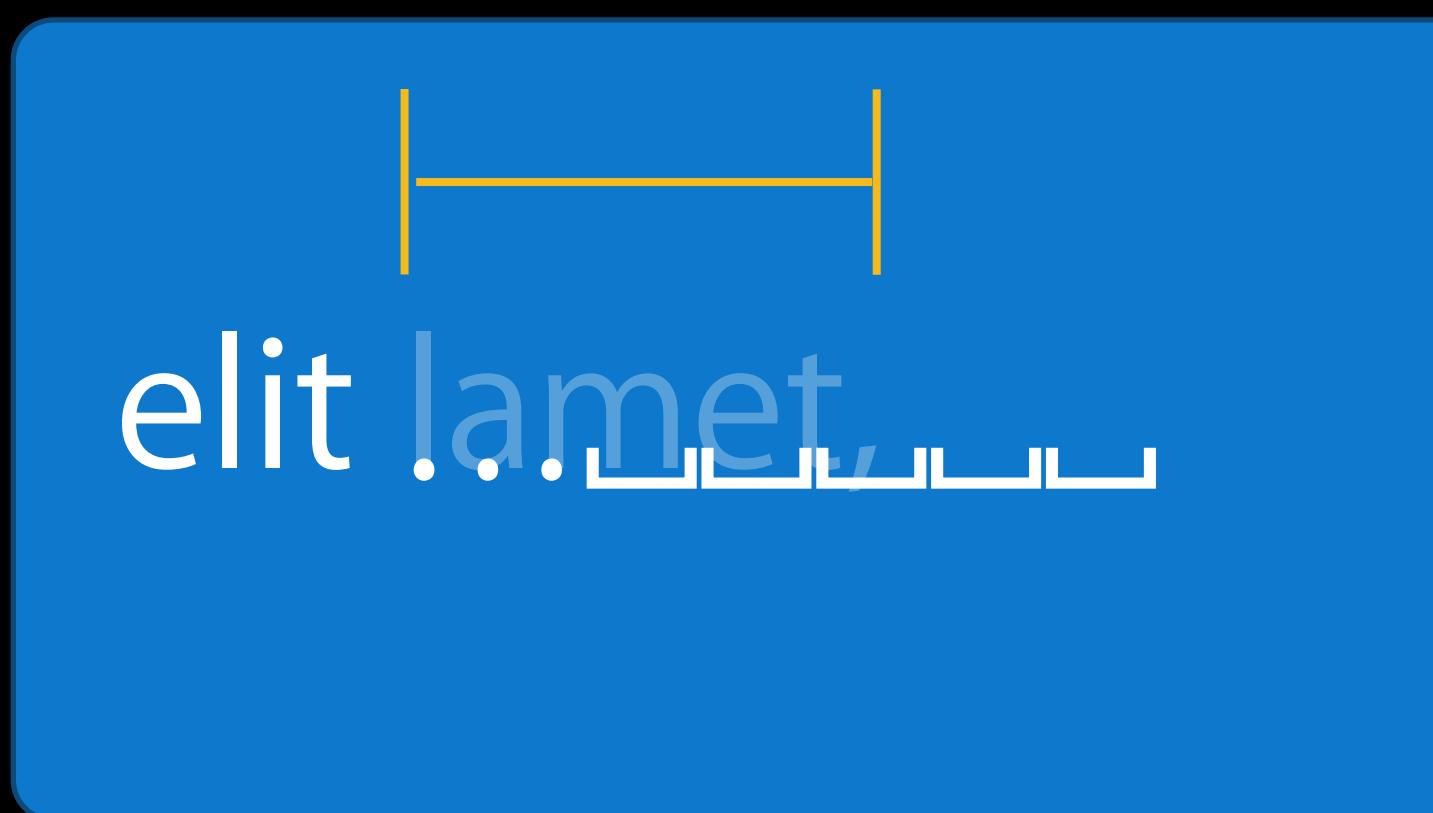


elit lamet,

# Customizing Glyph Mappings

## Substituting with the ellipsis

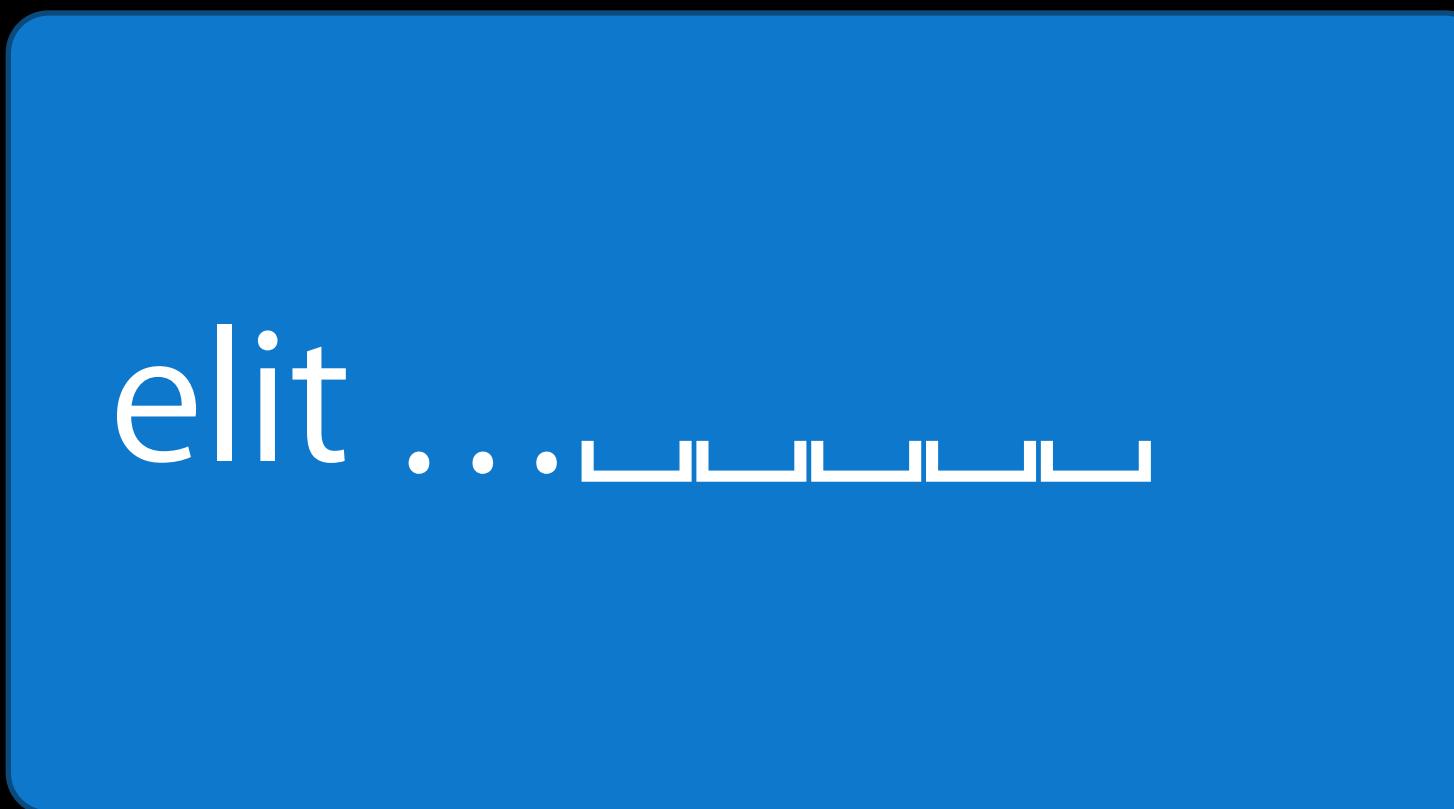
```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```



# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```



elit ...

# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```

# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;  
  
    ... ████ ████ ████
```

# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;
```



# Customizing Glyph Mappings

## Substituting with the ellipsis

```
- (NSUInteger)layoutManager:(NSLayoutManager *)layoutManager  
    shouldGenerateGlyphs:(const CGGlyph *)glyphs  
    properties:(const NSGlyphProperty *)props  
    characterIndexes:(const NSUInteger *)charIndexes  
    font:(UIFont *)aFont forGlyphRange:(NSRange)glyphRange;  
  
    ... 
```

# Glyph Properties

- (NSGlyphProperty)propertyForGlyphAtIndex:(NSUInteger)glyphIndex;

# Glyph Properties

- (NSGlyphProperty)propertyForGlyphAtIndex:(NSUInteger)glyphIndex;
  - NSGlyphPropertyNull
  - NSGlyphPropertyControlCharacter
  - NSGlyphPropertyElastic
  - NSGlyphPropertyNonBaseCharacter

# Glyph Properties

- (NSGlyphProperty)propertyForGlyphAtIndex:(NSUInteger)glyphIndex;
  - NSGlyphPropertyNull**
  - NSGlyphPropertyControlCharacter**
  - NSGlyphPropertyElastic**
  - NSGlyphPropertyNonBaseCharacter**

# *Demo*

## Multiple Truncations

Jordan Breeding  
UIKit Engineer

# Summary

# Summary

- New letterpress text effect

# Summary

- New letterpress text effect
- Flexible configurations with main Text Kit objects

# Summary

- New letterpress text effect
- Flexible configurations with main Text Kit objects
- Readily accessible text layout information

# Summary

- New letterpress text effect
- Flexible configurations with main Text Kit objects
- Readily accessible text layout information
- Open and many customization points

# More Information

**Jake Behrens**

App Frameworks Evangelist

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

**Documentation**

<http://developer.apple.com/library/ios/>

**Apple Developer Forums**

<http://devforums.apple.com>

# Related Sessions

<b>Introduction to Text Kit</b>	Presidio Wednesday 2:00PM	
<b>Using Fonts with Text Kit</b>	Presidio Friday 9:00AM	

# Labs

**Text Kit and Core Text Lab**

Frameworks Lab B  
Wednesday 4:30PM

**Text Kit and Core Text Lab**

Frameworks Lab A  
Thursday 4:30PM

