

#WWDC19

Font Management and Text Scaling

Julio González, Type Engineering Manager

Eric Dudiak, UIKit Engineer

Donna Tom, TextKit Engineer

Agenda

New system fonts

Installing and accessing user fonts

Font selection

Text scaling

Agenda

New system fonts

Installing and accessing user fonts

Font selection

Text scaling

Agenda

New system fonts

Installing and accessing user fonts

Font selection

Text scaling

Agenda

New system fonts

Installing and accessing user fonts

Font selection

Text scaling

Agenda

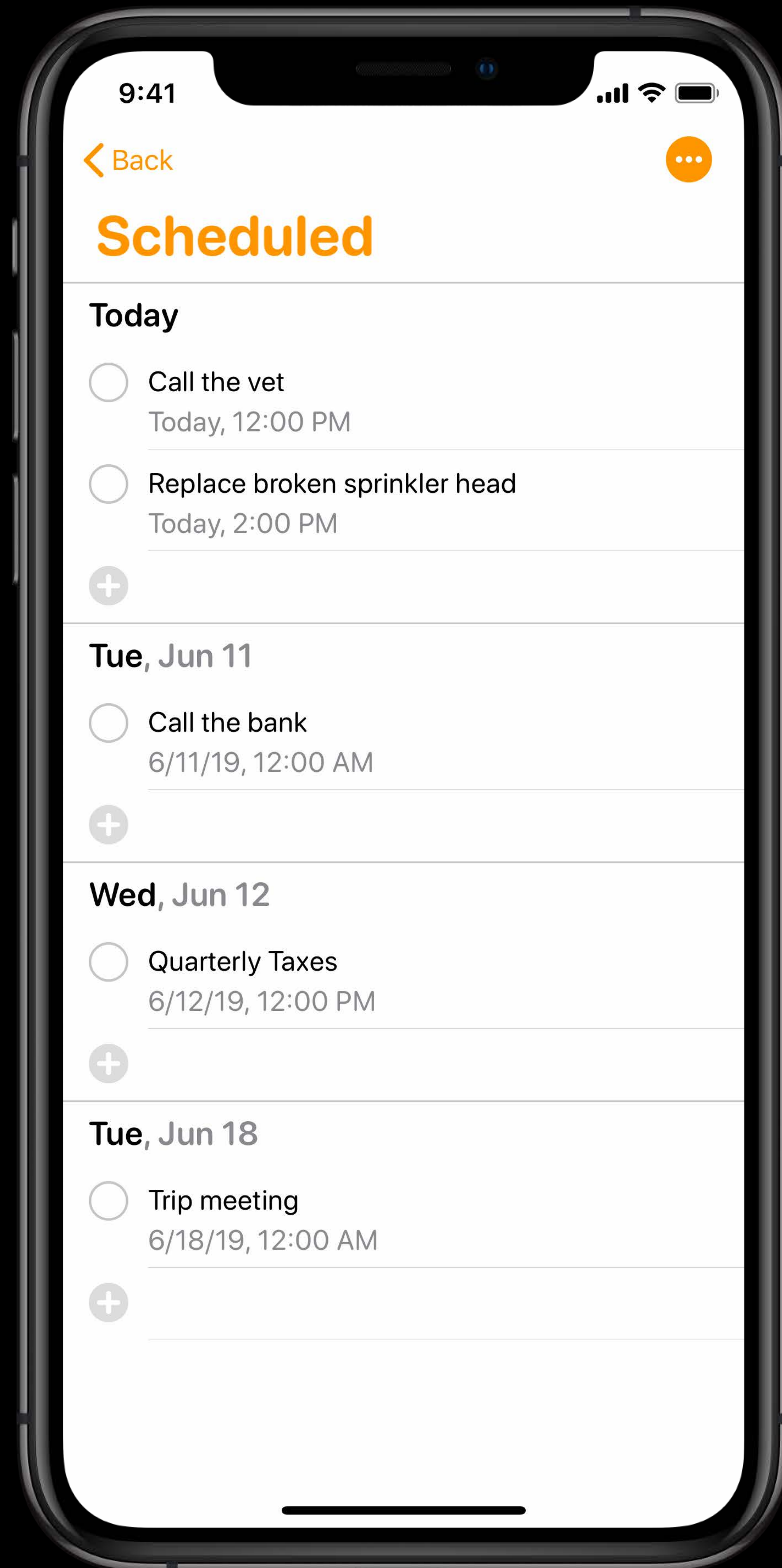
New system fonts

Installing and accessing user fonts

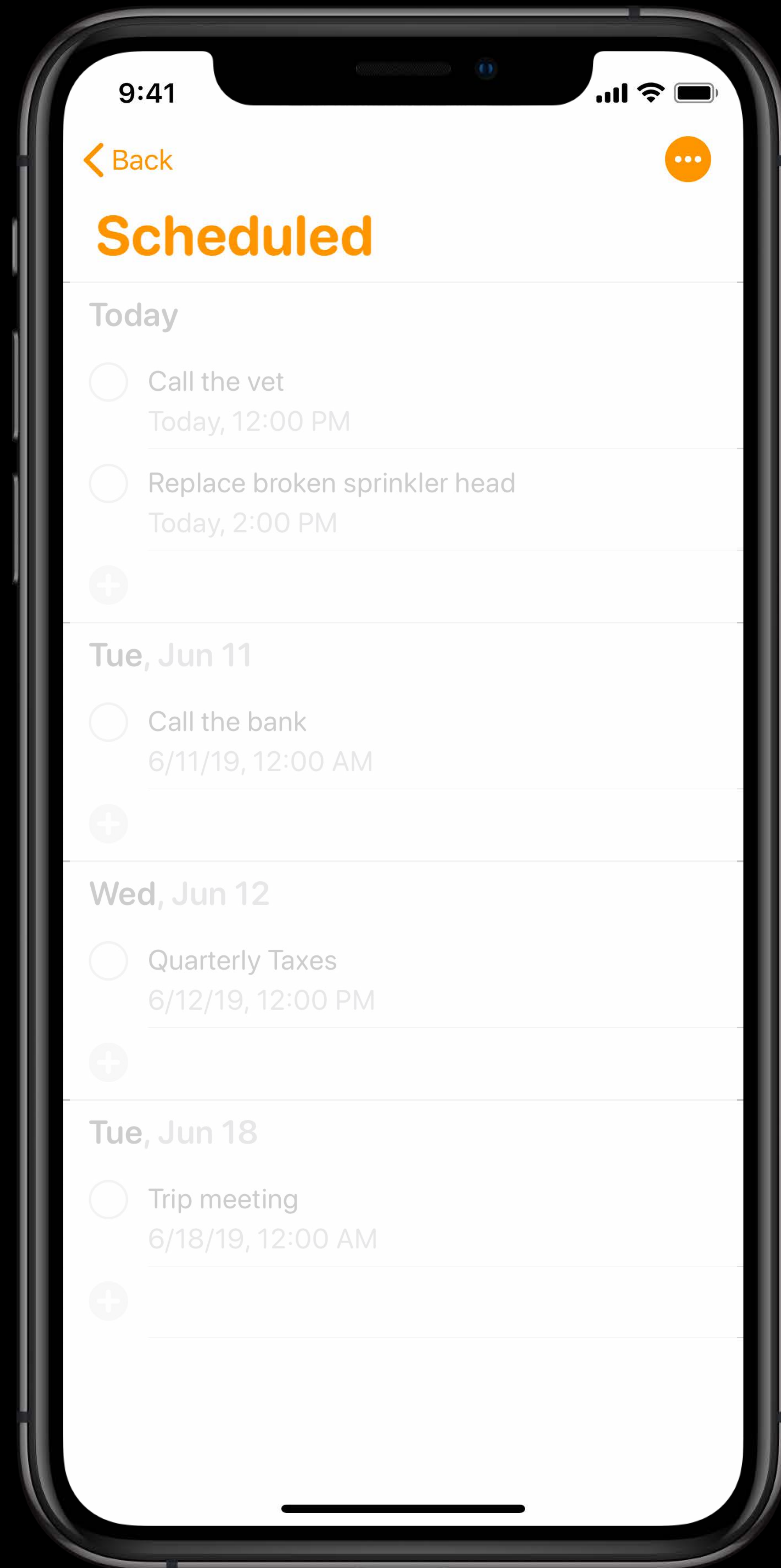
Font selection

Text scaling

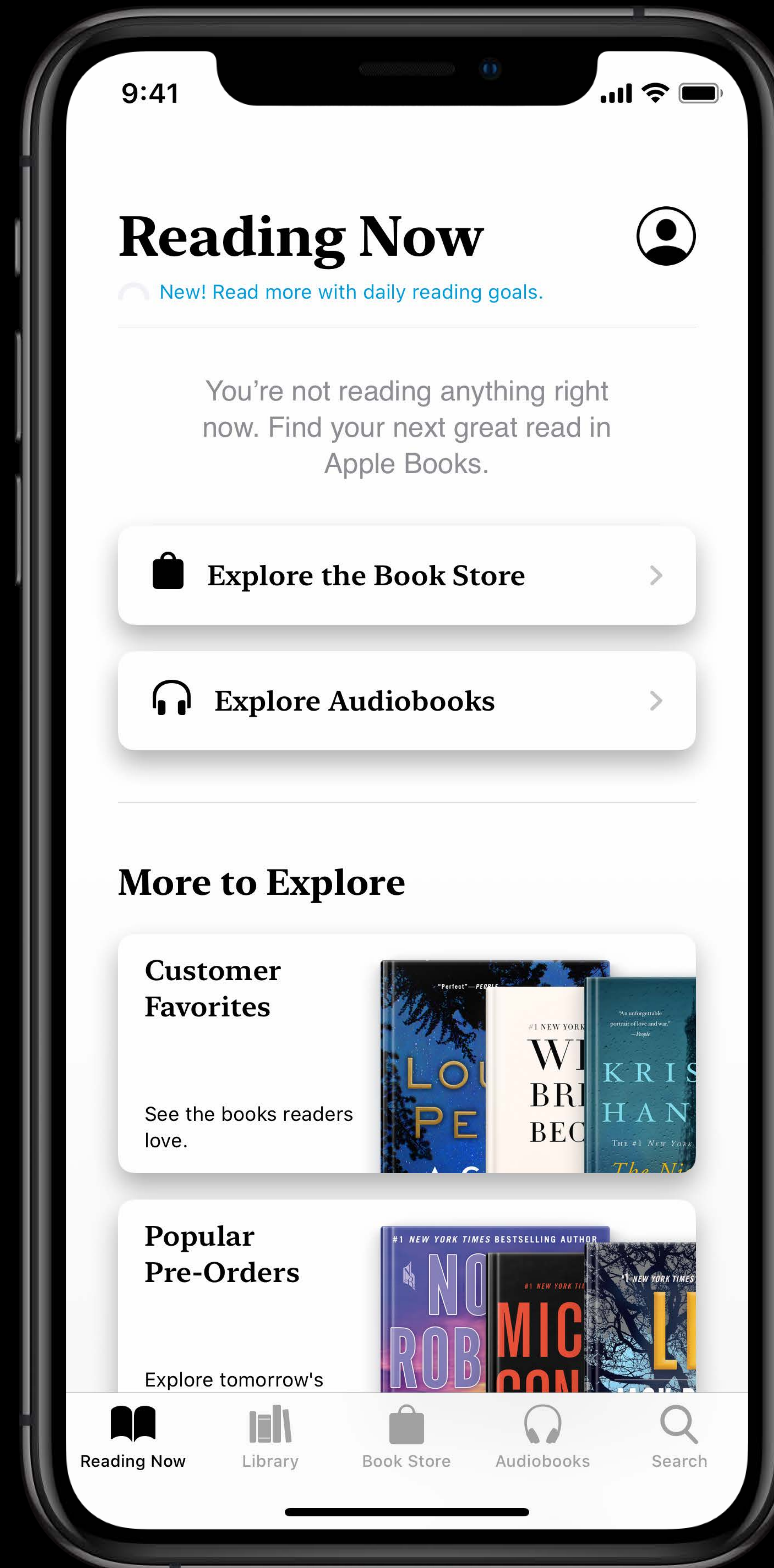
Rounded



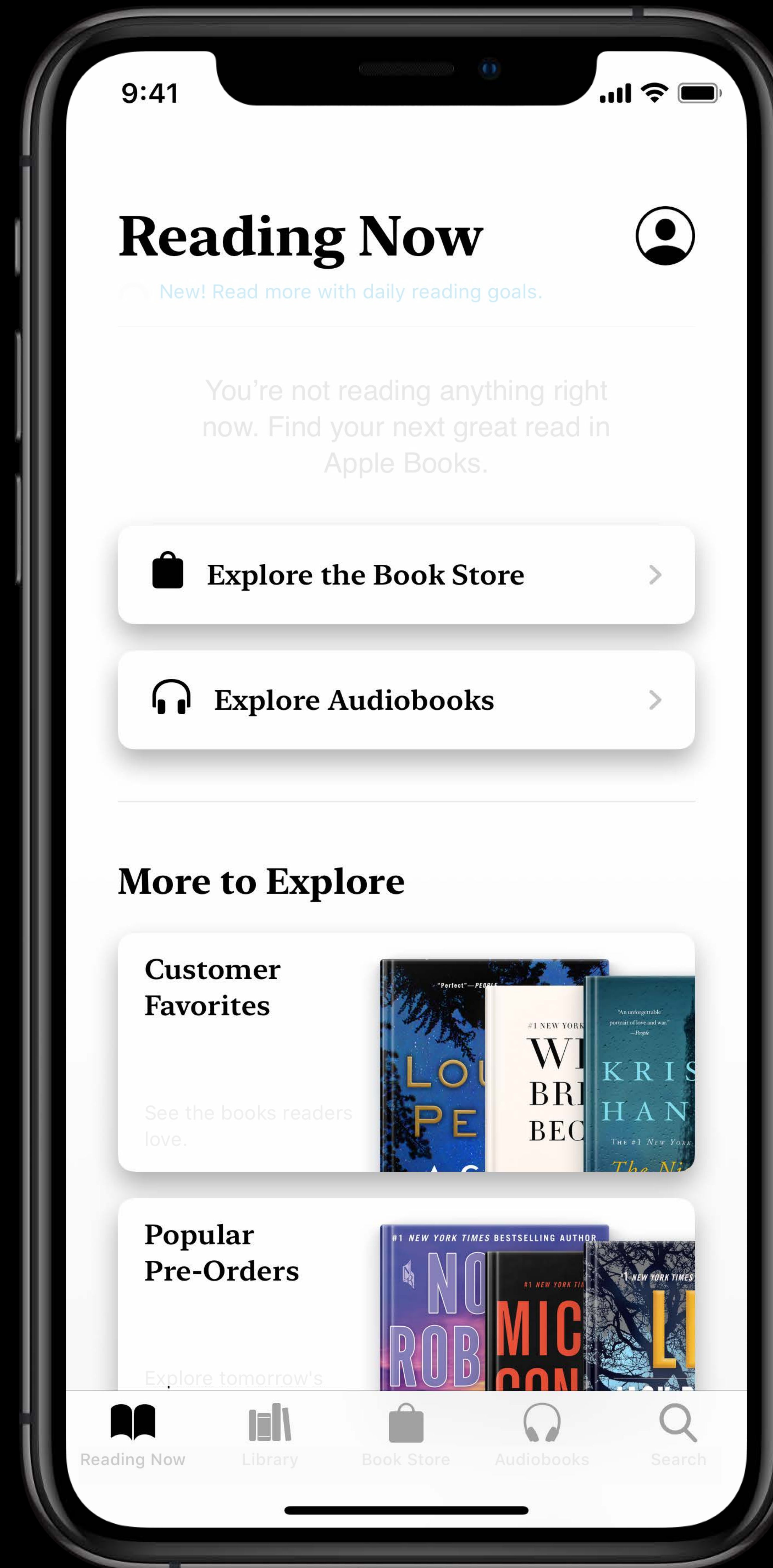
Rounded



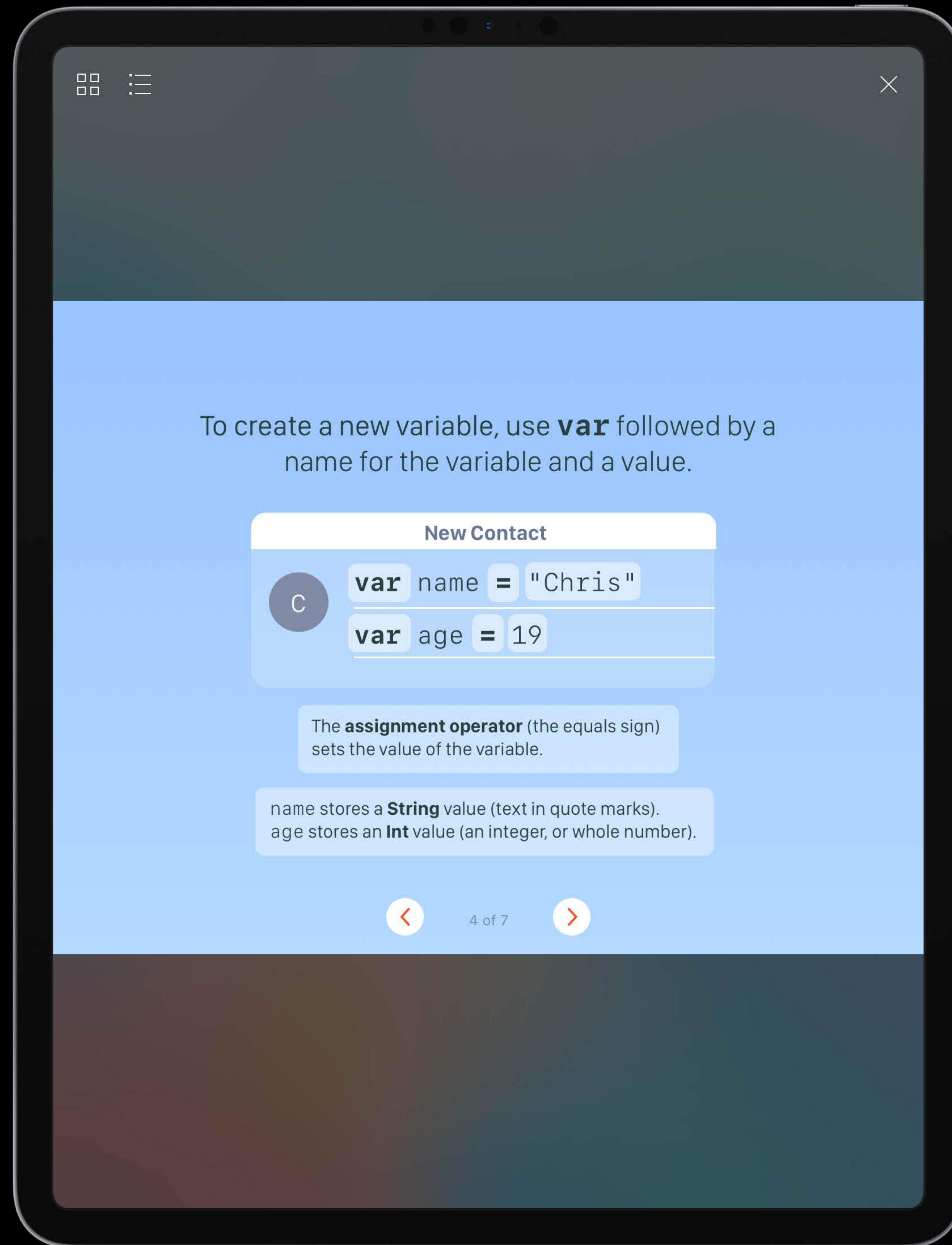
Serif



Serif



Mono





NEW

```
extension UIFontDescriptor.SystemDesign {  
    public static let `default`: UIFontDescriptor.SystemDesign  
  
    public static let rounded: UIFontDescriptor.SystemDesign  
  
    public static let serif: UIFontDescriptor.SystemDesign  
  
    public static let monospaced: UIFontDescriptor.SystemDesign  
}
```

```
open func withDesign(_ design: UIFontDescriptor.SystemDesign) -> UIFontDescriptor?
```



NEW

```
extension UIFontDescriptor.SystemDesign {  
    public static let `default`: UIFontDescriptor.SystemDesign  
  
    public static let rounded: UIFontDescriptor.SystemDesign  
  
    public static let serif: UIFontDescriptor.SystemDesign  
  
    public static let monospaced: UIFontDescriptor.SystemDesign  
}
```

```
open func withDesign(_ design: UIFontDescriptor.SystemDesign) -> UIFontDescriptor?
```


NEW

```
extension UIFontDescriptor.SystemDesign {  
    public static let `default`: UIFontDescriptor.SystemDesign  
  
    public static let rounded: UIFontDescriptor.SystemDesign  
  
    public static let serif: UIFontDescriptor.SystemDesign  
  
    public static let monospaced: UIFontDescriptor.SystemDesign  
}
```

```
open func withDesign(_ design: UIFontDescriptor.SystemDesign) -> UIFontDescriptor?
```




NEW

```
extension UIFontDescriptor.SystemDesign {  
    public static let `default`: UIFontDescriptor.SystemDesign  
  
    public static let rounded: UIFontDescriptor.SystemDesign  
  
    public static let serif: UIFontDescriptor.SystemDesign  
  
    public static let monospaced: UIFontDescriptor.SystemDesign  
}
```

```
open func withDesign(_ design: UIFontDescriptor.SystemDesign) -> UIFontDescriptor?
```



NEW

```
extension UIFontDescriptor.SystemDesign {  
    public static let `default`: UIFontDescriptor.SystemDesign  
  
    public static let rounded: UIFontDescriptor.SystemDesign  
  
    public static let serif: UIFontDescriptor.SystemDesign  
  
    public static let monospaced: UIFontDescriptor.SystemDesign  
}
```

```
open func withDesign(_ design: UIFontDescriptor.SystemDesign) -> UIFontDescriptor?
```



NEW

```
extension UIFontDescriptor.SystemDesign {
    public static let `default`: UIFontDescriptor.SystemDesign

    public static let rounded: UIFontDescriptor.SystemDesign

    public static let serif: UIFontDescriptor.SystemDesign

    public static let monospaced: UIFontDescriptor.SystemDesign
}

open func withDesign(_ design: UIFontDescriptor.SystemDesign) -> UIFontDescriptor?

let descriptor = UIFont.systemFont(ofSize: 17.0, weight: .bold).fontDescriptor
if let roundedDescriptor = descriptor.withDesign(.rounded) {
    let roundedBoldFont = UIFont(descriptor: roundedDescriptor, size: 0.0)
    ...
}
```

NEW

```
extension UIFontDescriptor.SystemDesign {
    public static let `default`: UIFontDescriptor.SystemDesign

    public static let rounded: UIFontDescriptor.SystemDesign

    public static let serif: UIFontDescriptor.SystemDesign

    public static let monospaced: UIFontDescriptor.SystemDesign
}

open func withDesign(_ design: UIFontDescriptor.SystemDesign) -> UIFontDescriptor?

let descriptor = UIFont.systemFont(ofSize: 17.0, weight: .bold).fontDescriptor
if let roundedDescriptor = descriptor.withDesign(.rounded) {
    let roundedBoldFont = UIFont(descriptor: roundedDescriptor, size: 0.0)
    ...
}
```


NEW

```
extension UIFontDescriptor.SystemDesign {
    public static let `default`: UIFontDescriptor.SystemDesign

    public static let rounded: UIFontDescriptor.SystemDesign

    public static let serif: UIFontDescriptor.SystemDesign

    public static let monospaced: UIFontDescriptor.SystemDesign
}

open func withDesign(_ design: UIFontDescriptor.SystemDesign) -> UIFontDescriptor?

let descriptor = UIFont.systemFont(ofSize: 17.0, weight: .bold).fontDescriptor
if let roundedDescriptor = descriptor.withDesign(.rounded) {
    let roundedBoldFont = UIFont(descriptor: roundedDescriptor, size: 0.0)
    ...
}
```

NEW

```
extension UIFontDescriptor.SystemDesign {
    public static let `default`: UIFontDescriptor.SystemDesign

    public static let rounded: UIFontDescriptor.SystemDesign

    public static let serif: UIFontDescriptor.SystemDesign

    public static let monospaced: UIFontDescriptor.SystemDesign
}

open func withDesign(_ design: UIFontDescriptor.SystemDesign) -> UIFontDescriptor?

let descriptor = UIFont.systemFont(ofSize: 17.0, weight: .bold).fontDescriptor
if let roundedDescriptor = descriptor.withDesign(.rounded) {
    let roundedBoldFont = UIFont(descriptor: roundedDescriptor, size: 0.0)
    ...
}
```




NEW

```
extension UIFontDescriptor.SystemDesign {
    public static let `default`: UIFontDescriptor.SystemDesign

    public static let rounded: UIFontDescriptor.SystemDesign

    public static let serif: UIFontDescriptor.SystemDesign

    public static let monospaced: UIFontDescriptor.SystemDesign
}

open func withDesign(_ design: UIFontDescriptor.SystemDesign) -> UIFontDescriptor?

let descriptor = UIFont.systemFont(ofSize: 17.0, weight: .bold).fontDescriptor
if let roundedDescriptor = descriptor.withDesign(.rounded) {
    let roundedBoldFont = UIFont(descriptor: roundedDescriptor, size: 0.0)
    ...
}
```



NEW

```
extension UIFontDescriptor.SystemDesign {
    public static let `default`: UIFontDescriptor.SystemDesign

    public static let rounded: UIFontDescriptor.SystemDesign

    public static let serif: UIFontDescriptor.SystemDesign

    public static let monospaced: UIFontDescriptor.SystemDesign
}

open func withDesign(_ design: UIFontDescriptor.SystemDesign) -> UIFontDescriptor?

let descriptor = UIFont.systemFont(ofSize: 17.0, weight: .bold).fontDescriptor
if let roundedDescriptor = descriptor.withDesign(.rounded) {
    let roundedBoldFont = UIFont(descriptor: roundedDescriptor, size: 0.0)
    ...
}
```

Font Instantiation

By name

Do not instantiate system fonts by name

- Never use font names with a dot prefix

Font instantiation by name is not guaranteed

- Fonts may be replaced
- User installed font may go away

Installing and Accessing User Fonts

Installing Fonts

NEW

Font Provider applications

- Ability to register fonts system wide
- Settings app to manage fonts



Install Fonts?

Fonts installed by IndieFont will be available for use by other apps.

Don't Install

Install

Installing Fonts

Font Provider application requirements



NEW

Entitlements

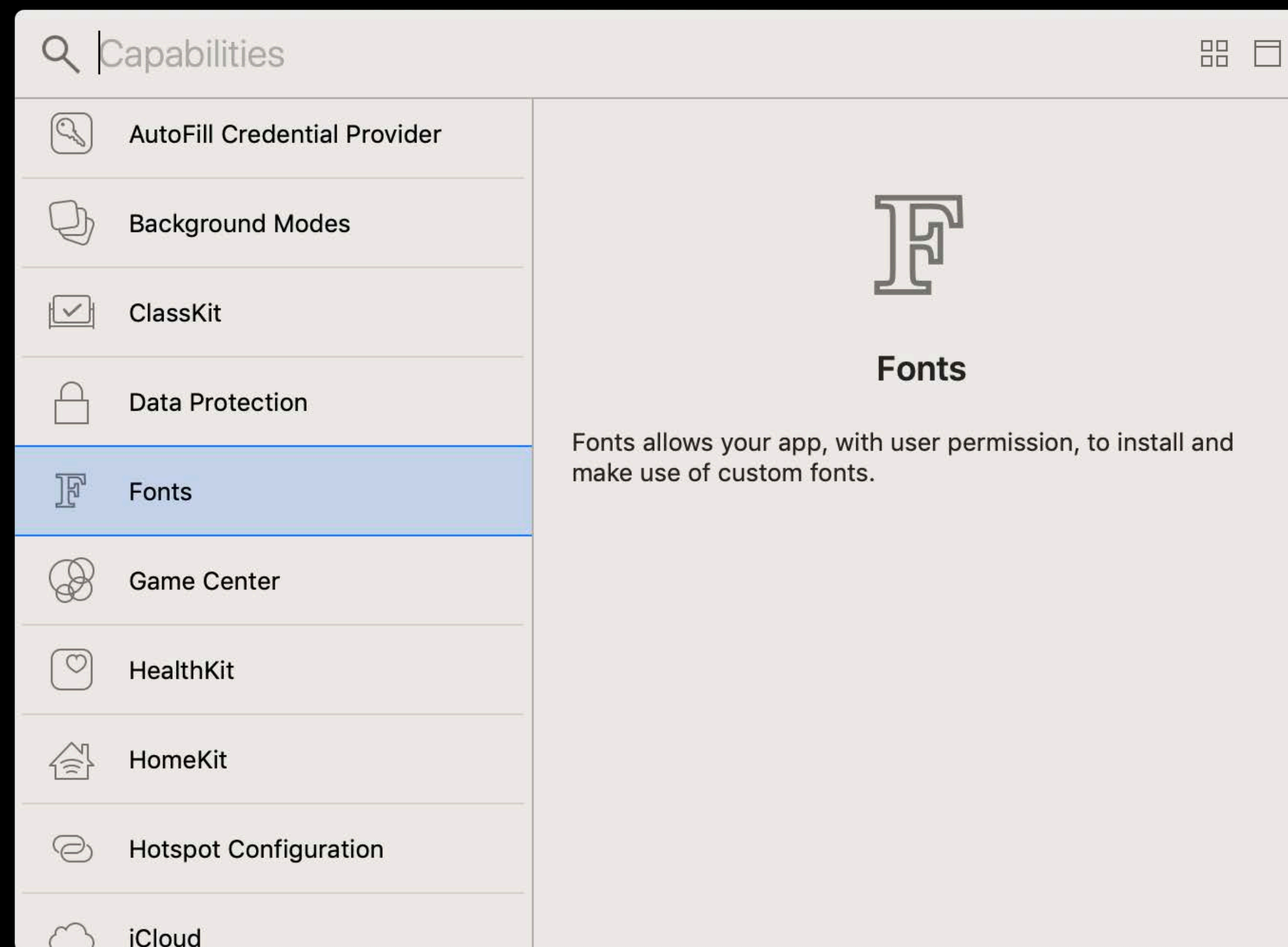
App Store review

- Fonts are bundled or On-Demand Resources
- Valid file formats: ttf, otf, ttc

Installing Fonts

NEW

Entitlements



Installing Fonts

NEW

Entitlements

F Fonts

Privileges Install Fonts
 Use Installed Fonts

Installing Fonts

Font Provider application expectations

UI to browse application's font library

Respond to font change notifications

Use On-Demand Resources for large libraries

- Asset Catalogs for very large libraries

Demo

Registration and Access APIs

CoreText/CTFontManager.h

`CTFontManagerRegisterFontURLs`

`CTFontManagerUnregisterFontURLs`

`CTFontManagerRegisterFontDescriptors`

`CTFontManagerUnregisterFontDescriptors`

`CTFontManagerRegisterFontsWithAssetNames`

`CTFontManagerCopyRegisteredDescriptors`

`CTFontManagerRequestFonts`

Registration and Access APIs

CoreText/CTFontManager.h

`CTFontManagerRegisterFontURLs`

`CTFontManagerUnregisterFontURLs`

`CTFontManagerRegisterFontDescriptors`

`CTFontManagerUnregisterFontDescriptors`

`CTFontManagerRegisterFontsWithAssetNames`

`CTFontManagerCopyRegisteredDescriptors`

`CTFontManagerRequestFonts`

Registration and Access APIs

CoreText/CTFontManager.h

`CTFontManagerRegisterFontURLs`

`CTFontManagerUnregisterFontURLs`

`CTFontManagerRegisterFontDescriptors`

`CTFontManagerUnregisterFontDescriptors`

`CTFontManagerRegisterFontsWithAssetNames`

`CTFontManagerCopyRegisteredDescriptors`

`CTFontManagerRequestFonts`

Registration and Access APIs

CoreText/CTFontManager.h

`CTFontManagerRegisterFontURLs`

`CTFontManagerUnregisterFontURLs`

`CTFontManagerRegisterFontDescriptors`

`CTFontManagerUnregisterFontDescriptors`

`CTFontManagerRegisterFontsWithAssetNames`

`CTFontManagerCopyRegisteredDescriptors`

`CTFontManagerRequestFonts`

Registration and Access APIs

CoreText/CTFontManager.h

`CTFontManagerRegisterFontURLs`

`CTFontManagerUnregisterFontURLs`

`CTFontManagerRegisterFontDescriptors`

`CTFontManagerUnregisterFontDescriptors`

`CTFontManagerRegisterFontsWithAssetNames`

`CTFontManagerCopyRegisteredDescriptors`

`CTFontManagerRequestFonts`

Registration and Access APIs

CoreText/CTFontManager.h

`CTFontManagerRegisterFontURLs`

`CTFontManagerUnregisterFontURLs`

`CTFontManagerRegisterFontDescriptors`

`CTFontManagerUnregisterFontDescriptors`

`CTFontManagerRegisterFontsWithAssetNames`

`CTFontManagerCopyRegisteredDescriptors`

`CTFontManagerRequestFonts`

Registration and Access APIs

CoreText/CTFontManager.h

`CTFontManagerRegisterFontURLs`

`CTFontManagerUnregisterFontURLs`

`CTFontManagerRegisterFontDescriptors`

`CTFontManagerUnregisterFontDescriptors`

`CTFontManagerRegisterFontsWithAssetNames`

`CTFontManagerCopyRegisteredDescriptors`

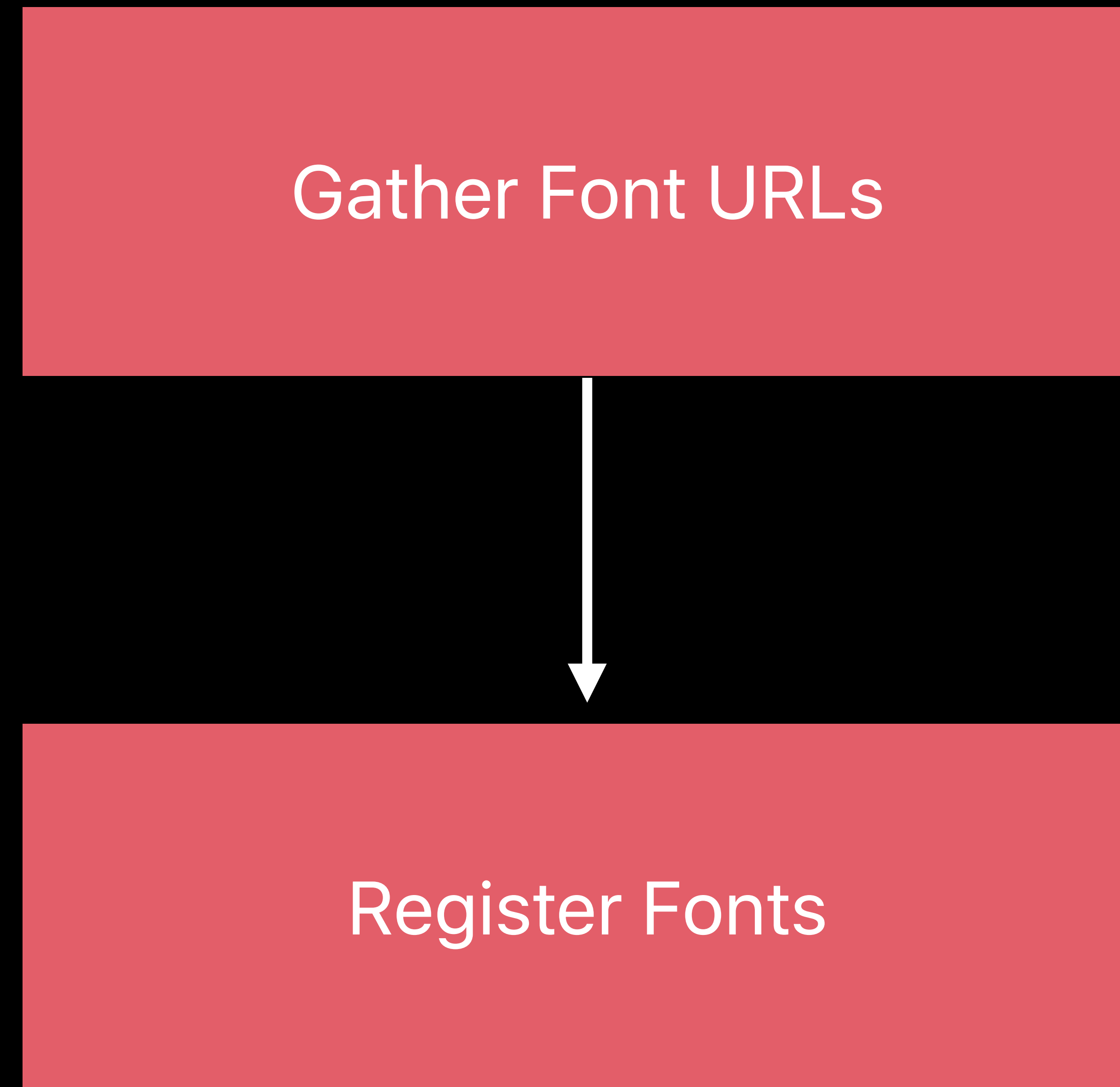
`CTFontManagerRequestFonts`

Font Provider — Registration

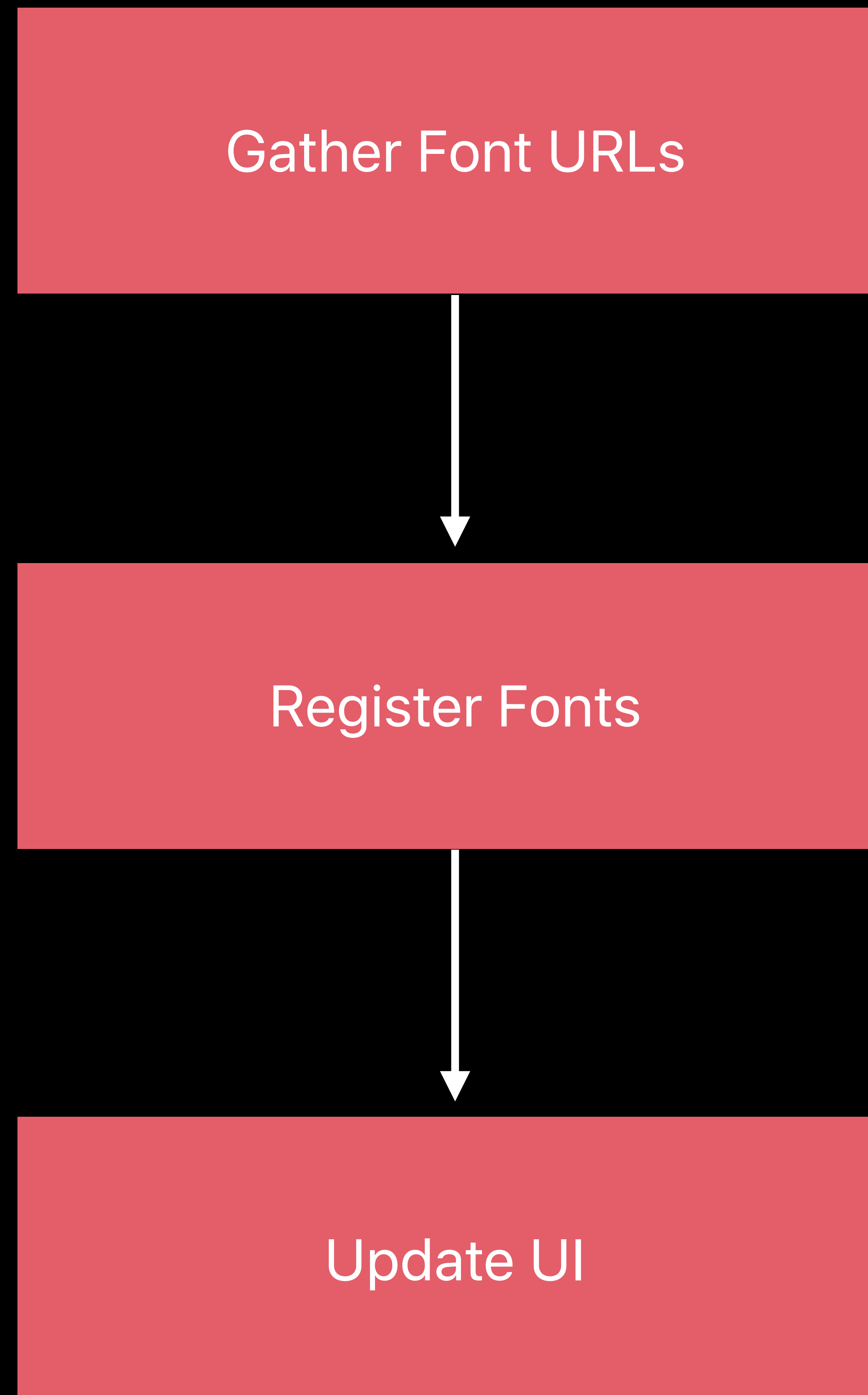
Font Provider — Registration

Gather Font URLs

Font Provider — Registration



Font Provider — Registration



```
// FontProvider App – Registering for font system notifications

override func viewDidLoad() {
    NotificationCenter.default.addObserver(
        self,
        selector: #selector(fontsChangedNotification(_:)),
        name: kCTFontManagerRegisteredFontsChangedNotification as NSNotification.Name,
        object: nil)
}

func fontsChangedNotification(_ sender: Any) {
    FontProvider.updateRegisteredFonts()
    DispatchQueue.main.async {
        self.detailViewController?.configureView()
        self.tableView.reloadData()
    }
}
}
```



```
// FontProvider App – Registering for font system notifications

override func viewDidLoad() {
    NotificationCenter.default.addObserver(
        self,
        selector: #selector(fontsChangedNotification(_:)),
        name: kCTFontManagerRegisteredFontsChangedNotification as NSNotification.Name,
        object: nil)
}

func fontsChangedNotification(_ sender: Any) {
    FontProvider.updateRegisteredFonts()
    DispatchQueue.main.async {
        self.detailViewController?.configureView()
        self.tableView.reloadData()
    }
}
}
```

```
// FontProvider App – Registering for font system notifications
```

```
override func viewDidLoad() {
```

```
    NotificationCenter.default.addObserver(
```

```
        self,
```

```
        selector: #selector(fontsChangedNotification(_:)),
```

```
        name: kCTFontManagerRegisteredFontsChangedNotification as NSNotification.Name,
```

```
        object: nil)
```

```
}
```

```
func fontsChangedNotification(_ sender: Any) {
```

```
    FontProvider.updateRegisteredFonts()
```

```
    DispatchQueue.main.async {
```

```
        self.detailViewController?.configureView()
```

```
        self.tableView.reloadData()
```

```
    }
```

```
}
```

```
// FontProvider App – Registering for font system notifications

override func viewDidLoad() {
    NotificationCenter.default.addObserver(
        self,
        selector: #selector(fontsChangedNotification(_:)),
        name: kCTFontManagerRegisteredFontsChangedNotification as NSNotification.Name,
        object: nil)
}

func fontsChangedNotification(_ sender: Any) {
    FontProvider.updateRegisteredFonts()
    DispatchQueue.main.async {
        self.detailViewController?.configureView()
        self.tableView.reloadData()
    }
}
}
```

```
// FontProvider App – Registering for font system notifications
```

```
override func viewDidLoad() {  
    NotificationCenter.default.addObserver(  
        self,  
        selector: #selector(fontsChangedNotification(_:)),  
        name: kCTFontManagerRegisteredFontsChangedNotification as NSNotification.Name,  
        object: nil)  
}
```

```
func fontsChangedNotification(_ sender: Any) {  
    FontProvider.updateRegisteredFonts()  
    DispatchQueue.main.async {  
        self.detailViewController?.configureView()  
        self.tableView.reloadData()  
    }  
}
```



```
// FontProvider App – Registering for font system notifications
```

```
override func viewDidLoad() {
```

```
    NotificationCenter.default.addObserver(
```

```
        self,
```

```
        selector: #selector(fontsChangedNotification(_:)),
```

```
        name: kCTFontManagerRegisteredFontsChangedNotification as NSNotification.Name,
```

```
        object: nil)
```

```
}
```

```
func fontsChangedNotification(_ sender: Any) {
```

```
    FontProvider.updateRegisteredFonts()
```

```
    DispatchQueue.main.async {
```

```
        self.detailViewController?.configureView()
```

```
        self.tableView.reloadData()
```

```
    }
```

```
}
```

```
// FontProvider App – Registering for font system notifications
```

```
override fun viewDidLoad() {
```

```
    NotificationCenter.default.addObserver(
```

```
        self,
```

```
        selector: #selector(fontsChangedNotification(_:)),
```

```
        name: kCTFontManagerRegisteredFontsChangedNotification as NSNotification.Name,
```

```
        object: nil)
```

```
}
```

```
func fontsChangedNotification(_ sender: Any) {
```

```
    FontProvider.updateRegisteredFonts()
```

```
    DispatchQueue.main.async {
```

```
        self.detailViewController?.configureView()
```

```
        self.tableView.reloadData()
```

```
    }
```

```
}
```

```
// FontProvider App – Registering All Fonts

static func registerFamilies(_ names: [FontFamily], _ registrationHandler:
    ([[Error], Bool) -> Bool)?) {
    let fontURLs = names.flatMap({ $0.urls })
    CTFontManagerRegisterFontURLs(fontURLs as CFArray, .persistent, true) {
        (errors: CFArray, done: Bool) -> Bool in
        return processHandler(errors: errors, done: done, registrationHandler)
    }
}
```

```
// FontProvider App – Registering All Fonts

static func registerFamilies(_ names: [FontFamily], _ registrationHandler:
    ([[Error], Bool) -> Bool)?) {
    let fontURLs = names.flatMap({ $0.urls })
    CTFontManagerRegisterFontURLs(fontURLs as CFArray, .persistent, true) {
        (errors: CFArray, done: Bool) -> Bool in
        return processHandler(errors: errors, done: done, registrationHandler)
    }
}
```



```
// FontProvider App – Registering All Fonts
```

```
static func registerFamilies(_ names: [FontFamily], _ registrationHandler:
    ([[Error], Bool) -> Bool)?) {
    let fontURLs = names.flatMap({ $0.urls })
    CTFontManagerRegisterFontURLs(fontURLs as CFArray, .persistent, true) {
        (errors: CFArray, done: Bool) -> Bool in
        return processHandler(errors: errors, done: done, registrationHandler)
    }
}
```

```
// FontProvider App – Registering All Fonts

static func registerFamilies(_ names: [FontFamily], _ registrationHandler:
    ([[Error], Bool) -> Bool)?) {
    let fontURLs = names.flatMap({ $0.urls })
    CTFontManagerRegisterFontURLs(fontURLs as CFArray, .persistent, true) {
        (errors: CFArray, done: Bool) -> Bool in
        return processHandler(errors: errors, done: done, registrationHandler)
    }
}
```

```
// FontProvider App – Registering All Fonts
```

```
static func registerFamilies(_ names: [FontFamily], _ registrationHandler:
    ([[Error], Bool) -> Bool)?) {
    let fontURLs = names.flatMap({ $0.urls })
    CTFontManagerRegisterFontURLs(fontURLs as CFArray, .persistent, true) {
        (errors: CFArray, done: Bool) -> Bool in
        return completionHandler(errors: errors, done: done, registrationHandler)
    }
}
```

```
// FontProvider App – Updating UI for Registered Fonts

static func updateRegisteredFonts() {
    guard let registeredDescriptors =
        CTFontManagerCopyRegisteredFontDescriptors( .persistent, true) as? [CTFontDescriptor]
        else { return }
    . . .

    for registeredDescriptor in registeredDescriptors {
        if let postname =
            CTFontDescriptorCopyAttribute(registeredDescriptor, kCTFontNameAttribute) as? String {
            if let font = UIFont(name: postname, size: 12.0) {
                registeredFamilies.insert(font.providerLocalizedFamilyName)
            }
        }
    }
    . . .
}
```



```
// FontProvider App – Updating UI for Registered Fonts

static func updateRegisteredFonts() {
    guard let registeredDescriptors =
        CTFontManagerCopyRegisteredFontDescriptors( .persistent, true) as? [CTFontDescriptor]
        else { return }
    . . .

    for registeredDescriptor in registeredDescriptors {
        if let postname =
            CTFontDescriptorCopyAttribute(registeredDescriptor, kCTFontNameAttribute) as? String {
            if let font = UIFont(name: postname, size: 12.0) {
                registeredFamilies.insert(font.providerLocalizedFamilyName)
            }
        }
    }
    . . .
}
```

```
// FontProvider App – Updating UI for Registered Fonts
```

```
static func updateRegisteredFonts() {
```

```
    guard let registeredDescriptors =
```

```
        CTFontManagerCopyRegisteredFontDescriptors( .persistent, true) as? [CTFontDescriptor]
```

```
        else { return }
```

```
    . . .
```

```
    for registeredDescriptor in registeredDescriptors {
```

```
        if let postname =
```

```
            CTFontDescriptorCopyAttribute(registeredDescriptor, kCTFontNameAttribute) as? String {
```

```
                if let font = UIFont(name: postname, size: 12.0) {
```

```
                    registeredFamilies.insert(font.providerLocalizedFamilyName)
```

```
                }
```

```
            }
```

```
        }
```

```
    . . .
```

```
}
```

```
// FontProvider App – Updating UI for Registered Fonts

static func updateRegisteredFonts() {
    guard let registeredDescriptors =
        CTFontManagerCopyRegisteredFontDescriptors( .persistent, true) as? [CTFontDescriptor]
        else { return }
    . . .

    for registeredDescriptor in registeredDescriptors {
        if let postname =
            CTFontDescriptorCopyAttribute(registeredDescriptor, kCTFontNameAttribute) as? String {
            if let font = UIFont(name: postname, size: 12.0) {
                registeredFamilies.insert(font.providerLocalizedFamilyName)
            }
        }
    }
    . . .
}
```

```
// FontProvider App – Updating UI for Registered Fonts
```

```
static func updateRegisteredFonts() {  
    guard let registeredDescriptors =  
        CTFontManagerCopyRegisteredFontDescriptors( .persistent, true) as? [CTFontDescriptor]  
        else { return }  
    . . .
```

```
for registeredDescriptor in registeredDescriptors {  
    if let postname =  
        CTFontDescriptorCopyAttribute(registeredDescriptor, kCTFontNameAttribute) as? String {  
        if let font = UIFont(name: postname, size: 12.0) {  
            registeredFamilies.insert(font.providerLocalizedFamilyName)  
        }  
    }  
}
```

```
. . .
```

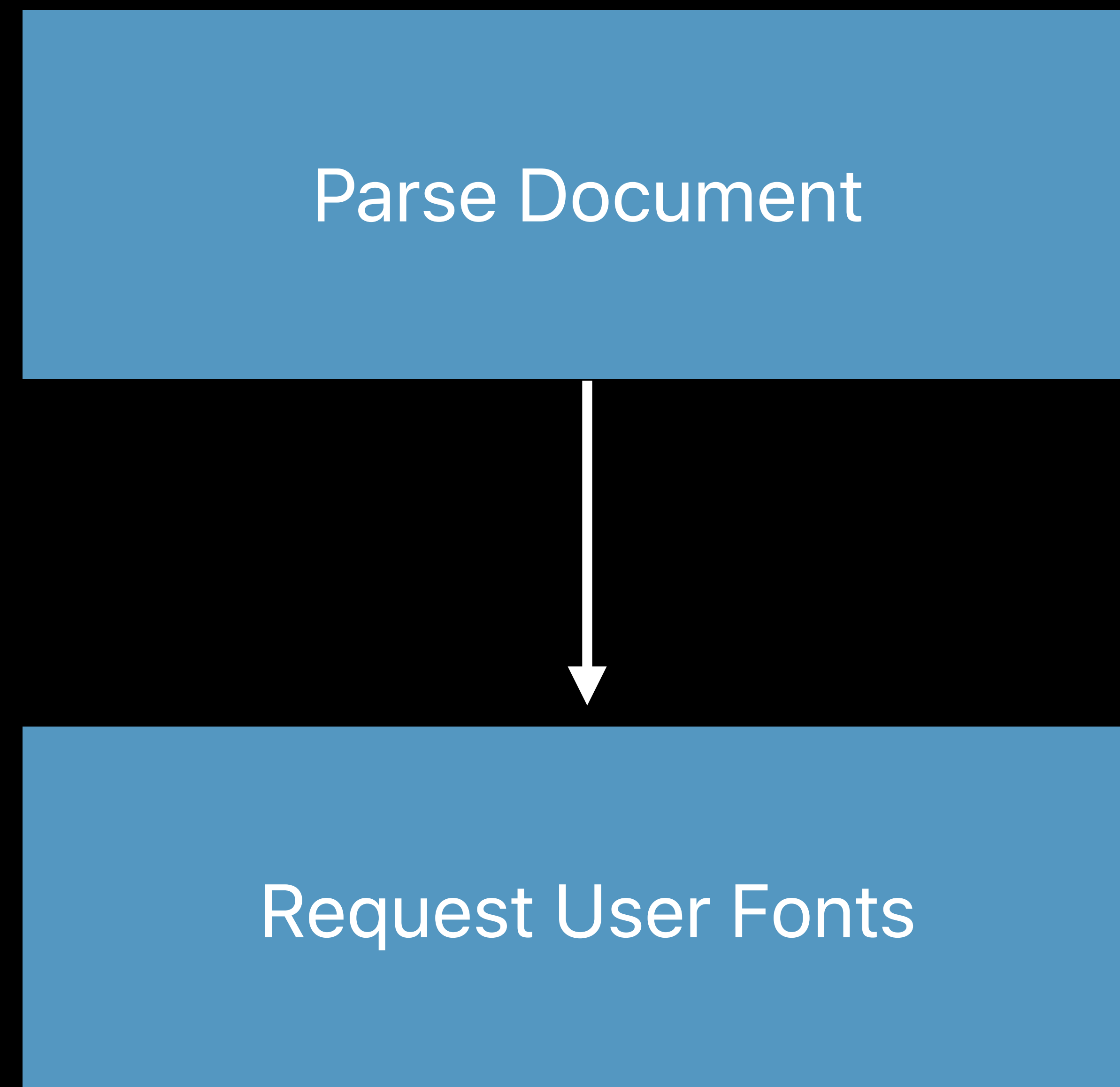
```
}
```


Font Consumer — Loading Fonts

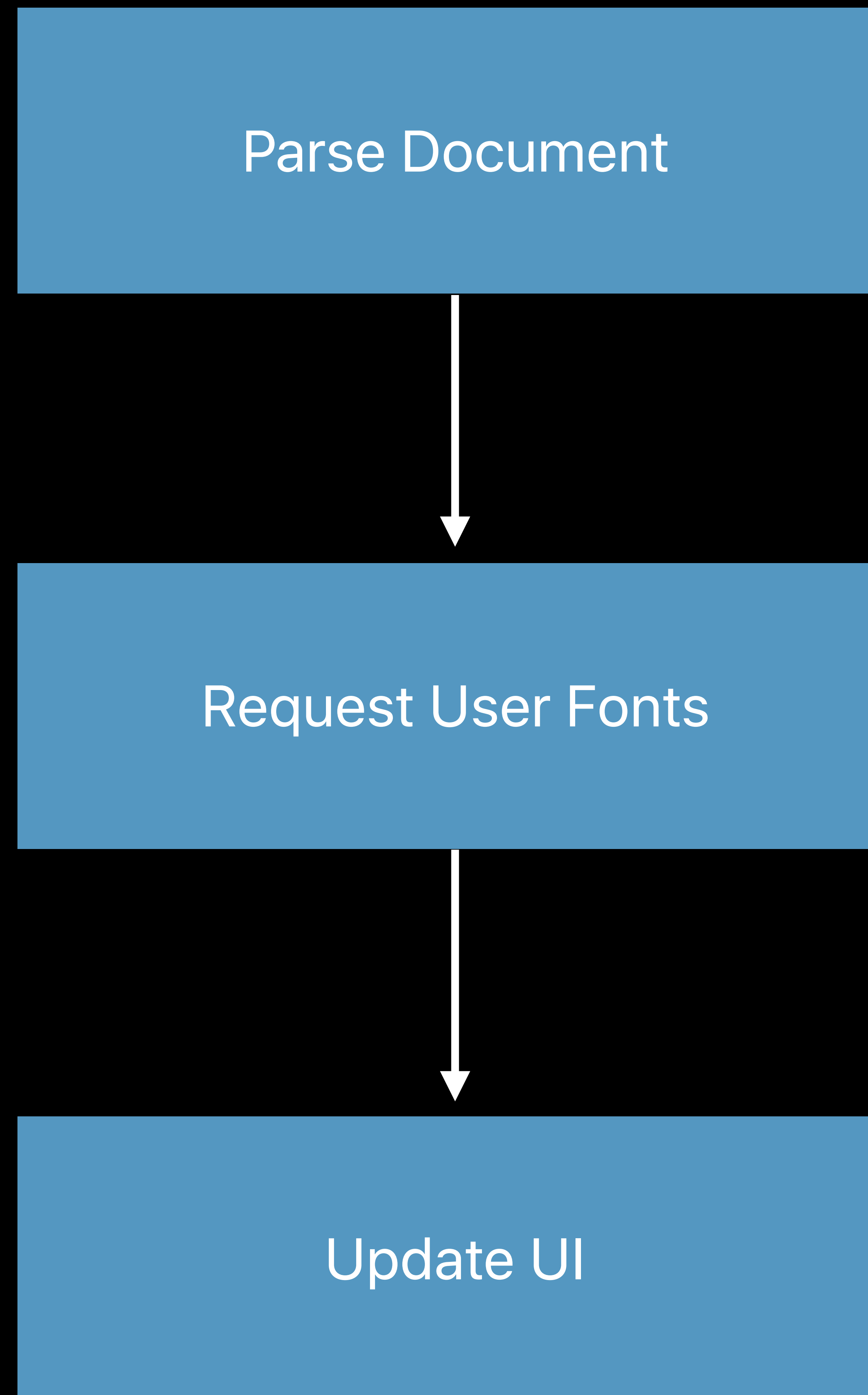
Font Consumer — Loading Fonts

Parse Document

Font Consumer — Loading Fonts



Font Consumer — Loading Fonts




```
// FontConsumer App – Parsing Document

let json = try parseJSON(url: url)

...

for textRun in json {
    let (runString, fontSubstituted) = attributedStringFromRun(textRun)
    if fontSubstituted {
        missingStyleFonts(curStyle)
    }
    attributedString.append(runString)
}
```

```
// FontConsumer App – Parsing Document

let json = try parseJSON(url: url)

...

for textRun in json {
    let (runString, fontSubstituted) = attributedStringFromRun(textRun)
    if fontSubstituted {
        missingStyleFonts(curStyle)
    }
    attributedString.append(runString)
}
```

```
// FontConsumer App – Parsing Document
```

```
let json = try parseJSON(url: url)
```

```
• • •
```

```
• • •
```

```
for textRun in json {
```

```
    let (runString, fontSubstituted) = attributedStringFromRun(textRun)
```

```
    if fontSubstituted {
```

```
        missingStyleFonts(curStyle)
```

```
    }
```

```
    attributedString.append(runString)
```

```
}
```

```
// FontConsumer App – Parsing Document

let json = try parseJSON(url: url)

...

for textRun in json {
    let (runString, fontSubstituted) = attributedStringFromRun(textRun)
    if fontSubstituted {
        missingStyleFonts(curStyle)
    }
    attributedString.append(runString)
}
```



```
// FontConsumer App – Parsing Document
```

```
let json = try parseJSON(url: url)
```

```
• • •
```

```
• • •
```

```
for textRun in json {
```

```
    let (runString, fontSubstituted) = attributedStringFromRun(textRun)
```

```
    if fontSubstituted {
```

```
        missingStyleFonts(curStyle)
```

```
    }
```

```
    attributedString.append(runString)
```

```
}
```

```
// FontConsumer App – Request User Fonts
```

```
• • •
```

```
let fontsToAsk = Array(theMissingFonts).map { fontName -> UIFontDescriptor in  
    return UIFontDescriptor(fontAttributes:  
        [UIFontDescriptor.AttributeName.name: fontName])  
}
```

```
CTFontManagerRequestFonts(fontsToAsk as CFArray) { (unresolved: CFArray) in  
    DispatchQueue.main.async {  
        if checkMissingFontsAndUpdateStringAttributes() || attributesUpdated {  
            self.delegate?.textChanged(self.attributedString)  
        }  
    }  
}
```

```
• • •
```

```
// FontConsumer App – Request User Fonts
```

```
• • •
```

```
let fontsToAsk = Array(theMissingFonts).map { fontName -> UIFontDescriptor in  
    return UIFontDescriptor(fontAttributes:  
        [UIFontDescriptor.AttributeName.name: fontName])  
}
```

```
CTFontManagerRequestFonts(fontsToAsk as CFArray) { (unresolved: CFArray) in  
    DispatchQueue.main.async {  
        if checkMissingFontsAndUpdateStringAttributes() || attributesUpdated {  
            self.delegate?.textChanged(self.attributedString)  
        }  
    }  
}
```

```
• • •
```

```
// FontConsumer App – Request User Fonts
```

```
• • •
```

```
let fontsToAsk = Array(theMissingFonts).map { fontName -> UIFontDescriptor in  
    return UIFontDescriptor(fontAttributes:  
        [UIFontDescriptor.AttributeName.name: fontName])  
}
```

```
CTFontManagerRequestFonts(fontsToAsk as CFArray) { (unresolved: CFArray) in  
    DispatchQueue.main.async {  
        if checkMissingFontsAndUpdateStringAttributes() || attributesUpdated {  
            self.delegate?.textChanged(self.attributedString)  
        }  
    }  
}
```

```
• • •
```



```
// FontConsumer App – Request User Fonts
```

```
• • •
```

```
let fontsToAsk = Array(theMissingFonts).map { fontName -> UIFontDescriptor in  
    return UIFontDescriptor(fontAttributes:  
        [UIFontDescriptor.AttributeName.name: fontName])  
}
```

```
CTFontManagerRequestFonts(fontsToAsk as CFArray) { (unresolved: CFArray) in  
    DispatchQueue.main.async {  
        if checkMissingFontsAndUpdateStringAttributes() || attributesUpdated {  
            self.delegate?.textChanged(self.attributedString)  
        }  
    }  
}
```

```
• • •
```

```
// FontConsumer App – Request User Fonts
```

```
• • •
```

```
let fontsToAsk = Array(theMissingFonts).map { fontName -> UIFontDescriptor in  
    return UIFontDescriptor(fontAttributes:  
        [UIFontDescriptor.AttributeName.name: fontName])  
}
```

```
CTFontManagerRequestFonts(fontsToAsk as CFArray) { (unresolved: CFArray) in  
    DispatchQueue.main.async {  
        if checkMissingFontsAndUpdateStringAttributes() || attributesUpdated {  
            self.delegate?.textChanged(self.attributedString)  
        }  
    }  
}
```

```
• • •
```

```
// FontConsumer App – Request User Fonts
```

```
• • •
```

```
let fontsToAsk = Array(theMissingFonts).map { fontName -> UIFontDescriptor in  
    return UIFontDescriptor(fontAttributes:  
        [UIFontDescriptor.AttributeName.name: fontName])  
}
```

```
CTFontManagerRequestFonts(fontsToAsk as CFArray) { (unresolved: CFArray) in  
    DispatchQueue.main.async {  
        if checkMissingFontsAndUpdateStringAttributes() || attributesUpdated {  
            self.delegate?.textChanged(self.attributedString)  
        }  
    }  
}
```

```
• • •
```

```
// FontConsumer App – Request User Fonts
```

```
• • •
```

```
let fontsToAsk = Array(theMissingFonts).map { fontName -> UIFontDescriptor in  
    return UIFontDescriptor(fontAttributes:  
        [UIFontDescriptor.AttributeName.name: fontName])  
}
```

```
CTFontManagerRequestFonts(fontsToAsk as CFArray) { (unresolved: CFArray) in  
    DispatchQueue.main.async {  
        if checkMissingFontsAndUpdateStringAttributes() || attributesUpdated {  
            self.delegate?.textChanged(self.attributedString)  
        }  
    }  
}
```

```
• • •
```


Installing Fonts

Considerations

Installing Fonts

Considerations

Registration operations limited to Application's fonts

Installing Fonts

Considerations

Registration operations limited to Application's fonts

Cannot override fonts already registered

Installing Fonts

Considerations

Registration operations limited to Application's fonts

Cannot override fonts already registered

Number of registered fonts is limited by the OS

Installing Fonts

Considerations

Registration operations limited to Application's fonts

Cannot override fonts already registered

Number of registered fonts is limited by the OS

User fonts do not participate in font fallback

Installing Fonts

Considerations

Registration operations limited to Application's fonts

Cannot override fonts already registered

Number of registered fonts is limited by the OS

User fonts do not participate in font fallback

Fonts are removed when the application is deleted

Font Selection

Eric Dudiak, UIKit Engineer

Font Selection



Enumerating fonts

Privacy concern

Only provide system fonts

Font Selection



NEW

UIFontPickerViewController

- User font selection

Present

- New modal style

Embed

UIFontPickerViewController

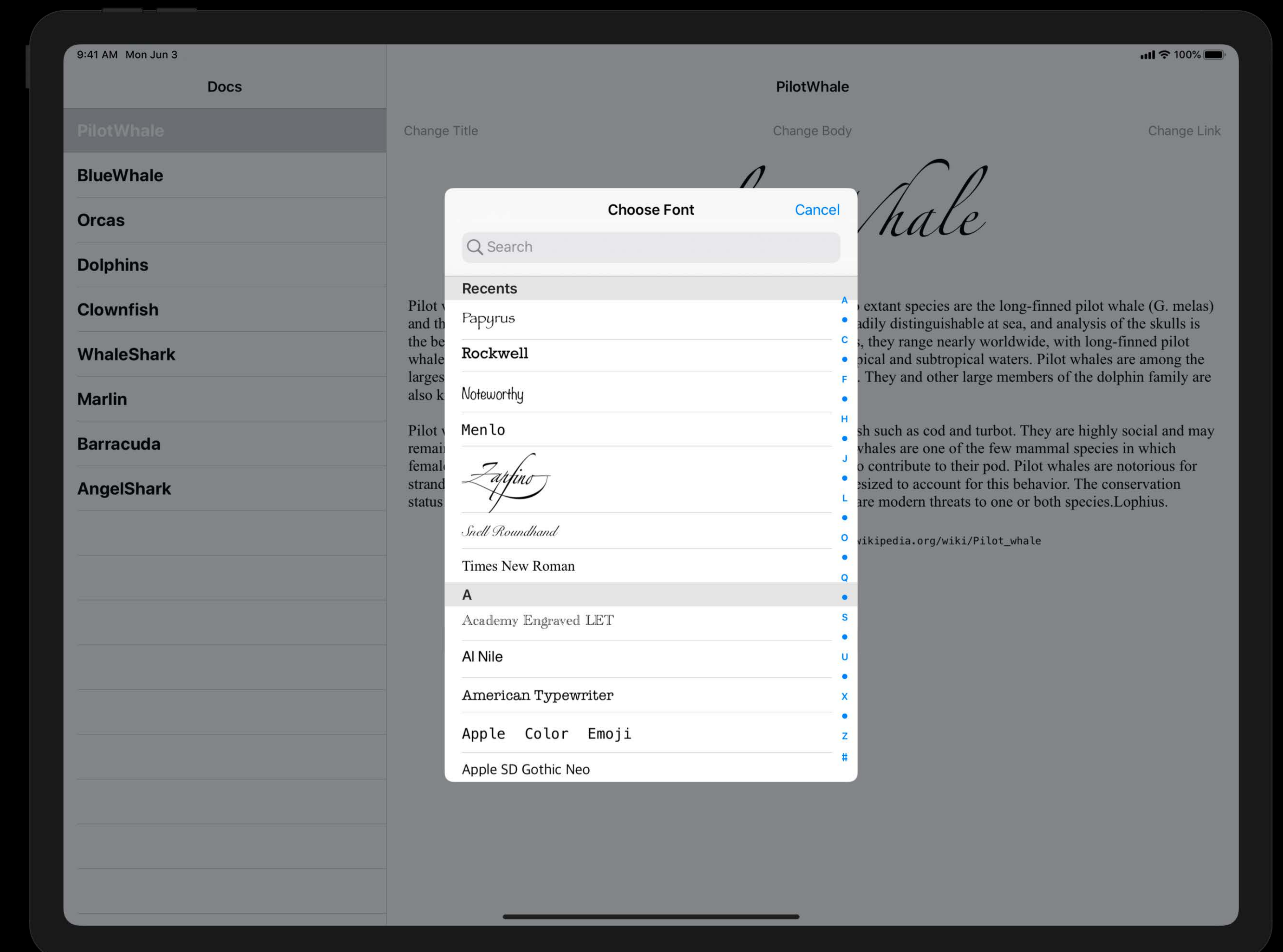
Out of process

Entitlement

- Access user-installed fonts

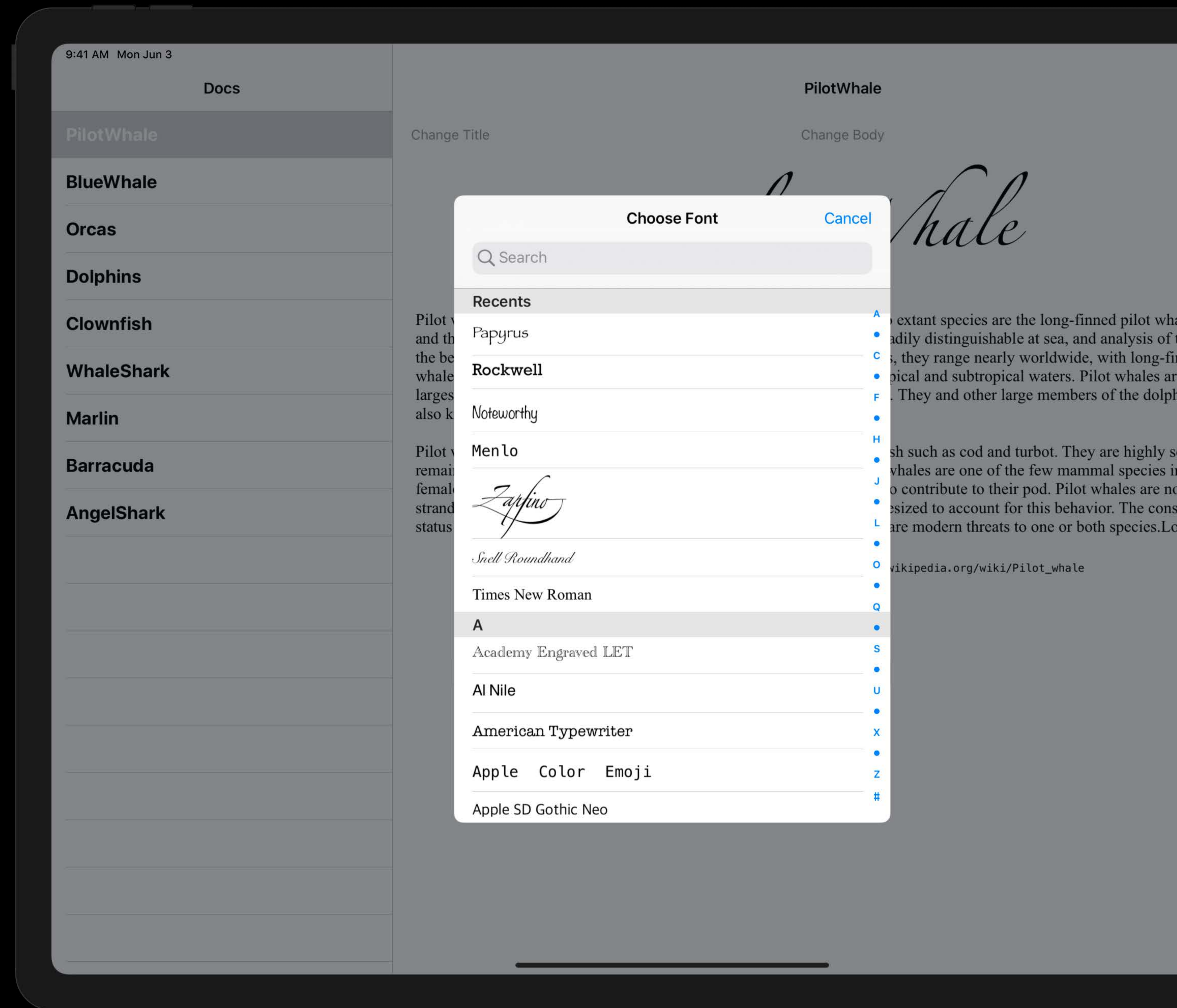
Font available after selection

- No additional API needed after selected



UIFontPickerViewController

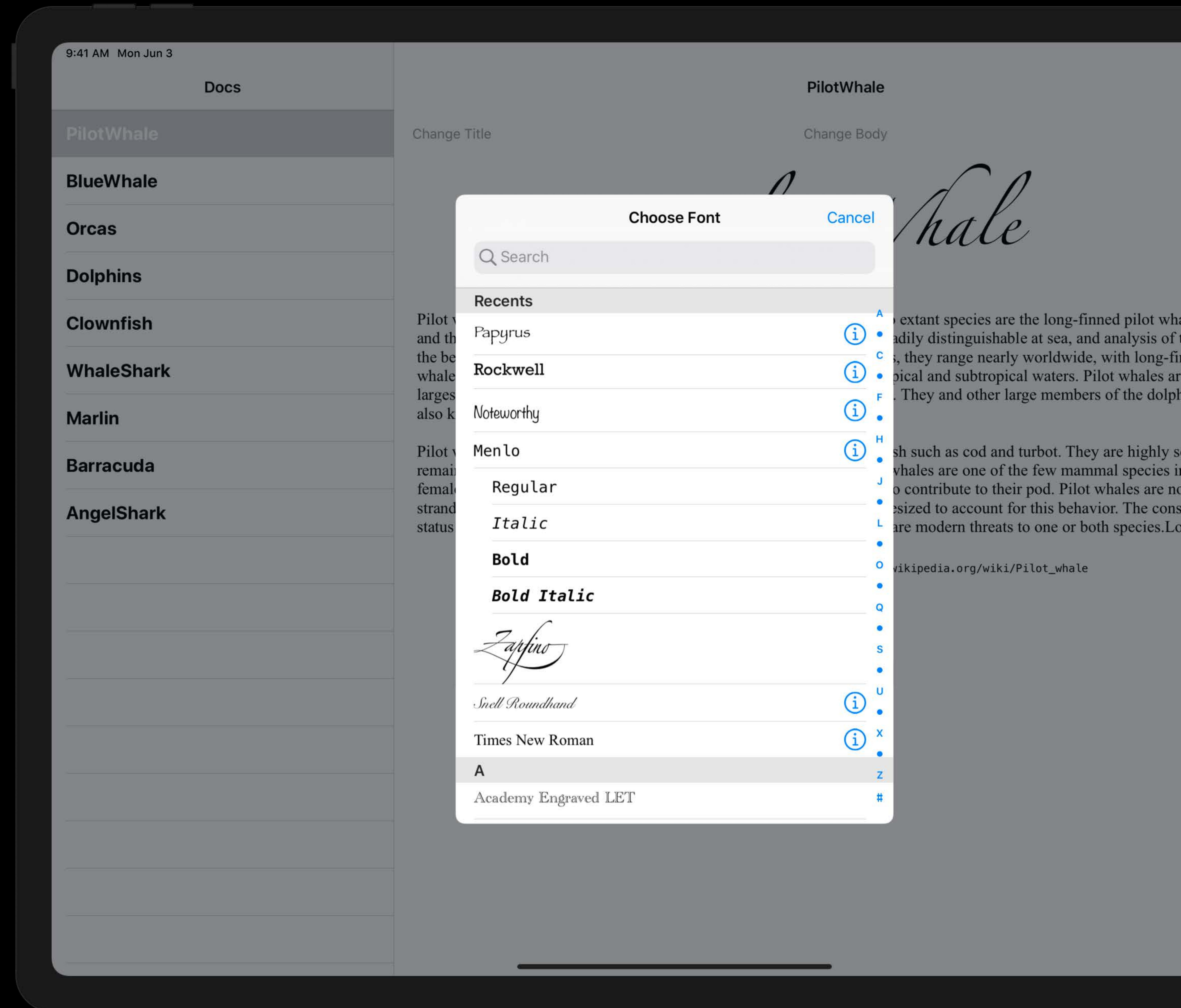
Customization



UIFontPickerViewController

Customization

- Show faces
- WYSIWYG



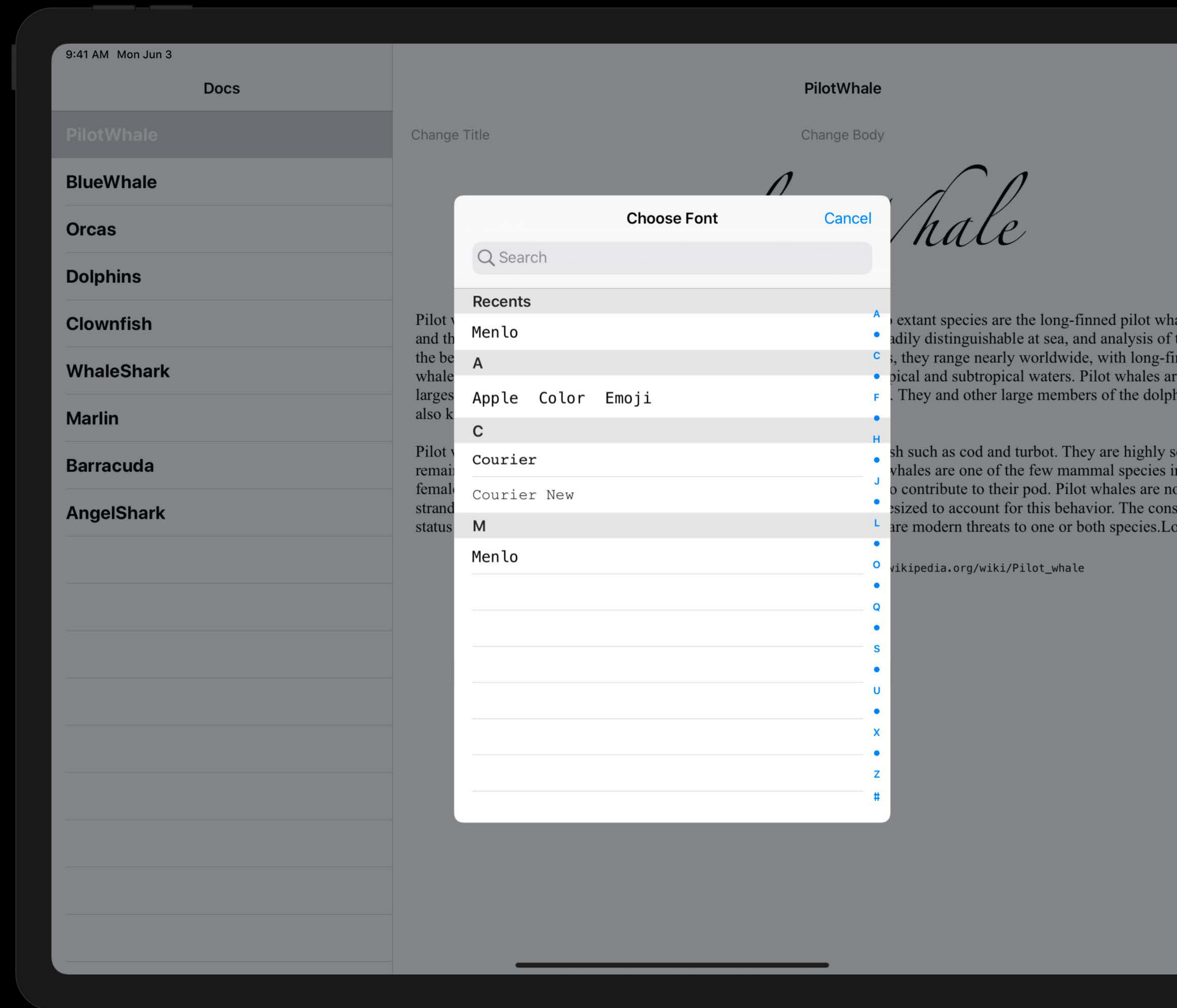
UIFontPickerViewController

Customization

- Show faces
- WYSIWYG

Filtering

- Traits



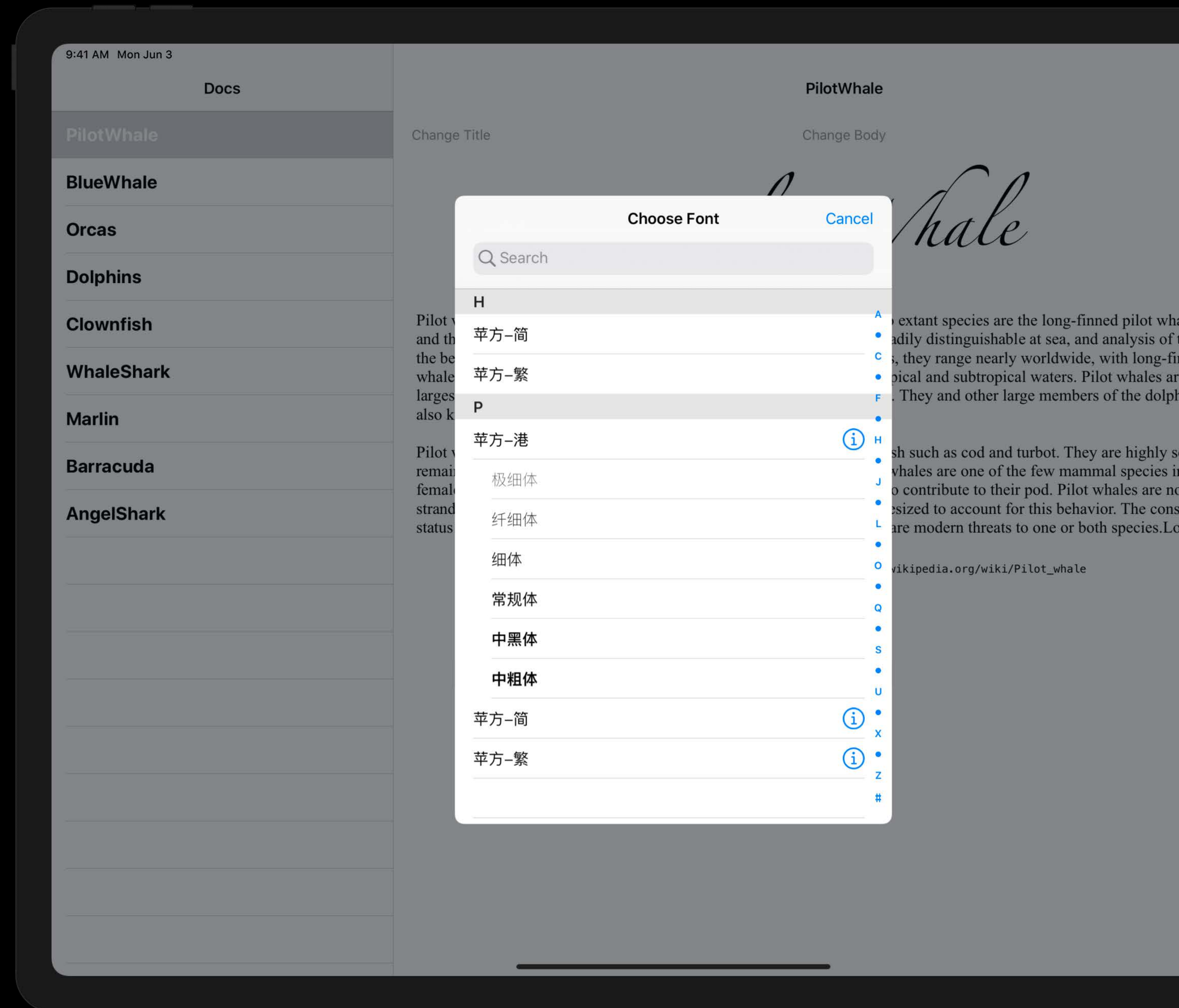
UIFontPickerViewController

Customization

- Show faces
- WYSIWYG

Filtering

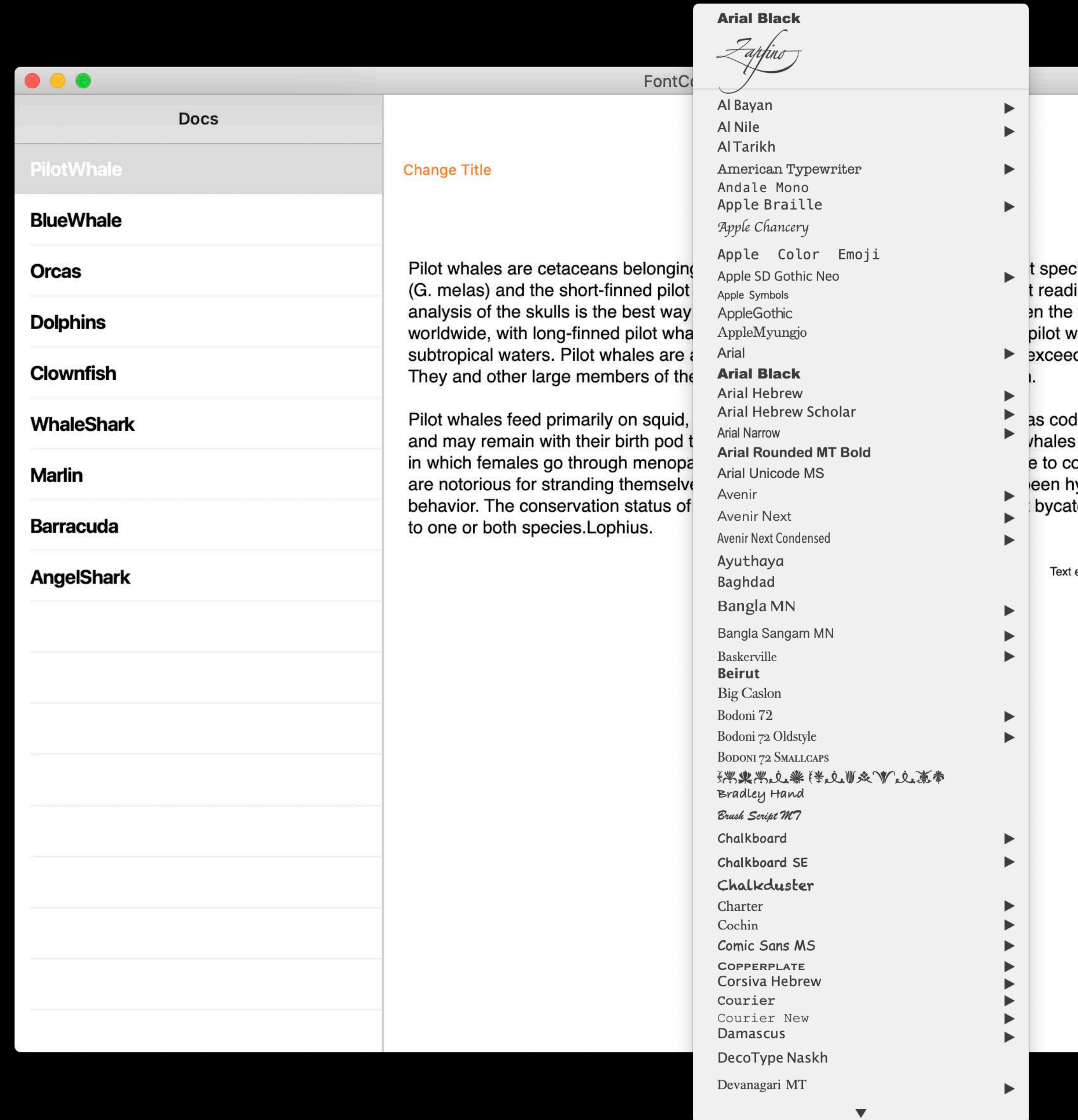
- Traits
- Languages



macOS

Presentation

- Menu by default
- Use `UIPopoverPresentationController`
 - Determines menu position
- Semantics the same



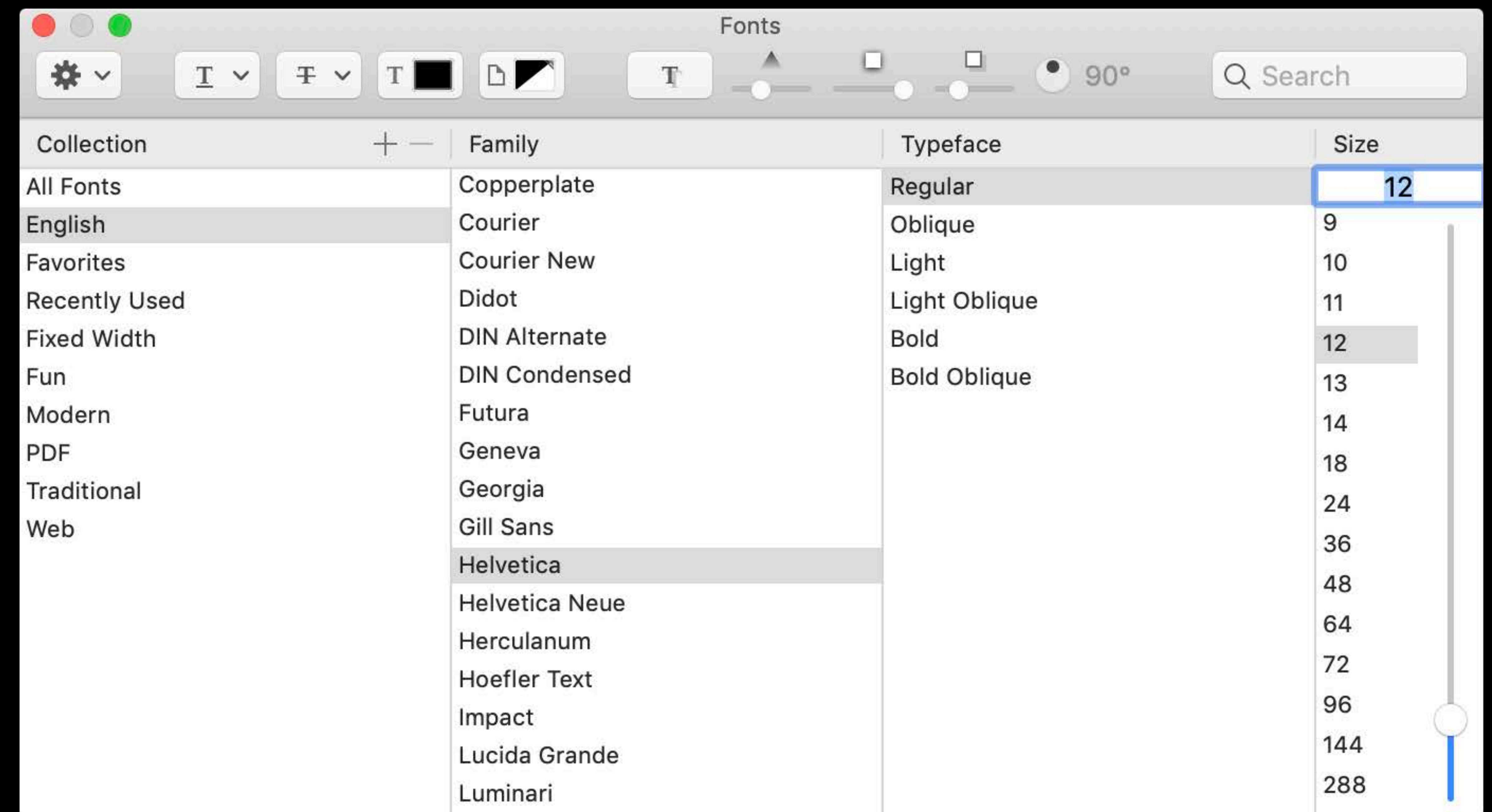
macOS Font Panel

Available on Mac

In default menu bar menus

UITextFormattingCoordinator

- Toggle
- Detect visibility



Responder Chain

NEW

UITextFormattingCoordinator

- Uses responder chain
- Can be used as font picker delegate

UIResponderStandardEditActions protocol

- Respond to changes
- Custom controls

Demo


```
// Create a configuration to customize  
let fontPickerConfig = UIFontPickerViewControllerConfiguration()  
fontPickerConfig.includeFaces = true
```

```
// Create a configuration to customize  
let fontPickerConfig = UIFontPickerViewControllerConfiguration()  
fontPickerConfig.includeFaces = true
```

```
// Create a configuration to customize
let fontPickerConfig = UIFontPickerViewControllerConfiguration()
fontPickerConfig.includeFaces = true

// Create the font picker
let fontPicker = UIFontPickerViewController(configuration: configuration)
fontPicker.delegate = self
```

```
// Create a configuration to customize
let fontPickerConfig = UIFontPickerViewControllerConfiguration()
fontPickerConfig.includeFaces = true

// Create the font picker
let fontPicker = UIFontPickerViewController(configuration: configuration)
fontPicker.delegate = self
```



```
// Create a configuration to customize
let fontPickerConfig = UIFontPickerViewControllerConfiguration()
fontPickerConfig.includeFaces = true

// Create the font picker
let fontPicker = UIFontPickerViewController(configuration: configuration)
fontPicker.delegate = self

// Present the font picker
self.present(fontPicker, animated: true completion: nil)
```

```
// Create a configuration to customize
let fontPickerConfig = UIFontPickerViewControllerConfiguration()
fontPickerConfig.includeFaces = true

// Create the font picker
let fontPicker = UIFontPickerViewController(configuration: configuration)
fontPicker.delegate = self

// Present the font picker
self.present(fontPicker, animated: true completion: nil)
```

```
func fontPickerViewControllerDidPickFont(_ fontPicker: UIFontPickerViewController) {  
    _ = detailItem?.replaceFont(style: changeFontStyle ?? "Body", fontName:  
fontPicker.selectedFontDescriptor?.postscriptName ?? "Helvetica" )  
    changeFontStyle = nil  
}
```

```
func fontPickerViewControllerDidPickFont(_ fontPicker: UIFontPickerViewController) {  
    _ = detailItem?.replaceFont(style: changeFontStyle ?? "Body", fontName:  
fontPicker.selectedFontDescriptor?.postscriptName ?? "Helvetica" )  
    changeFontStyle = nil  
}
```



```
func fontPickerViewControllerDidPickFont(_ fontPicker: UIFontPickerViewController) {  
    _ = detailItem?.replaceFont(style: changeFontStyle ?? "Body", fontName:  
fontPicker.selectedFontDescriptor?.postscriptName ?? "Helvetica" )  
    changeFontStyle = nil  
}
```

```
func fontPickerViewControllerDidCancel(_ viewController: UIFontPickerViewController) {  
    changeFontStyle = nil  
}
```

```
func fontPickerViewControllerDidPickFont(_ fontPicker: UIFontPickerViewController) {
    _ = detailItem?.replaceFont(style: changeFontStyle ?? "Body", fontName:
fontPicker.selectedFontDescriptor?.postscriptName ?? "Helvetica" )
    changeFontStyle = nil
}
```

```
func fontPickerViewControllerDidCancel(_ viewController: UIFontPickerViewController) {
    changeFontStyle = nil
}
```

```
// UIResponderStandardEditActions protocol
func updateTextAttributes(conversionHandler: UITextAttributesConversionHandler) {

    // Create a new mutable string
    let newString = NSMutableAttributedString(string: attributedString.string)

    // Enumerate attributes to modify
    attributedString.enumerateAttributes(in: NSRange(0, attributedString.length),
        options: []) { (attributeDictionary, range, stop) in

        // Get the updated attributes
        newString.setAttributes(conversionHandler(attributeDictionary), range: range)
    }
}
```

Font Selection

New font picker

Font panel on macOS

Attributes for custom responders

Text Scaling

Donna Tom, TextKit Engineer

Text Scaling

Dynamic Type size table for Large (Default)

| Style | Weight | Size (Points) |
|----------|----------|---------------|
| Headline | Semibold | 17 |
| Body | Regular | 17 |
| Callout | Regular | 16 |
| Subhead | Regular | 15 |
| Footnote | Regular | 13 |


Text Scaling

Dynamic Type size table for Large (Default)

| Style | Weight | Size (Points) |
|----------|----------|---------------|
| Headline | Semibold | 17 |
| Body | Regular | 17 |
| Callout | Regular | 16 |
| Subhead | Regular | 15 |
| Footnote | Regular | 13 |

A Foo walks into a Bar, looks around, and says, "Hello World!"

9:41 AM Mon Jun 3

100% 

[Close](#)

HelloWorld

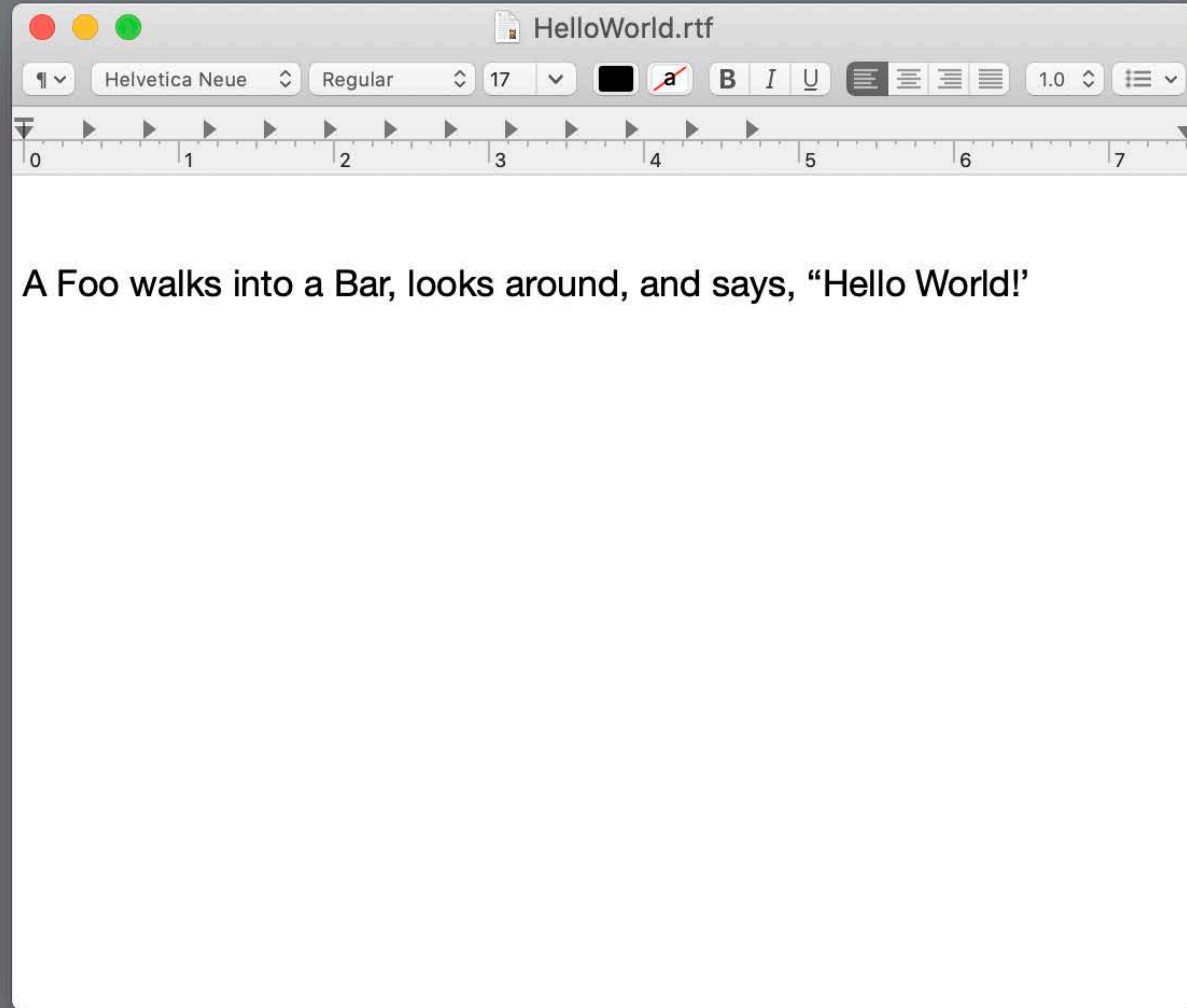


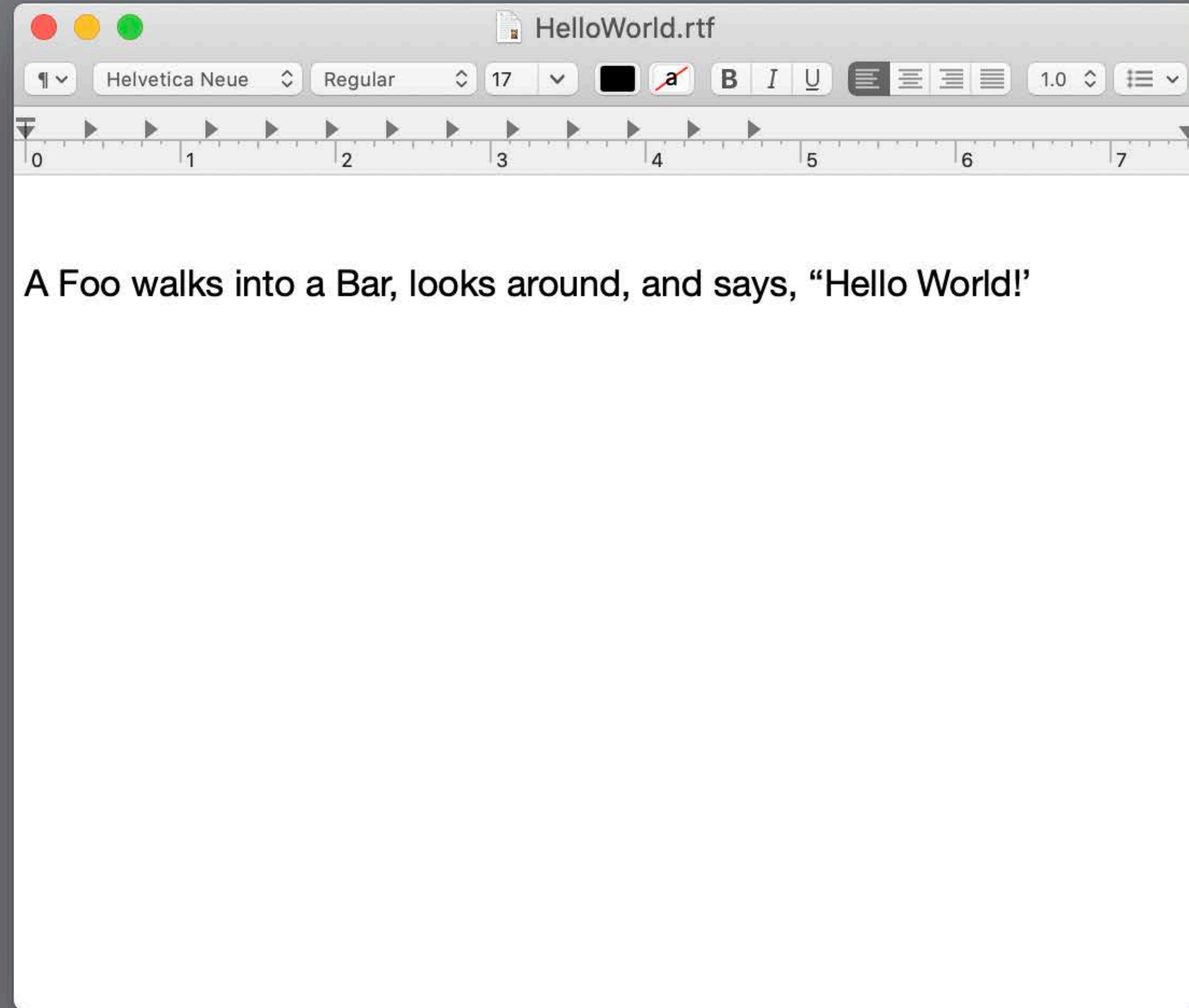
A Foo walks into a Bar, looks around, and says, "Hello World!"

HelloWorld.rtf

Helvetica Neue Regular 17

A Foo walks into a Bar, looks around, and says, "Hello World!"

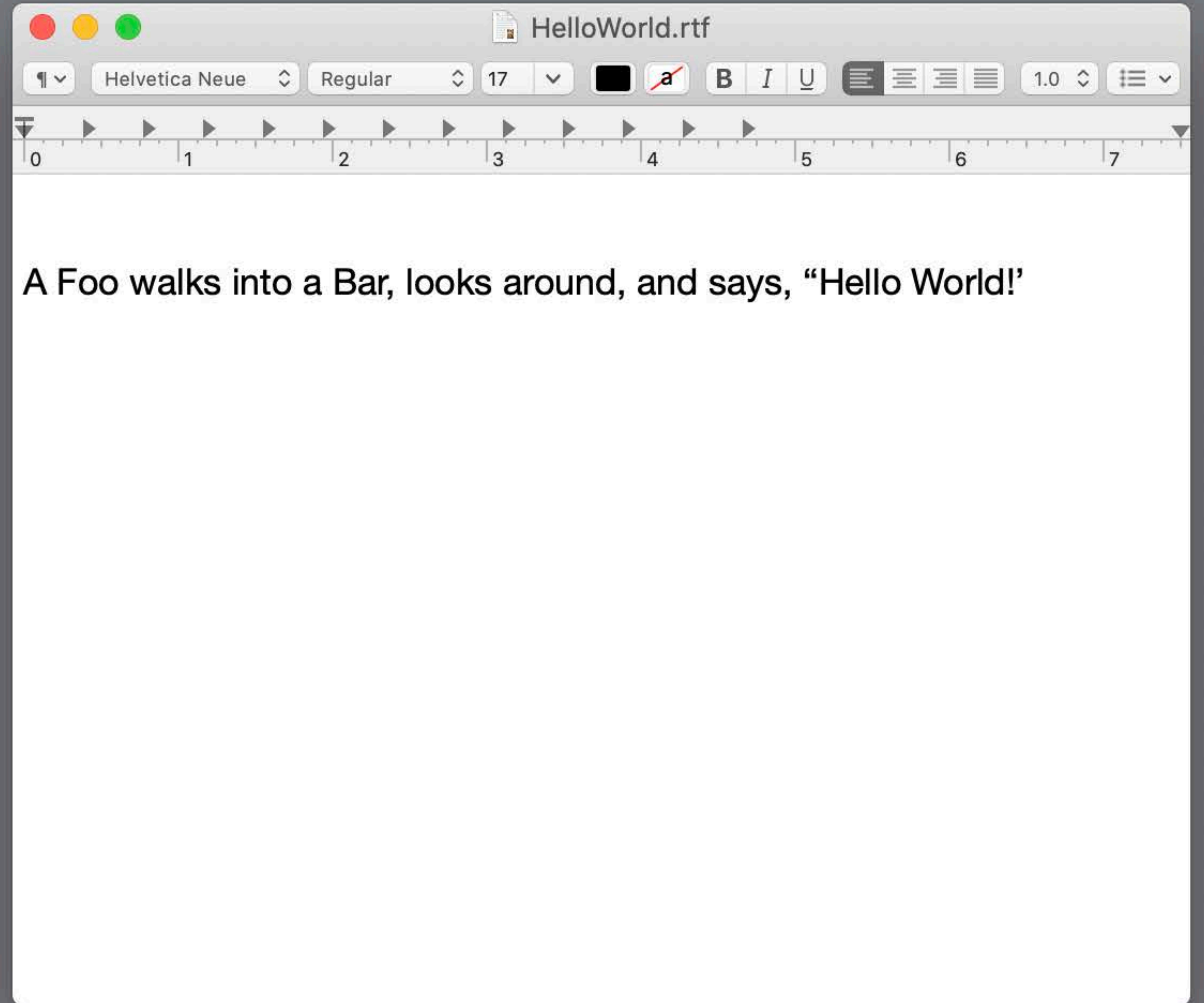


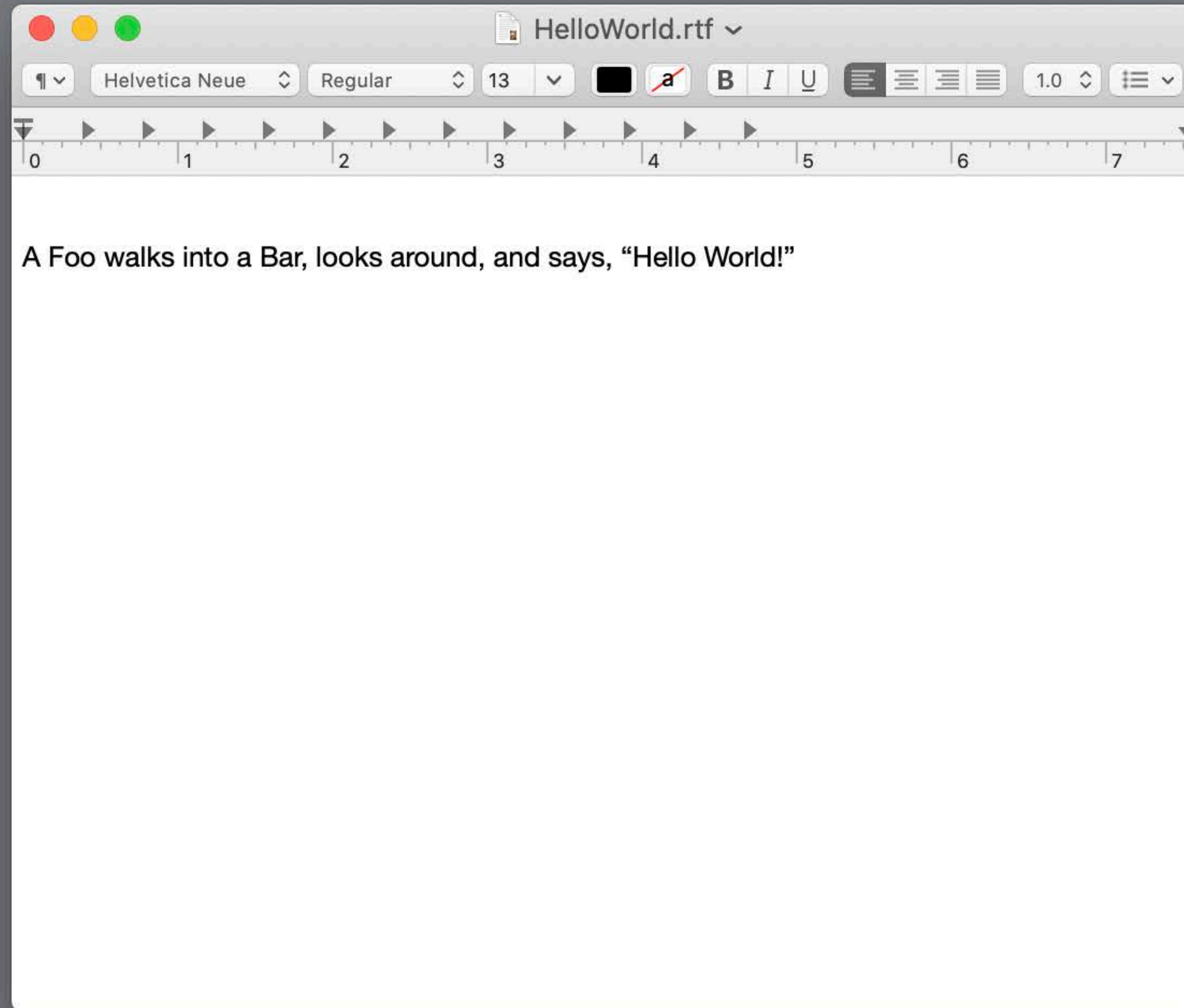


9:41 AM Mon Jun 3


Close

A Foo walks into a Bar, looks around, and says, "Hello World!"





9:41 AM Mon Jun 3

100% 

[Close](#)

HelloWorld



A Foo walks into a Bar, looks around, and says, "Hello World!"

9:41 AM Mon Jun 3

[Close](#)

HelloWo

A Foo walks into a Bar, looks around, and says, "Hello World!"

HelloWorld.rtf

Helvetica Neue Regular 13   **B** *I* U     1.0 



A Foo walks into a Bar, looks around, and says, "Hello World!"

Text Scaling

Visual consistency impacts cross-platform user experience

iPad Apps for Mac NEW

Copy and Paste

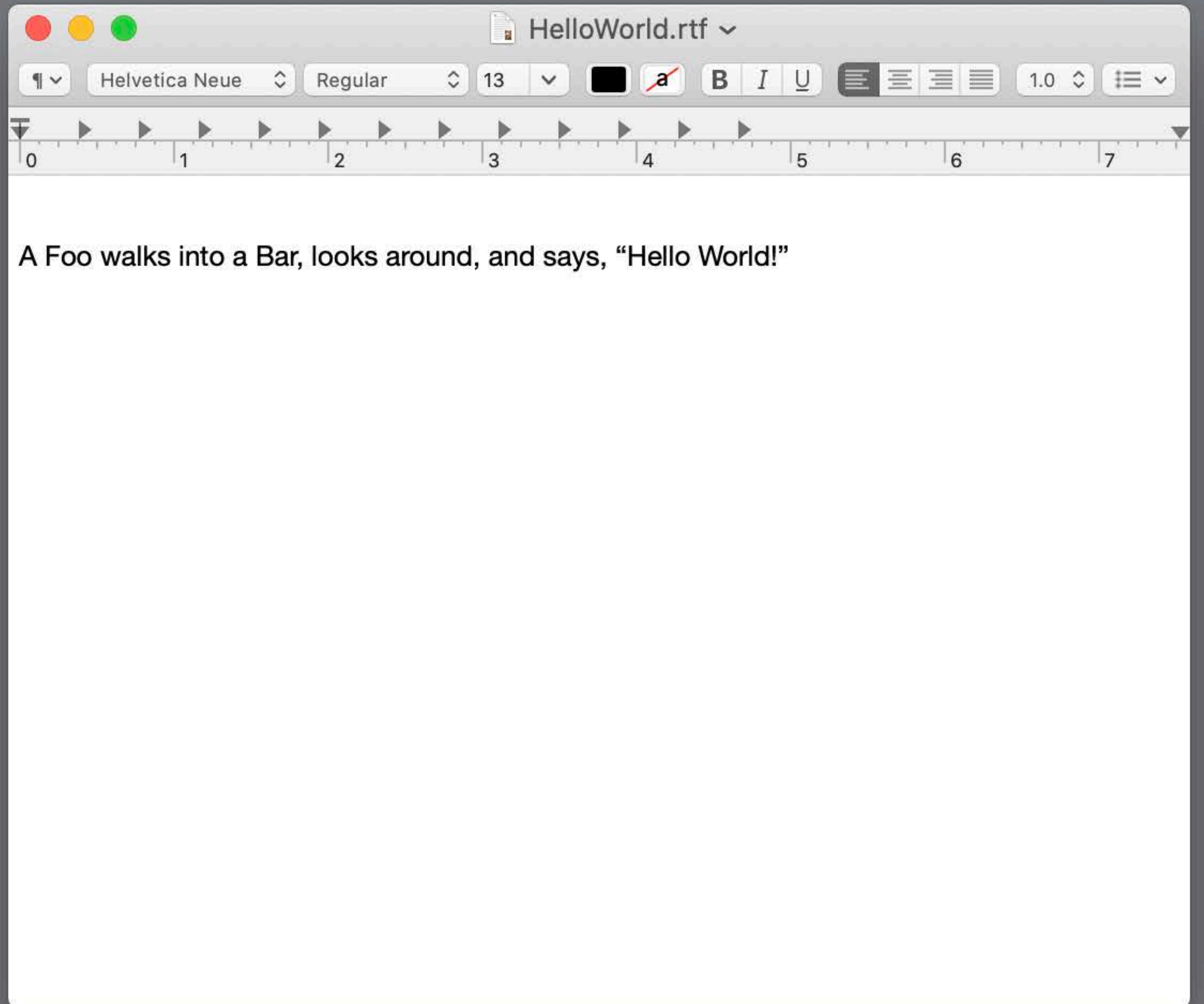
Document interchange

9:41 AM Mon Jun 3

Close

He

A Foo walks into a Bar, looks around, and says, "Hello World!"



A Foo walks into a Bar, looks around, and says, "Hello World!"

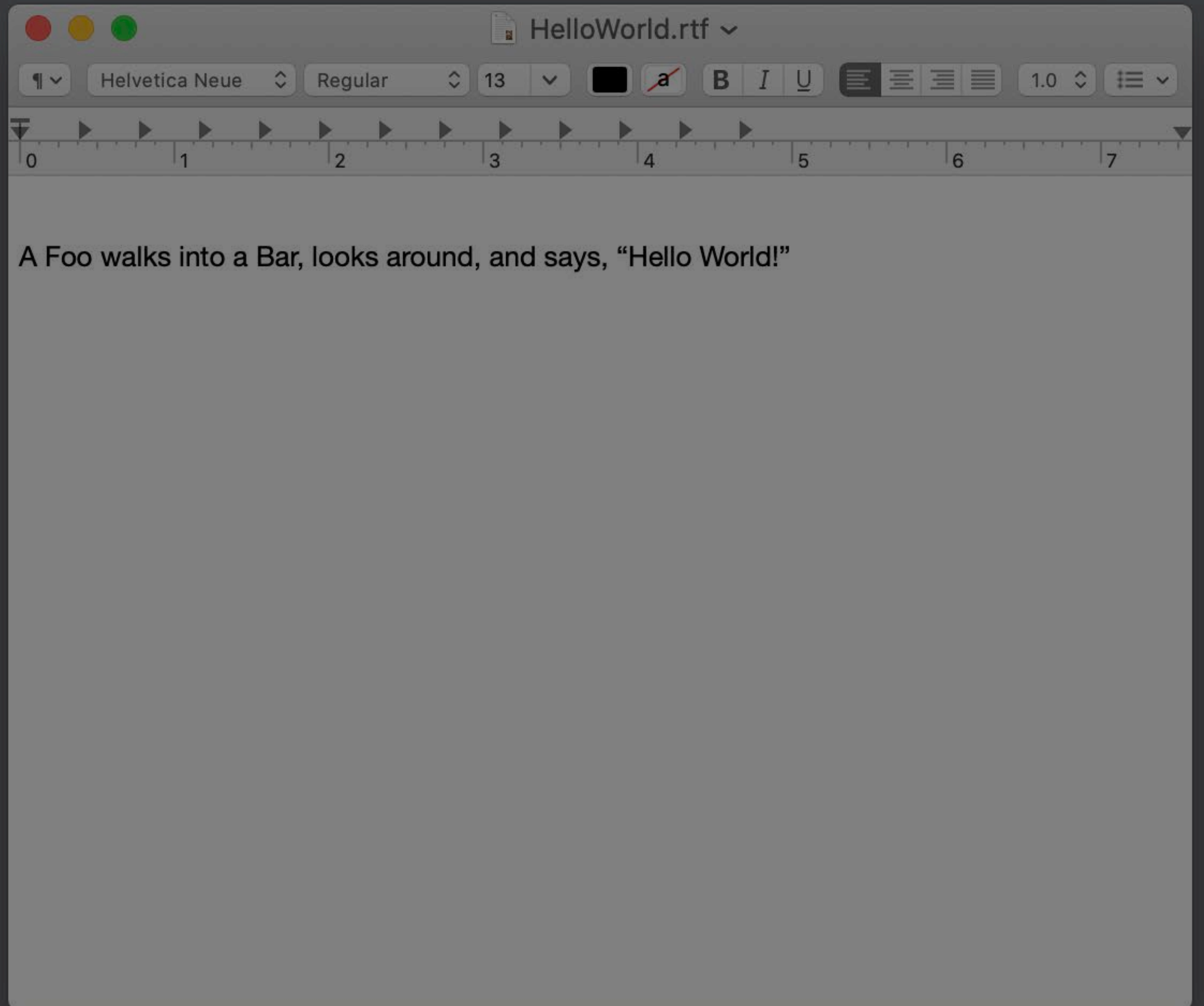
9:41 AM Mon Jun 3

Close

He

A Foo walks into a Bar, looks around, and says, "Hello World!"

`NSTextScalingType.iOS`



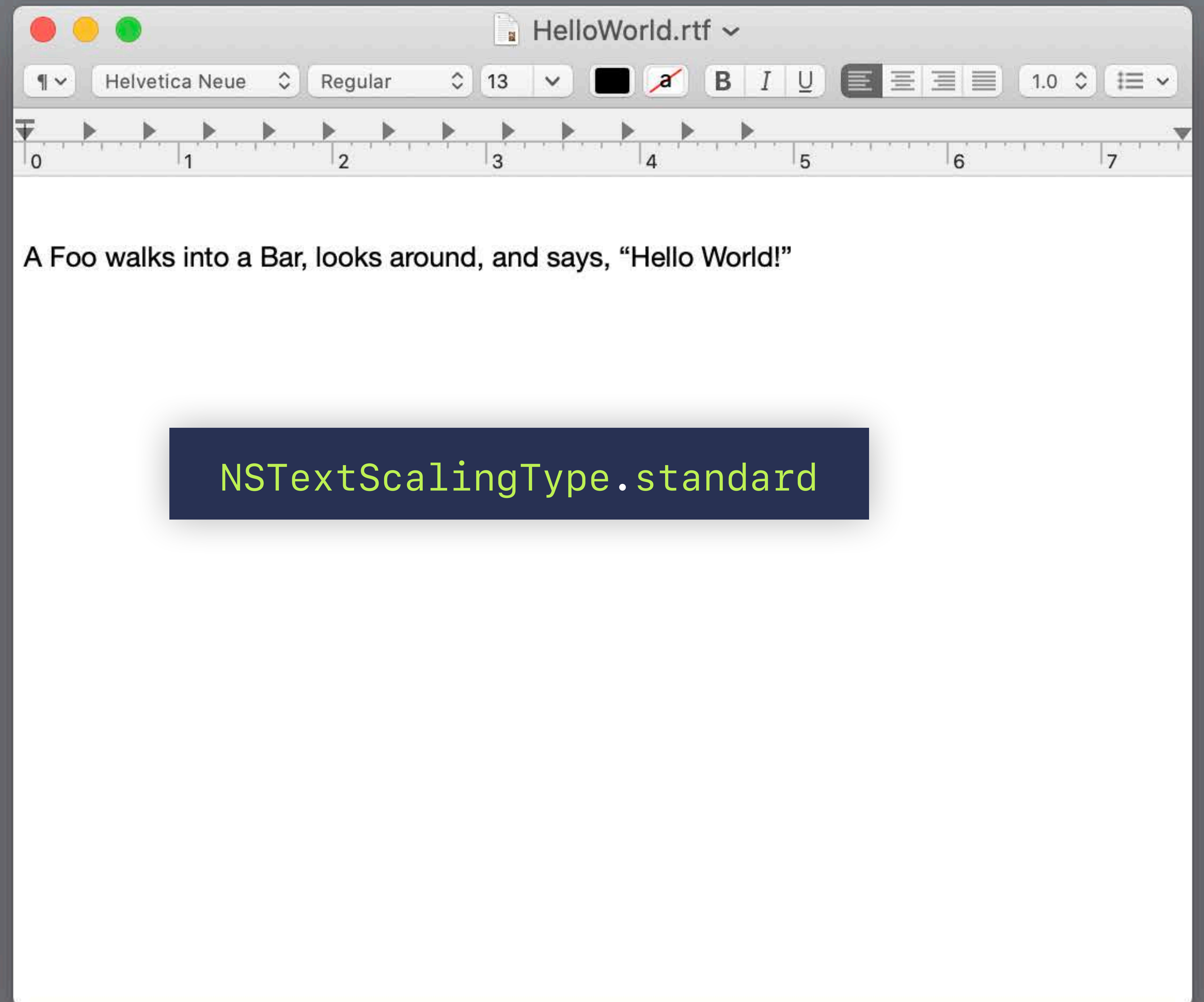
9:41 AM Mon Jun 3

Close

He

A Foo walks into a Bar, looks around, and says, "Hello World!"

`NSTextScalingType.iOS`



`NSTextScalingType.standard`

Use standard text scaling for best
cross-platform user experience

Situation

iPad Apps for Mac

9:41 AM Mon Jun 3

Close

FOREWORD

THE first requisite in the preparation of good sandwiches be used, but it should be of close, even texture and at least

Cream the butter with a wooden spoon and spread smoothly over the edge. When ready to serve, cut the sandwiches

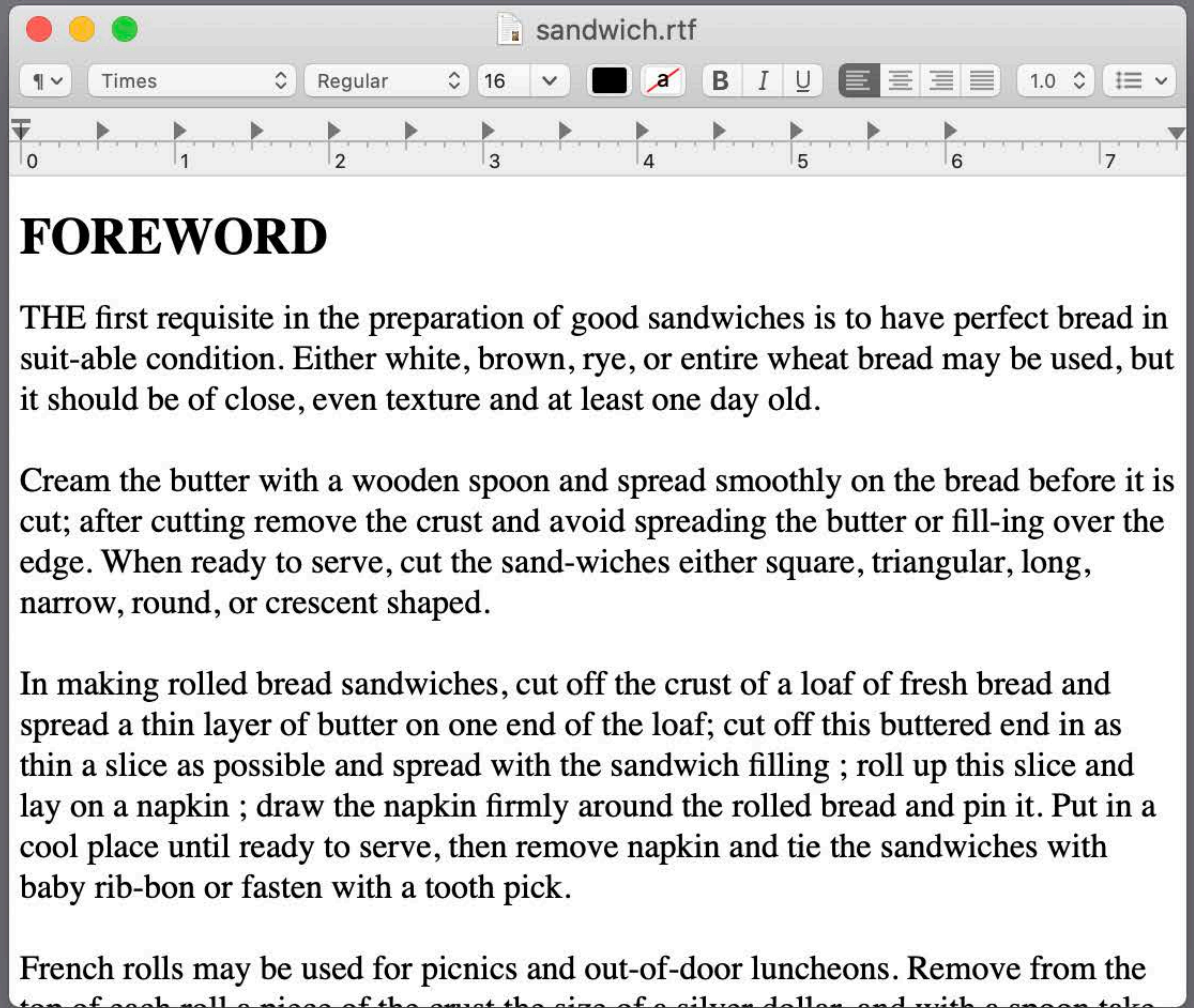
In making rolled bread sandwiches, cut off the crust of a loaf as thin a slice as possible and spread with the sandwich filling. Put in a cool place until ready to serve, then remove napkin

French rolls may be used for picnics and out-of-door luncheons. Remove from the top of each roll a piece of the crust the size of a silver dollar, and with a spoon take

For very small, dainty sandwiches to be served at afternoon tea, be only half filled, and then allowed to rise before baking.

A garnish such as the following may be used: For meat sandwiches, pickles, olives, cress, parsley, slices of lemon, and hard-boiled eggs; for fish, hair fern, smilax, berries, flowers, and candied fruit.

To keep sandwiches fresh, if prepared an hour or two before serving, wrap in wax paper.



sandwich.rtf

Times Regular 16 B I U 1.0

FOREWORD

THE first requisite in the preparation of good sandwiches is to have perfect bread in suit-able condition. Either white, brown, rye, or entire wheat bread may be used, but it should be of close, even texture and at least one day old.

Cream the butter with a wooden spoon and spread smoothly on the bread before it is cut; after cutting remove the crust and avoid spreading the butter or filling over the edge. When ready to serve, cut the sandwiches either square, triangular, long, narrow, round, or crescent shaped.

In making rolled bread sandwiches, cut off the crust of a loaf of fresh bread and spread a thin layer of butter on one end of the loaf; cut off this buttered end in as thin a slice as possible and spread with the sandwich filling ; roll up this slice and lay on a napkin ; draw the napkin firmly around the rolled bread and pin it. Put in a cool place until ready to serve, then remove napkin and tie the sandwiches with baby rib-bon or fasten with a tooth pick.

French rolls may be used for picnics and out-of-door luncheons. Remove from the top of each roll a piece of the crust the size of a silver dollar, and with a spoon take

Text Scaling

Situation — iPad Apps for Mac



NEW

Adjust UITextView rendering to match standard text scaling

```
// New UITextView property usesStandardTextScaling
let myTextView = UITextView(frame: myRect, textContainer: myTextContainer)
myTextView.usesStandardTextScaling = true
```


Text Scaling

Situation — iPad Apps for Mac



NEW

Adjust UITextView rendering to match standard text scaling

```
// New UITextView property usesStandardTextScaling
let myTextView = UITextView(frame: myRect, textContainer: myTextContainer)
myTextView.usesStandardTextScaling = true
```


Close

FOREWORD

THE first requisite in the preparation of good sandwiches is to have perfect bread in suitable condition. Either white, brown, rye, or entire wheat bread may be used, but it should be of close, even texture and at least one day old.

Cream the butter with a wooden spoon and spread smoothly on the bread before it is cut; after cutting remove the crust and avoid spreading the butter or filling over the edge. When ready to serve, cut the sandwiches either square, triangular, long, narrow, round, or crescent shaped.

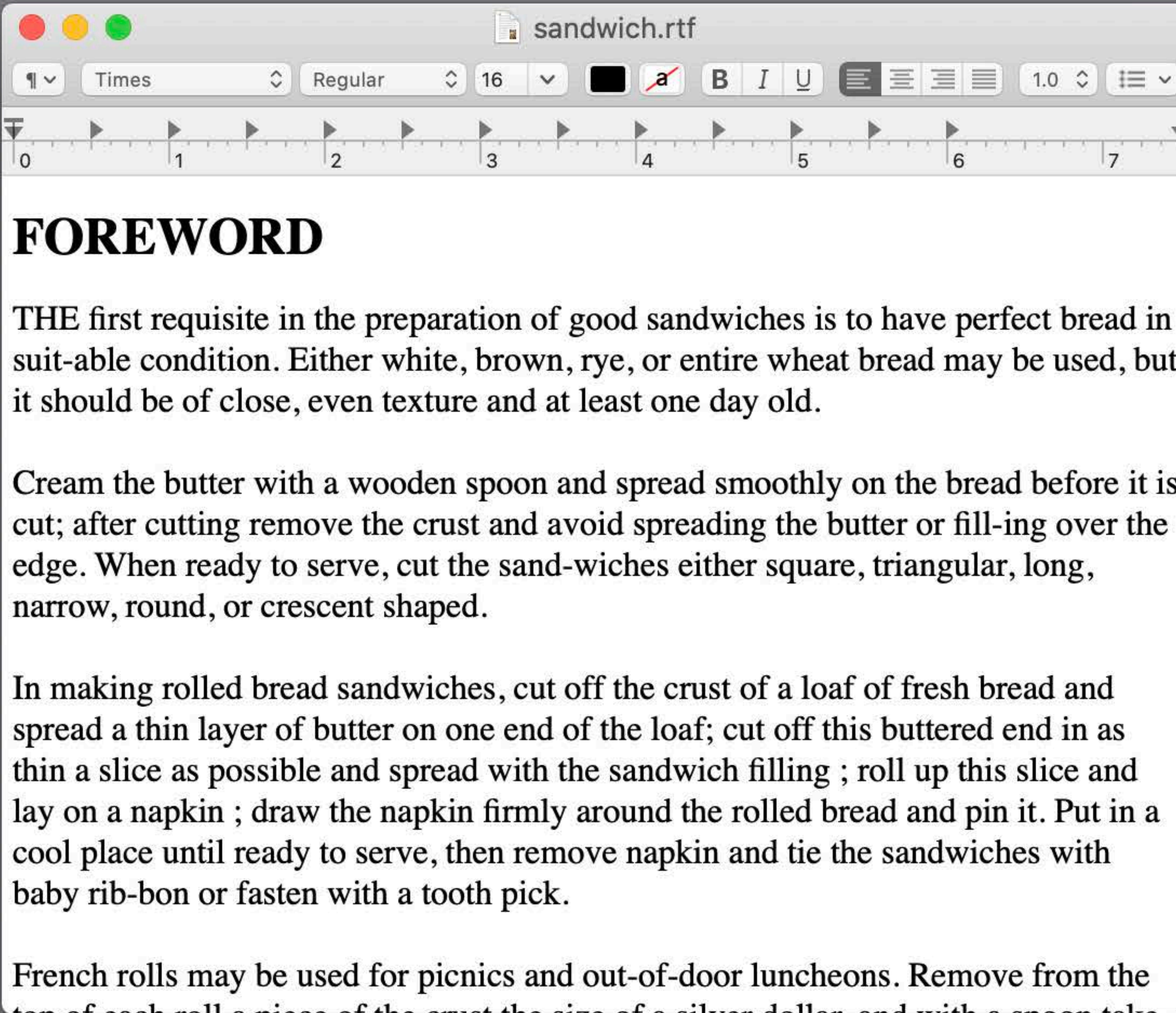
In making rolled bread sandwiches, cut off the crust of a loaf of fresh bread and spread a thin layer of butter on one end of the loaf; cut off this buttered end in as thin a slice as possible and spread with the sandwich filling; roll up this slice and lay on a napkin; draw the napkin firmly around the rolled bread and pin it. Put in a cool place until ready to serve, then remove napkin and tie the sandwiches with baby ribbon or fasten with a toothpick.

French rolls may be used for picnics and out-of-door luncheons. Remove from the top of each roll a piece of the crust the size of a silver dollar, and with a spoon take

For very small, dainty sandwiches to be served at luncheons, the sandwiches should be only half filled, and then allowed to rise before serving.

A garnish such as the following may be used: For luncheons, use pickles, olives, cress, parsley, slices of lemon, and hard-boiled eggs. For parties, use hair fern, smilax, berries, flowers, and candied fruit.

To keep sandwiches fresh, if prepared an hour or more in advance, wrap them in wax paper.



9:41 AM Mon Jun 3

Close

FOREWORD

THE first requisite in the preparation of good sandwiches is to have perfect bread in suit-able condition. Either white, brown, rye, or entire wheat bread may be used, but it should be of close, even texture and at least one day old.

Cream the butter with a wooden spoon and spread smoothly on the bread before it is cut; after cutting remove the crust and avoid spreading the butter or fill-ing over the edge. When ready to serve, cut the sand-wiches either square, triangular, long, narrow, round, or crescent shaped.

In making rolled bread sandwiches, cut off the crust of a loaf of fresh bread and spread a thin layer of butter on one end of the loaf; cut off this buttered end in as thin a slice as possible and spread with the sandwich filling ; roll up this slice and lay on a napkin ; draw the napkin firmly around the rolled bread and pin it. Put in a cool place until ready to serve, then remove napkin and tie the sandwiches with a baby rib-bon or fasten with a tooth pick.

French rolls may be used for picnics and out-of-door luncheons. Remove the top of each roll a piece of the crust the size of a silver dollar, and with a

For very small, dainty sandwiches to be served at luncheons, they should be only half filled, and then allowed to rise before serving.

A garnish such as the following may be used: For luncheons, use pickles, olives, cress, parsley, slices of lemon, and hard-boiled eggs. For parties, use hair fern, smilax, berries, flowers, and candied fruit.

To keep sandwiches fresh, if prepared an hour or more in advance, wrap them in wax paper.

sandwich.rtf

Times Regular 16

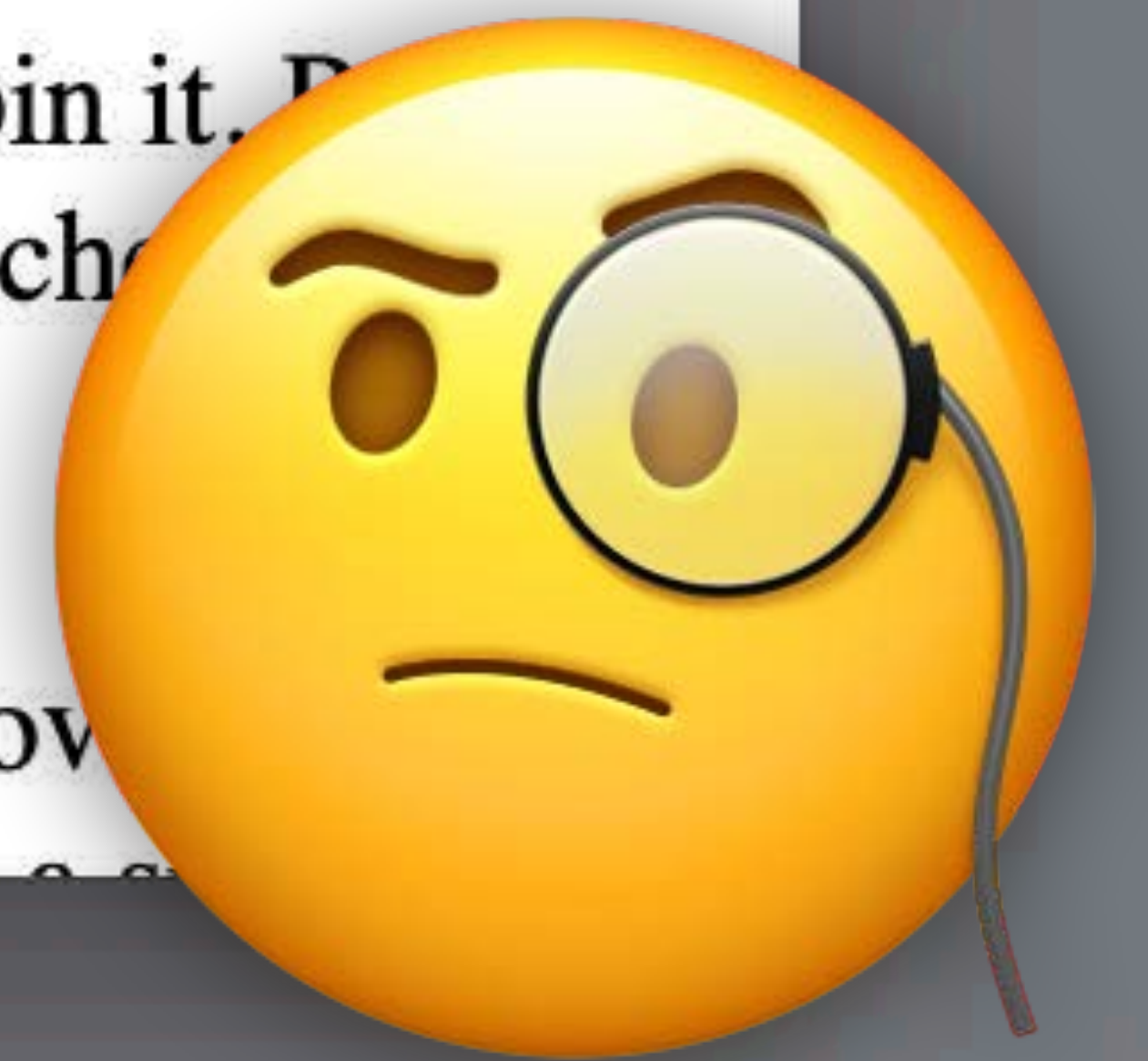
FOREWORD

THE first requisite in the preparation of good sandwiches is to have perfect bread in suit-able condition. Either white, brown, rye, or entire wheat bread may be used, but it should be of close, even texture and at least one day old.

Cream the butter with a wooden spoon and spread smoothly on the bread before it is cut; after cutting remove the crust and avoid spreading the butter or fill-ing over the edge. When ready to serve, cut the sand-wiches either square, triangular, long, narrow, round, or crescent shaped.

In making rolled bread sandwiches, cut off the crust of a loaf of fresh bread and spread a thin layer of butter on one end of the loaf; cut off this buttered end in as thin a slice as possible and spread with the sandwich filling ; roll up this slice and lay on a napkin ; draw the napkin firmly around the rolled bread and pin it. Put in a cool place until ready to serve, then remove napkin and tie the sandwiches with a baby rib-bon or fasten with a tooth pick.

French rolls may be used for picnics and out-of-door luncheons. Remove the top of each roll a piece of the crust the size of a silver dollar, and with a



Close

FOREWORD

THE first requisite in the preparation of good sandwiches is to have perfect bread in suitable condition. Either white, brown, rye, or entire wheat bread may be used, but it should be of close, even texture and at least one day old.

Cream the butter with a wooden spoon and spread smoothly on the bread before it is cut; after cutting remove the crust and avoid spreading the butter or filling over the edge. When ready to serve, cut the sandwiches either square, triangular, long, narrow, round, or crescent shaped.

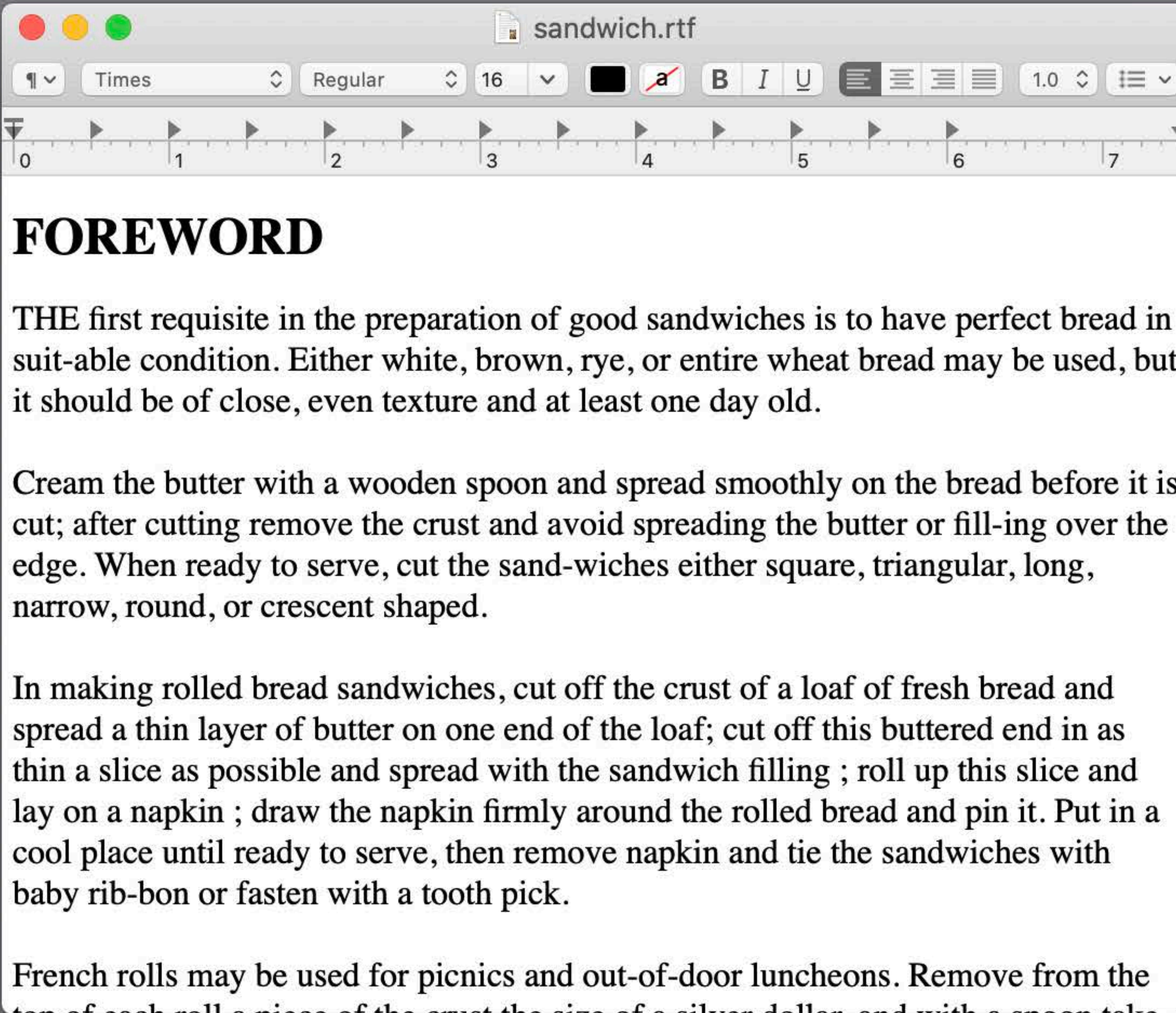
In making rolled bread sandwiches, cut off the crust of a loaf of fresh bread and spread a thin layer of butter on one end of the loaf; cut off this buttered end in as thin a slice as possible and spread with the sandwich filling; roll up this slice and lay on a napkin; draw the napkin firmly around the rolled bread and pin it. Put in a cool place until ready to serve, then remove napkin and tie the sandwiches with baby ribbon or fasten with a toothpick.

French rolls may be used for picnics and out-of-door luncheons. Remove from the top of each roll a piece of the crust the size of a silver dollar, and with a spoon take

For very small, dainty sandwiches to be served at luncheons, the sandwiches should be only half filled, and then allowed to rise before serving.

A garnish such as the following may be used: For luncheons, use pickles, olives, cress, parsley, slices of lemon, and hard-boiled eggs. For parties, use hair fern, smilax, berries, flowers, and candied fruit.

To keep sandwiches fresh, if prepared an hour or more in advance, wrap them in wax paper.



Close

FOREWORD

THE first requisite in the preparation of good sandwiches is to have perfect bread in suit-able condition. Either white, brown, rye, or entire wheat bread may be used, but it should be of close, even texture and at least one day old.

Cream the butter with a wooden spoon and spread smoothly on the bread before it is cut; after cutting remove the crust and avoid spreading the butter or fill-ing over the edge. When ready to serve, cut the sand-wiches either square, triangular, long, narrow, round, or crescent shaped.

In making rolled bread sandwiches, cut off the crust of a loaf of fresh bread and spread a thin layer of butter on one end of the loaf; cut off this buttered end in as thin a slice as possible and spread with the sandwich filling ; roll up this slice and lay on a napkin ; draw the napkin firmly around the rolled bread and pin it. Put in a cool place until ready to serve, then remove napkin and tie the sandwiches with baby rib-bon or fasten with a tooth pick.

French rolls may be used for picnics and out-of-door luncheons. Remove from the top of each roll a piece of the crust the size of a silver dollar, and with a spoon take

For very small, dainty sandwiches to be served at luncheons, use French rolls without baking powder cans. These should be served without crust.

A garnish such as the following may be used for fish sandwiches, use pickles

1

Times

Regular

16

a

B

I

U

1.0



FOREWORD

THE first requisite in the preparation of good sandwiches is to have perfect bread in suit-able condition. Either white, brown, rye, or entire wheat bread may be used, but it should be of close, even texture and at least one day old.

Cream the butter with a wooden spoon and spread smoothly on the bread before it is cut; after cutting remove the crust and avoid spreading the butter or fill-ing over the edge. When ready to serve, cut the sand-wiches either square, triangular, long, narrow, round, or crescent shaped.

In making rolled bread sandwiches, cut off the crust of a loaf of fresh bread and spread a thin layer of butter on one end of the loaf; cut off this buttered end in as thin a slice as possible and spread with the sandwich filling ; roll up this slice and lay on a napkin ; draw the napkin firmly around the rolled bread and pin it. Put in a cool place until ready to serve, then remove napkin and tie the sandwiches with baby rib-bon or fasten with a tooth pick.

French rolls may be used for picnics and out-of-door luncheons. Remove from the top of each roll a piece of the crust the size of a silver dollar, and with a spoon take

Close

FOREWORD

THE first requisite in the preparation of good sandwiches is to have perfect bread in suit-able condition. Either white, brown, rye, or entire wheat bread may be used, but it should be of close, even texture and at least one day old.

Cream the butter with a wooden spoon and spread smoothly on the bread before it is cut; after cutting remove the crust and avoid spreading the butter or fill-ing over the edge. When ready to serve, cut the sand-wiches either square, triangular, long, narrow, round, or crescent shaped.

In making rolled bread sandwiches, cut off the crust of a loaf of fresh bread and spread a thin layer of butter on one end of the loaf; cut off this buttered end in as thin a slice as possible and spread with the sandwich filling ; roll up this slice and lay on a napkin ; draw the napkin firmly around the rolled bread and pin it. Pre-cool place until ready to serve, then remove napkin and tie the sandwich with a baby rib-bon or fasten with a tooth pick.

French rolls may be used for picnics and out-of-door luncheons. Remove the top of each roll a piece of the crust the size of a silver dollar, and with a spoon

For very small, dainty sandwiches to be served at luncheons, use French rolls without crust.

A garnish such as the following may be used for fish sandwiches, use pickles

Times Regular 16 B I U 1.0



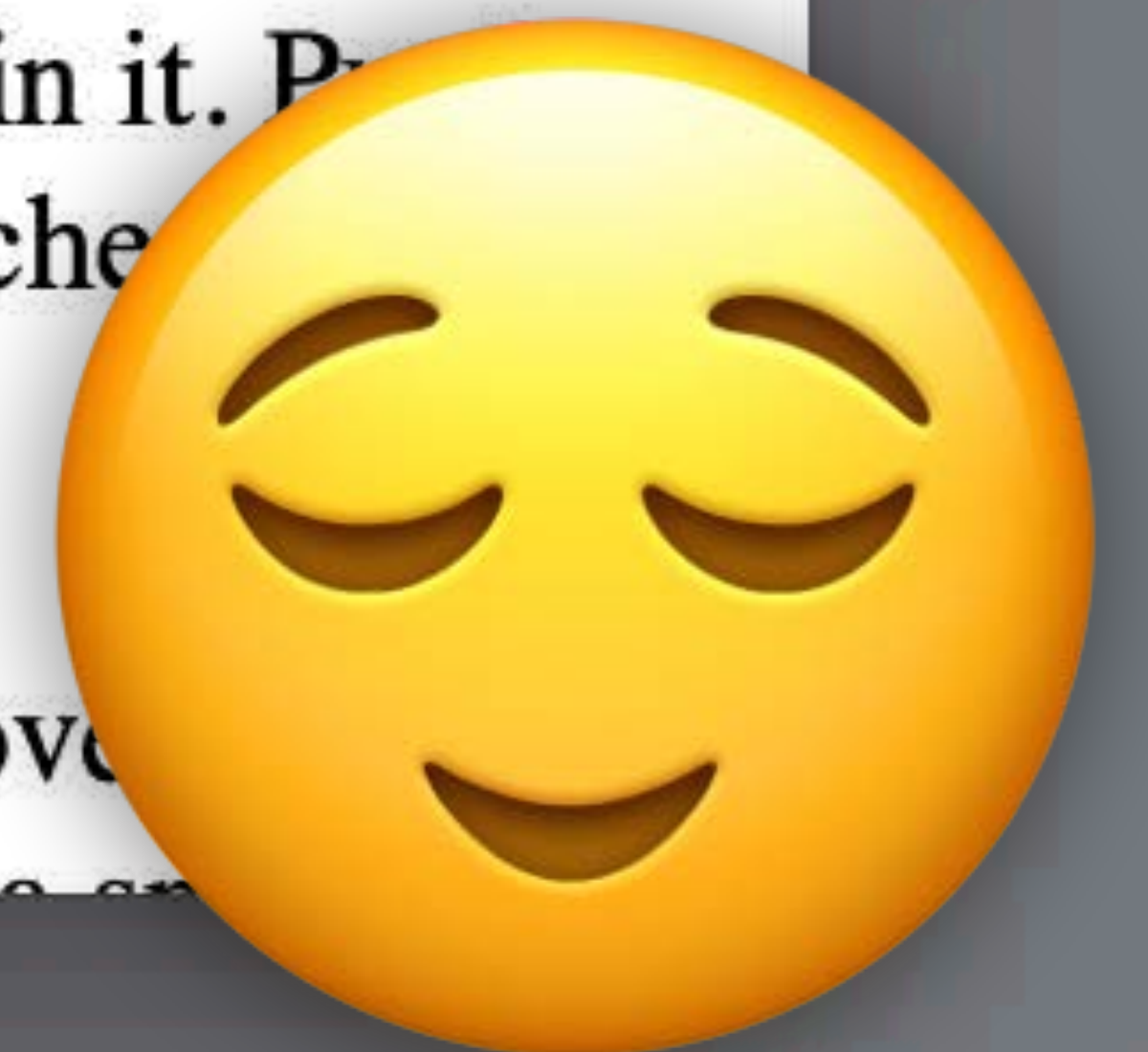
FOREWORD

THE first requisite in the preparation of good sandwiches is to have perfect bread in suit-able condition. Either white, brown, rye, or entire wheat bread may be used, but it should be of close, even texture and at least one day old.

Cream the butter with a wooden spoon and spread smoothly on the bread before it is cut; after cutting remove the crust and avoid spreading the butter or fill-ing over the edge. When ready to serve, cut the sand-wiches either square, triangular, long, narrow, round, or crescent shaped.

In making rolled bread sandwiches, cut off the crust of a loaf of fresh bread and spread a thin layer of butter on one end of the loaf; cut off this buttered end in as thin a slice as possible and spread with the sandwich filling ; roll up this slice and lay on a napkin ; draw the napkin firmly around the rolled bread and pin it. Pre-cool place until ready to serve, then remove napkin and tie the sandwich with a baby rib-bon or fasten with a tooth pick.

French rolls may be used for picnics and out-of-door luncheons. Remove the top of each roll a piece of the crust the size of a silver dollar, and with a spoon



Text Scaling

Situation — iPad Apps for Mac



`usesStandardTextScaling = false` by default

Custom view transforms may give unexpected results

Situation

Copy and Paste

Text Scaling

Situation — Copy and Paste



NEW

Visually consistent copy and paste happens automatically

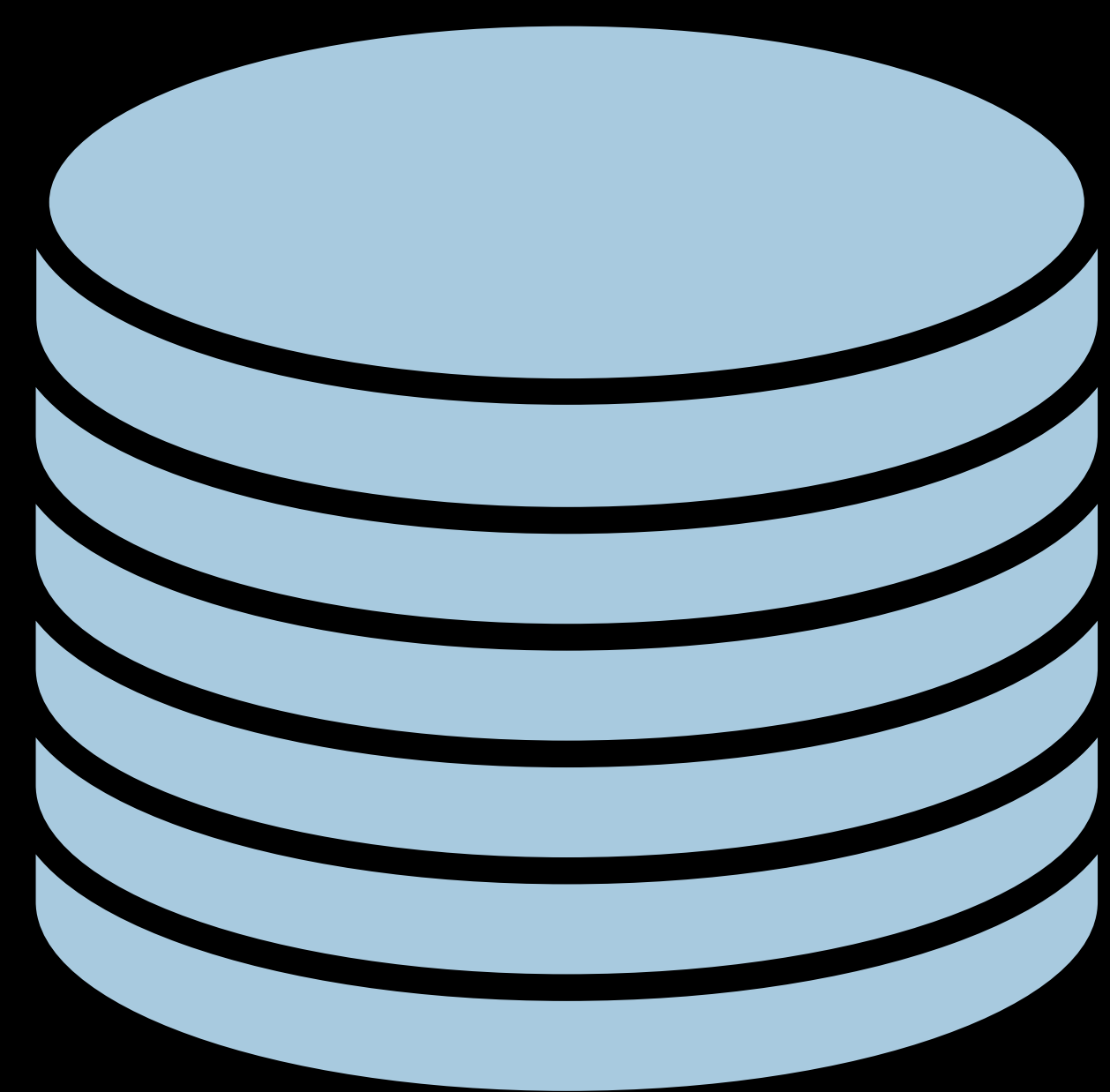
iOS



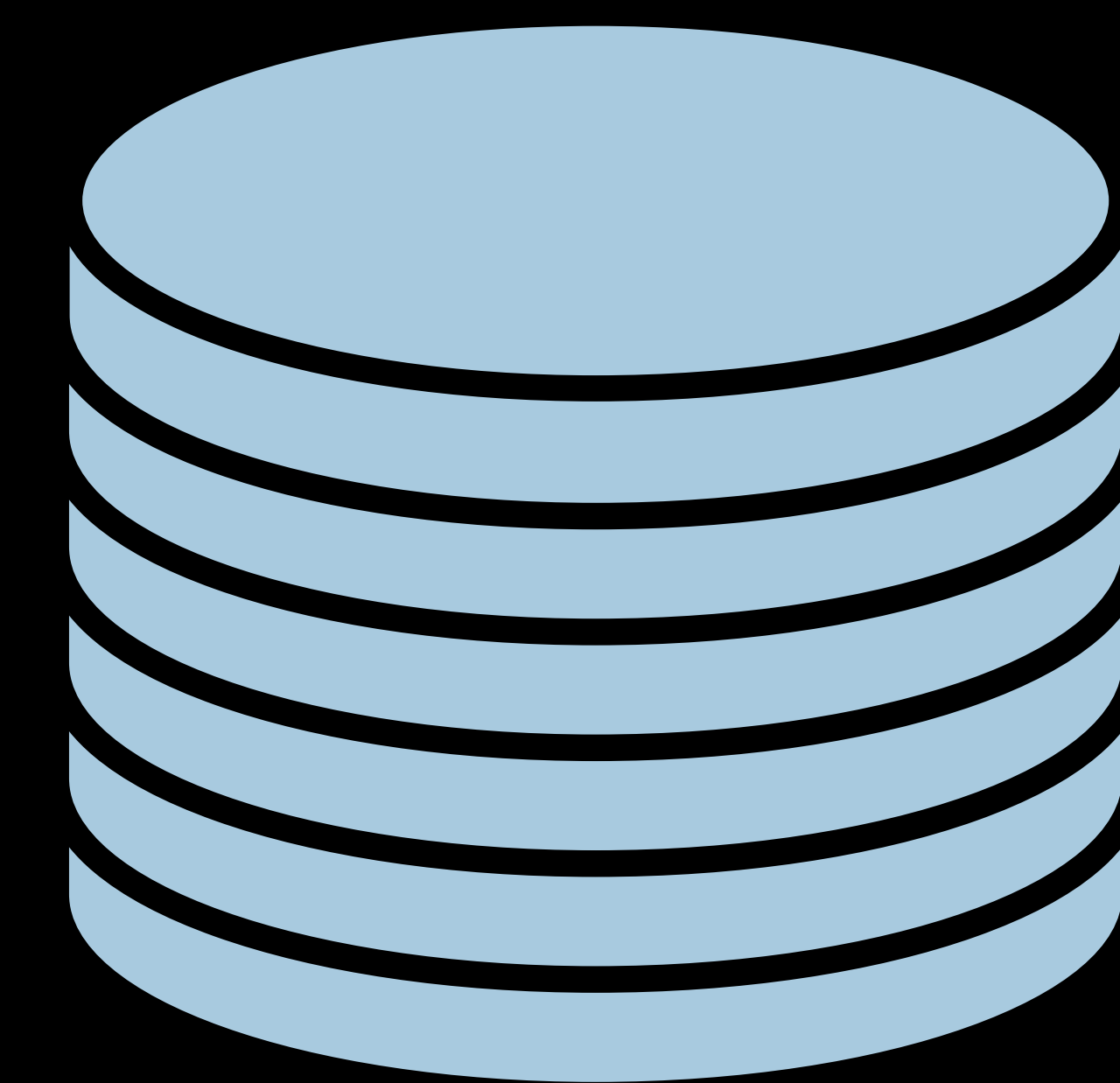
macOS



iOS

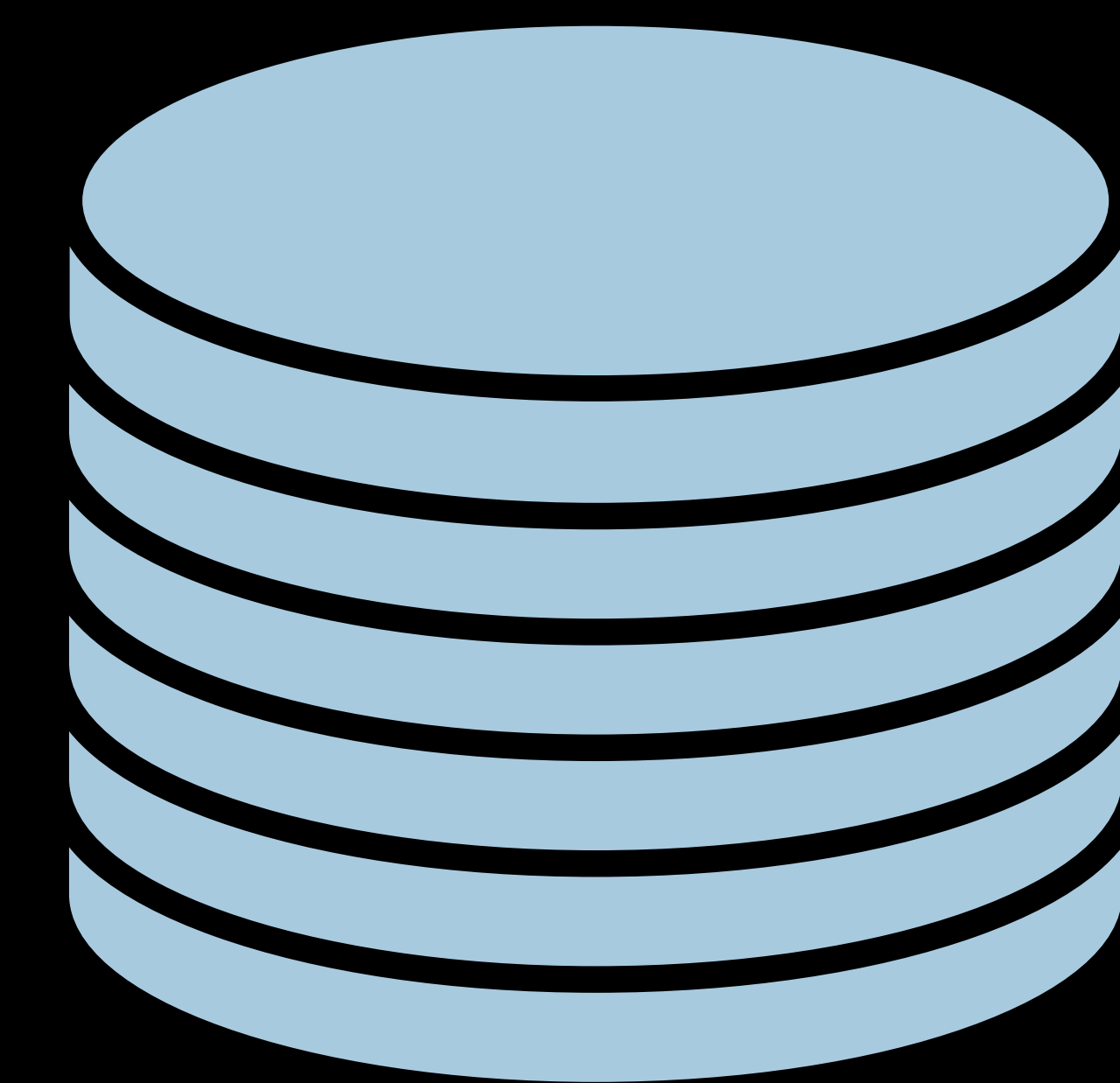
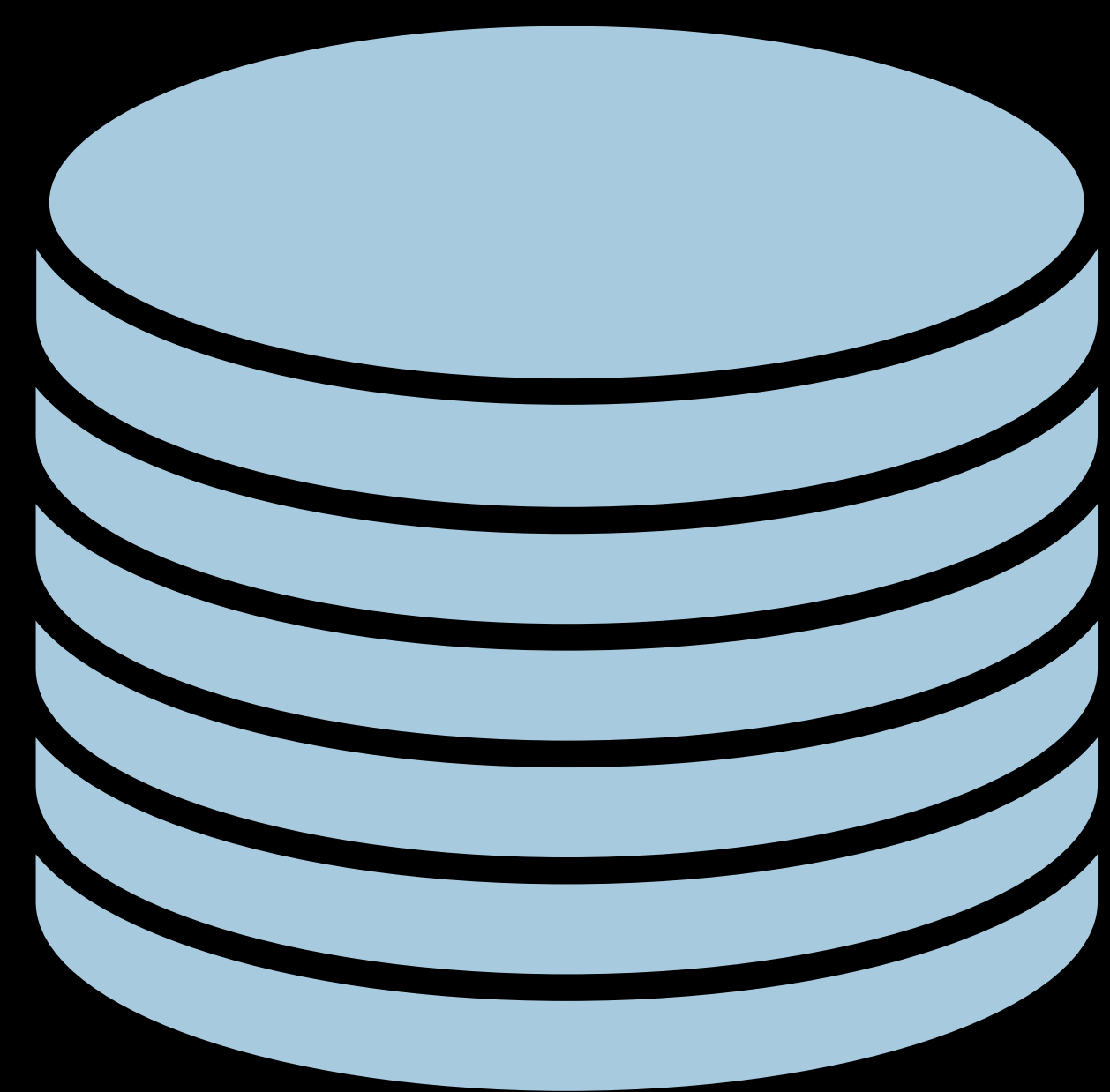
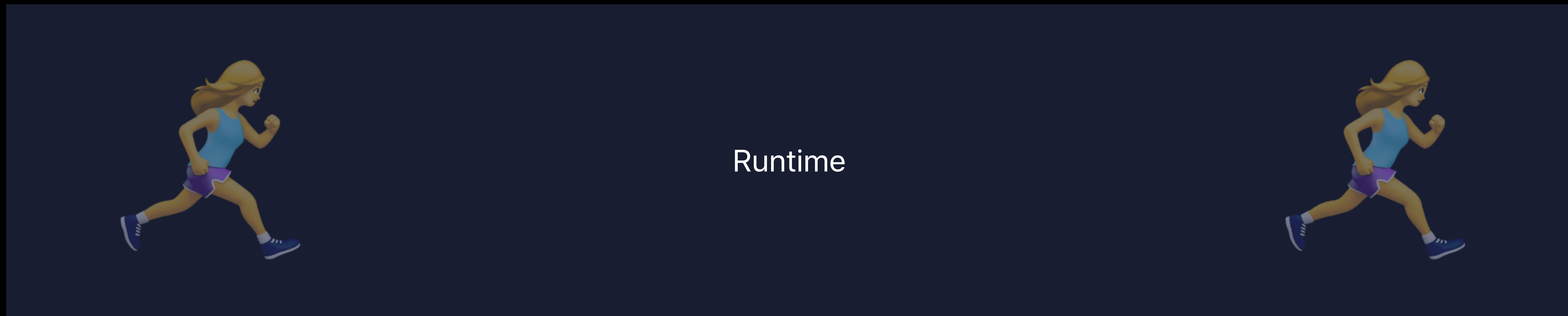


macOS



iOS

macOS



iOS

macOS



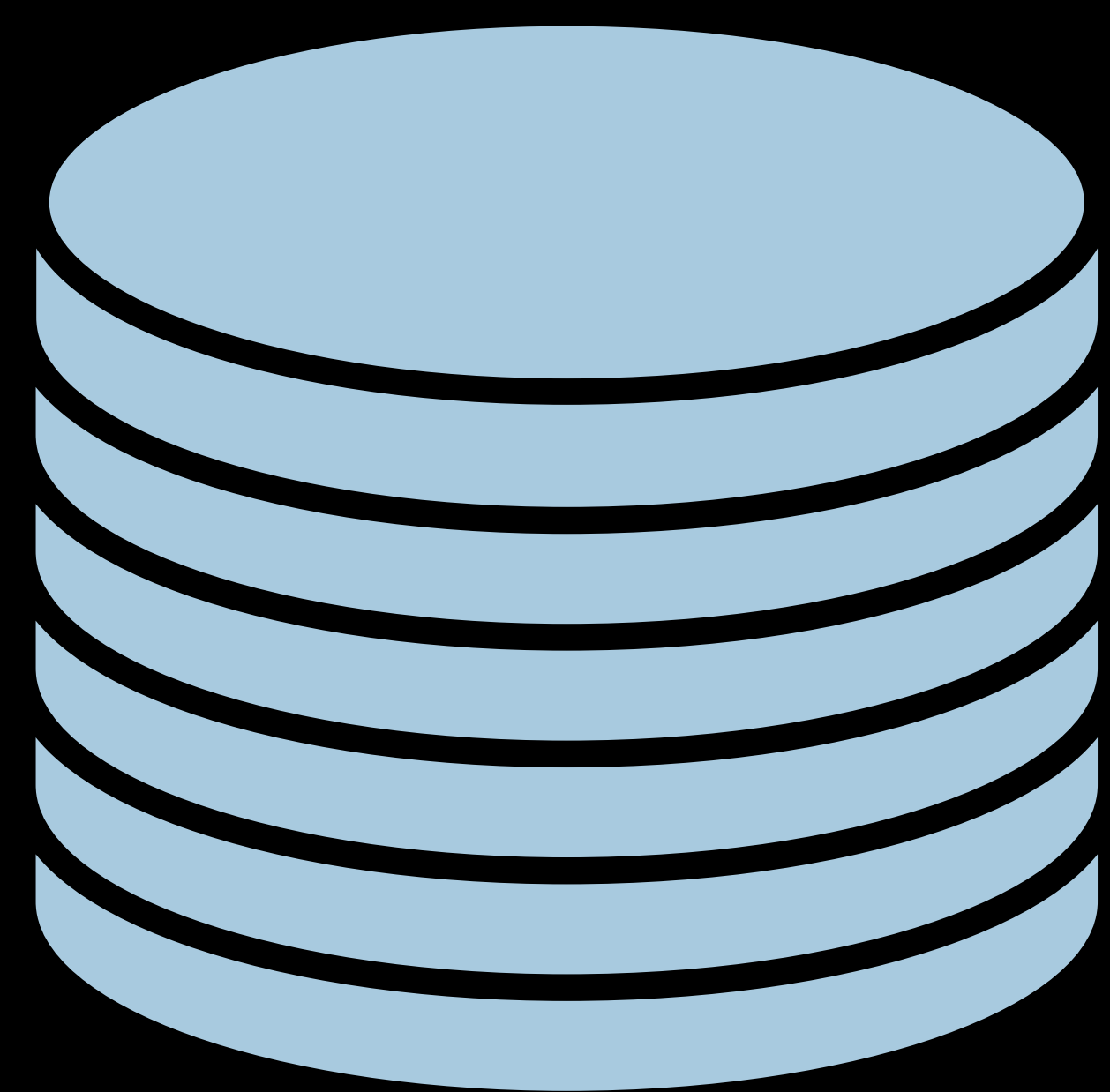
Runtime



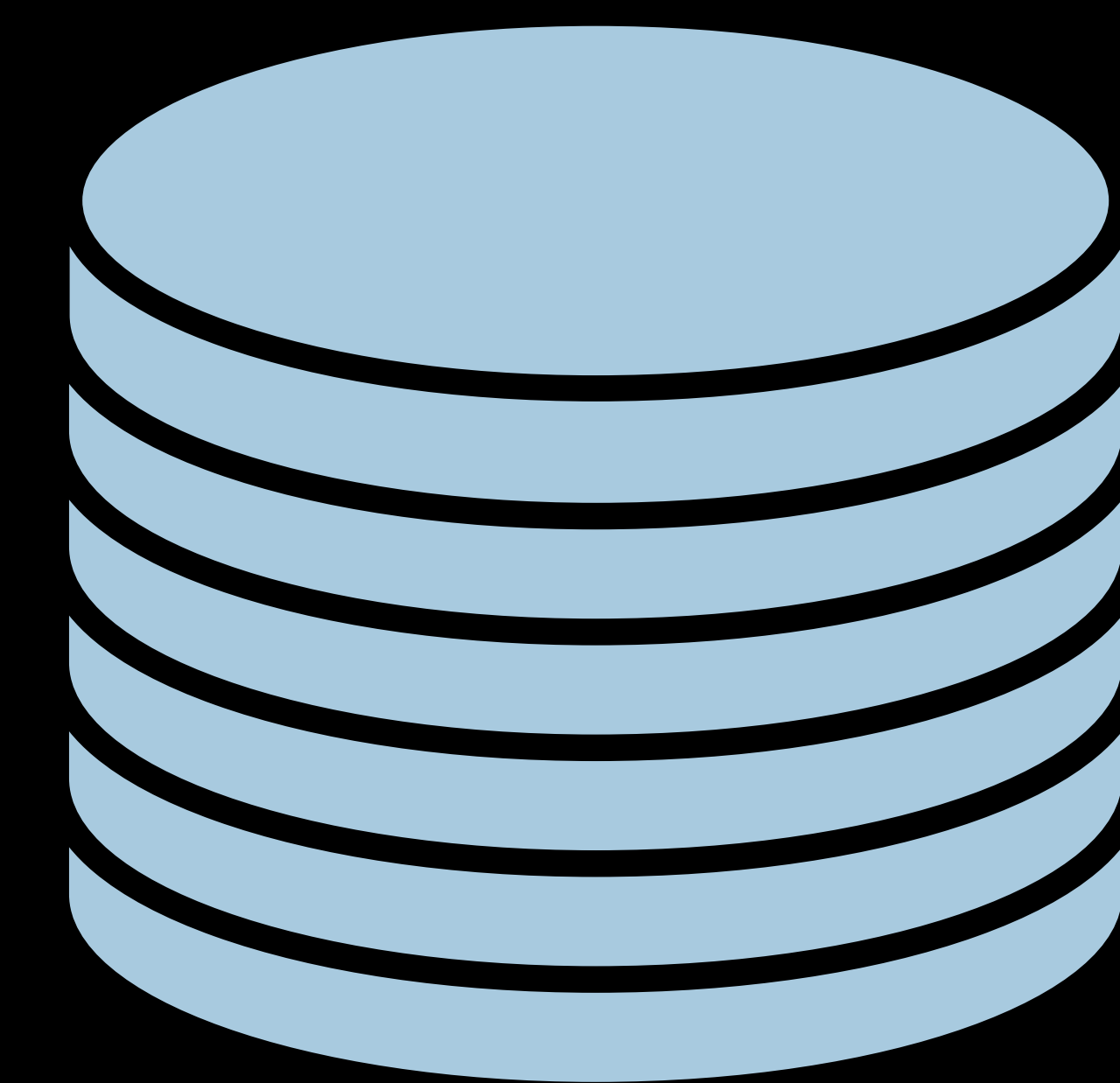
Persistence



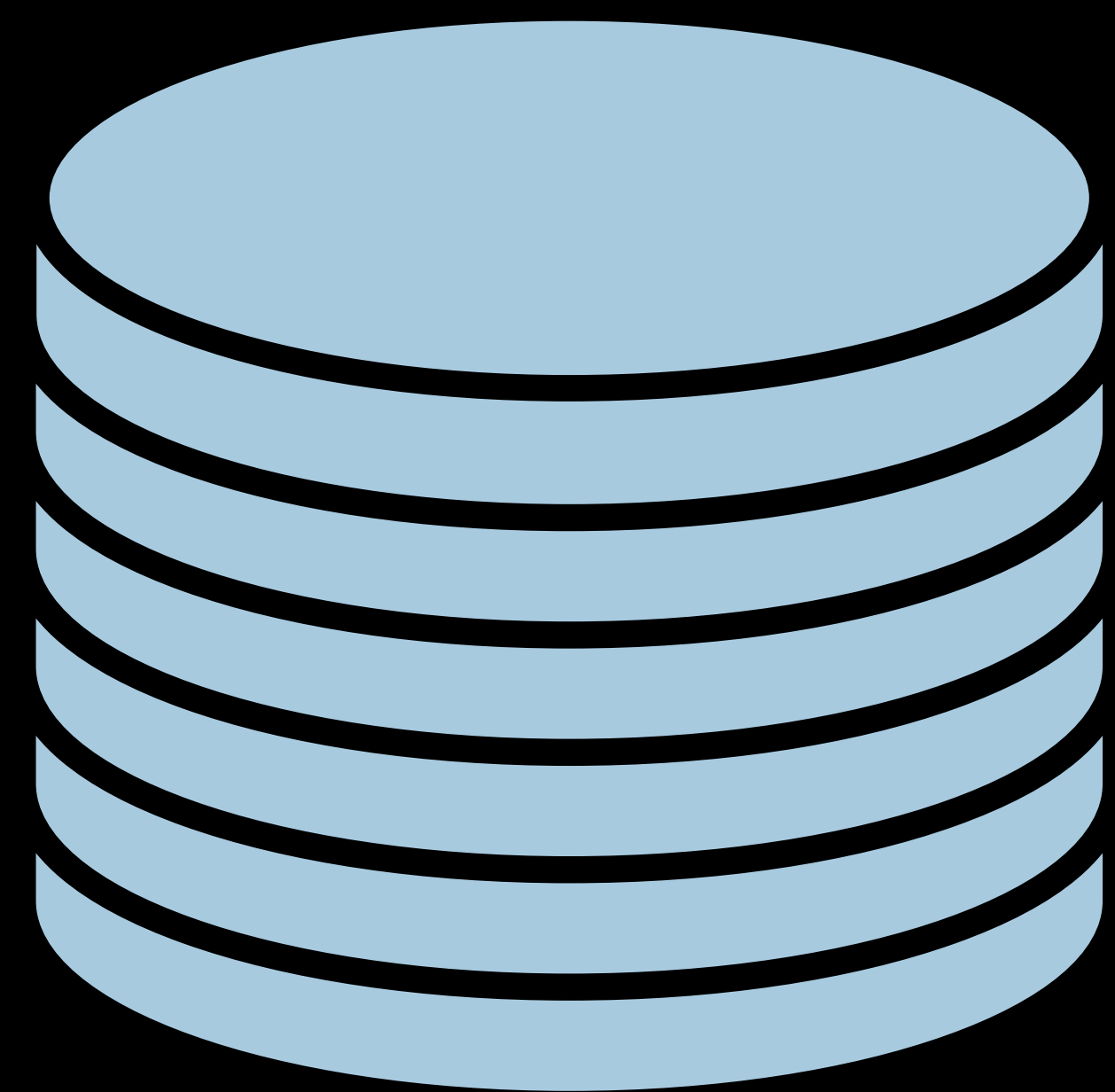
iOS



macOS



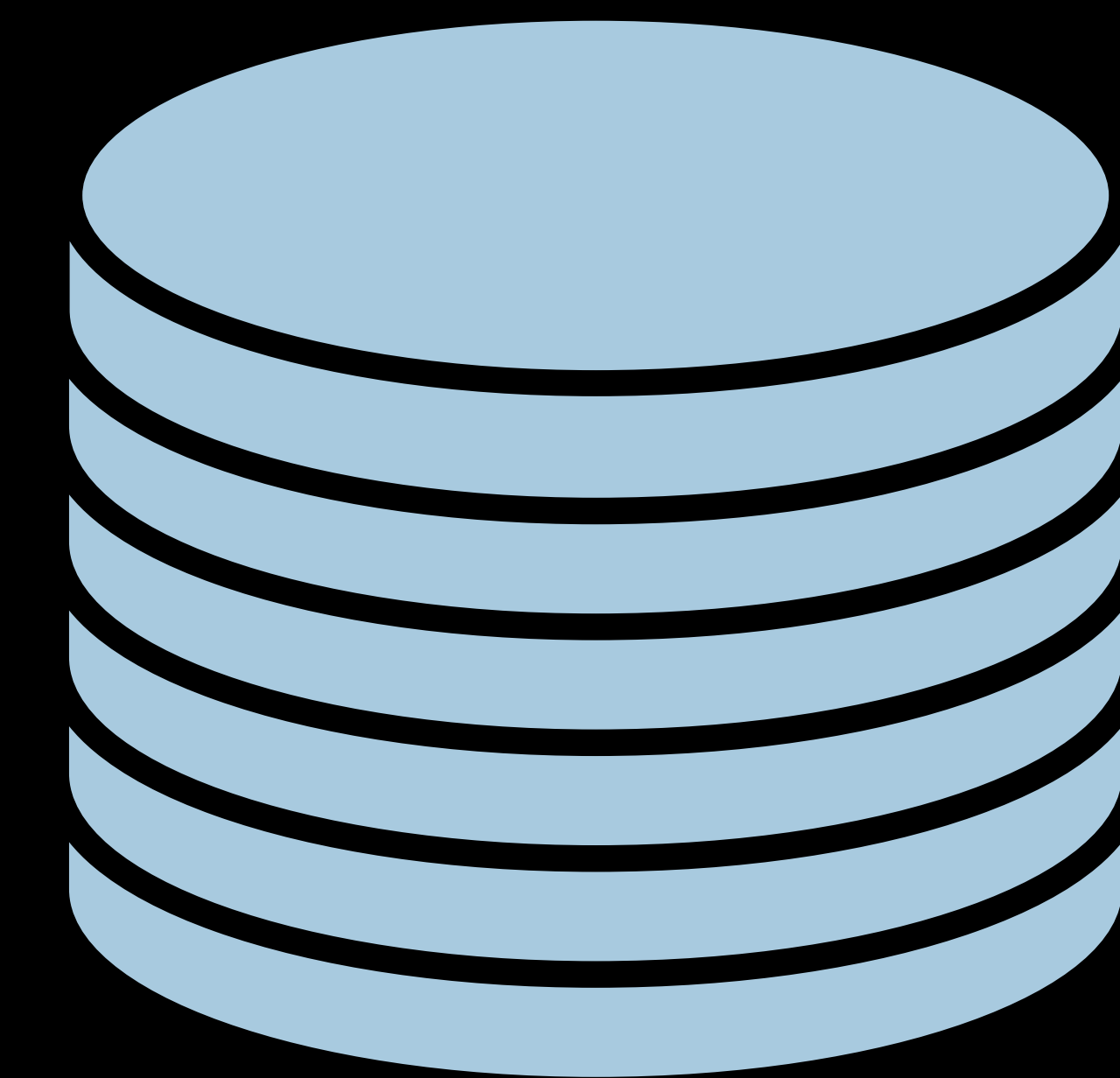
iOS



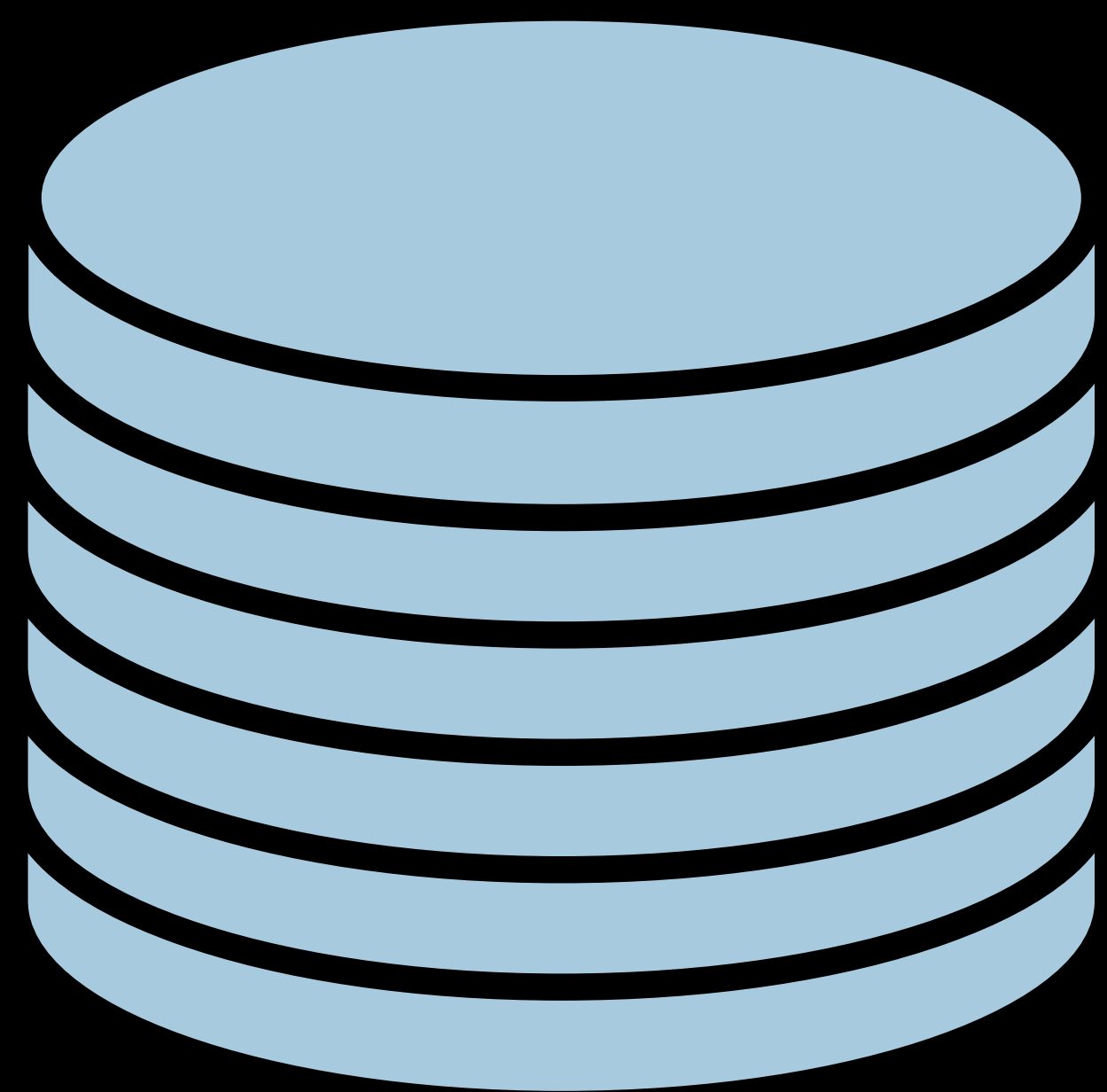
Copy

Simulacrum

macOS

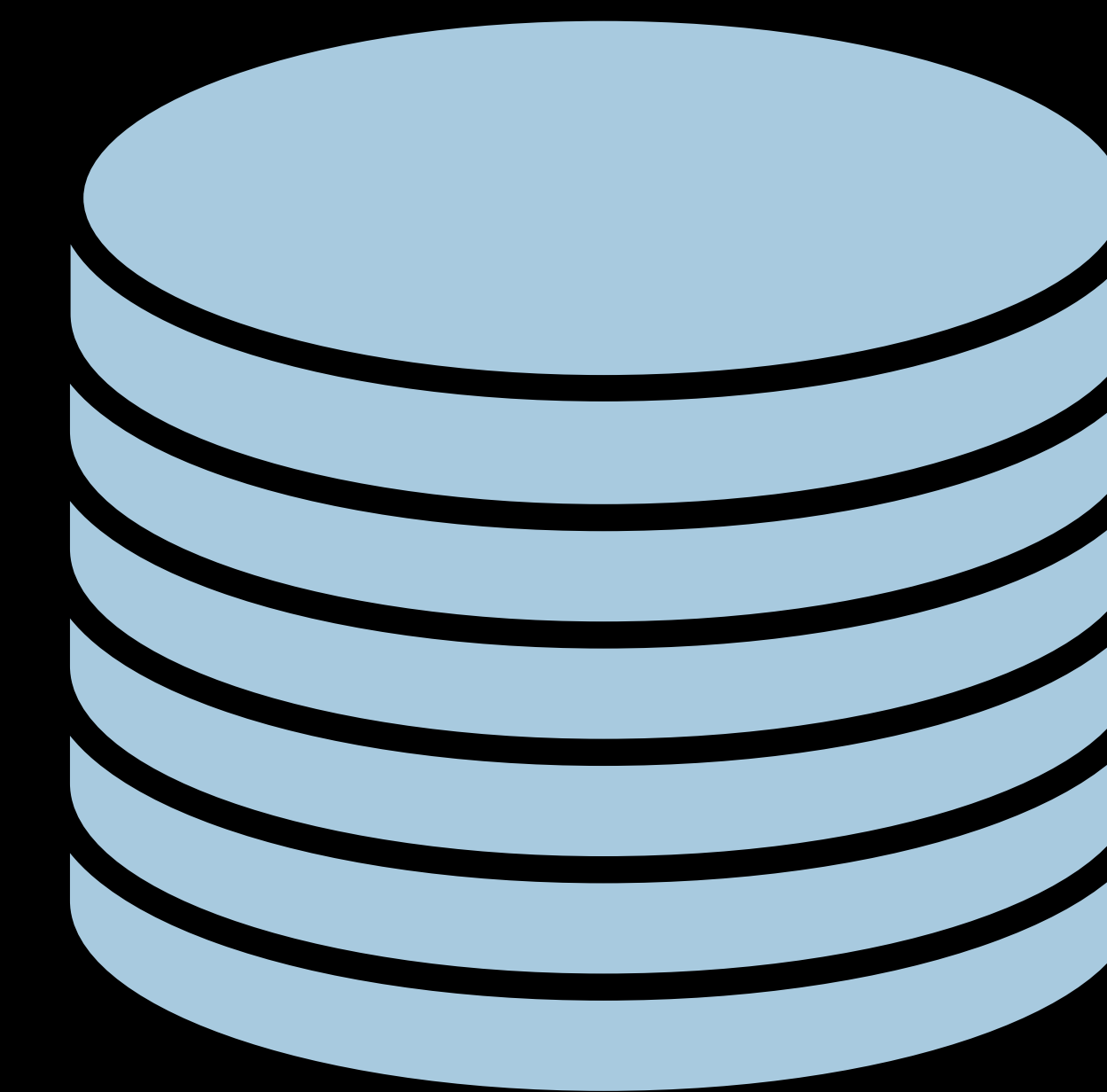


iOS



```
{\rtf1\ansi\ansicpg1252\cocoartf2467  
{\fonttbl\f0\fnil\fcharset0  
AvenirNext-Heavy;}...
```

macOS



Text Scaling

Situation — Copy and Paste

NSAttributedString API for writing RTF adds metadata for text scaling

NEW BEHAVIOR

```
func data(from: NSRange,  
         documentAttributes: [NSAttributedString.DocumentAttributeKey : Any]) throws -> Data
```

iOS



macOS



Simulacrum

iOS



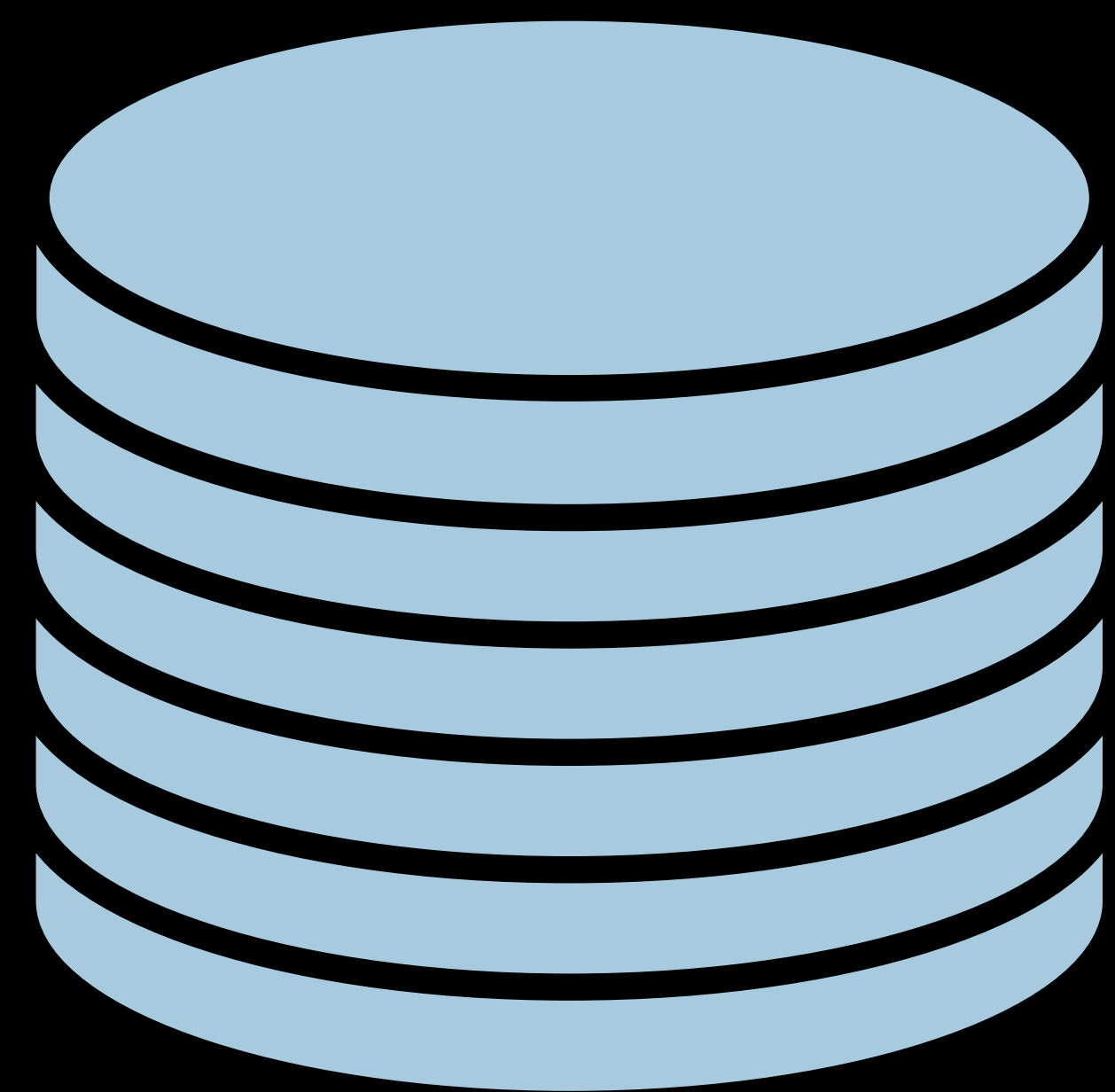
Copy

Simulacrum

macOS

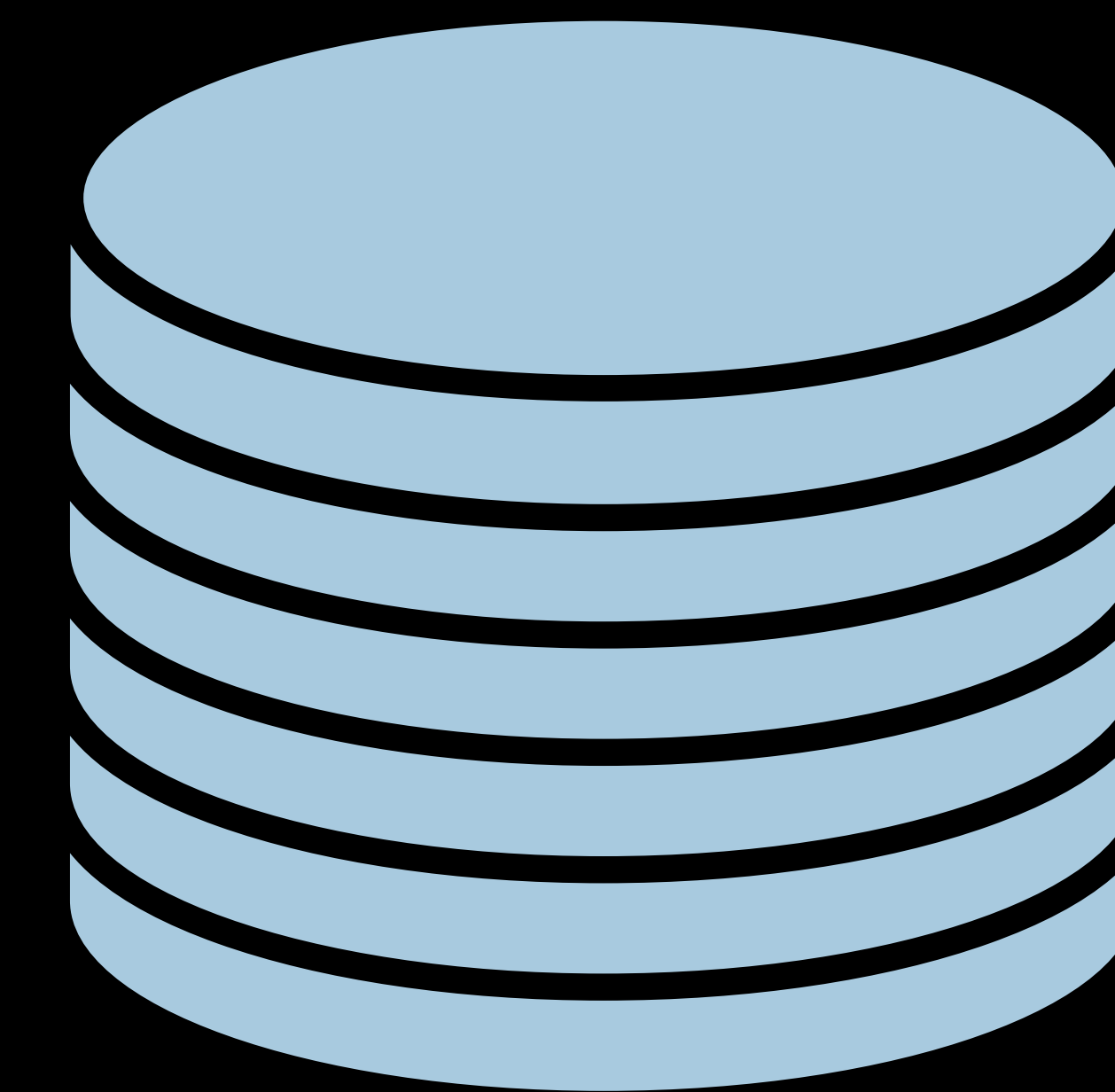


iOS



```
{\rtf1\ansi\ansicpg1252\cocoartf2467  
\cocoatextscaling1\cocoaplatform1  
{\fonttbl\f0\fnil\fcharset0  
AvenirNext-Heavy;}...
```

macOS



Text Scaling

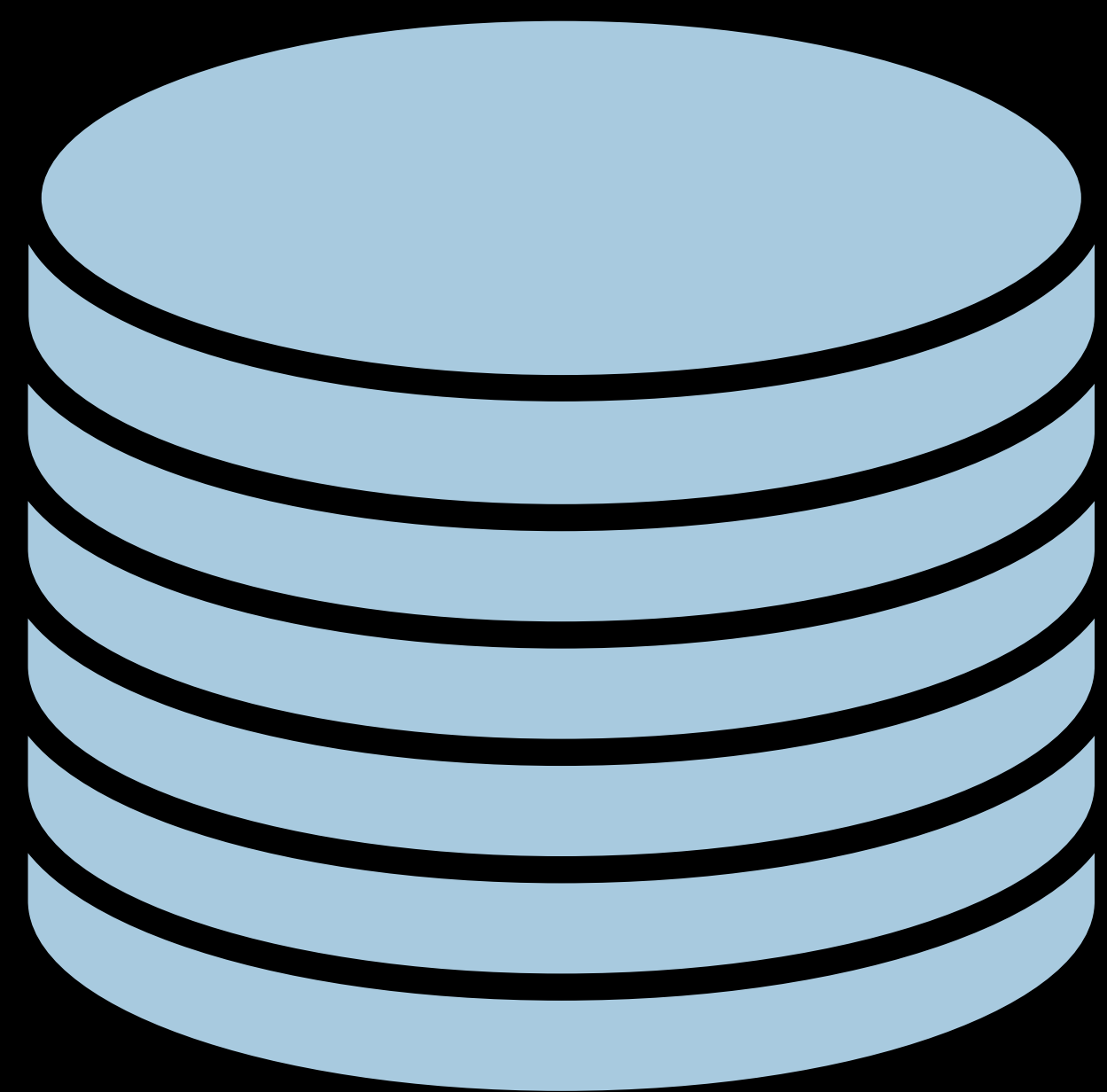
Situation — Copy and Paste

NSAttributedString API for reading RTF adjusts font sizes based on text scaling metadata **NEW BEHAVIOR**

```
init(data: Data,  
      options: [NSAttributedString.DocumentReadingOptionKey : Any],  
      documentAttributes: AutoreleasingUnsafeMutablePointer<NSDictionary?>?) throws
```

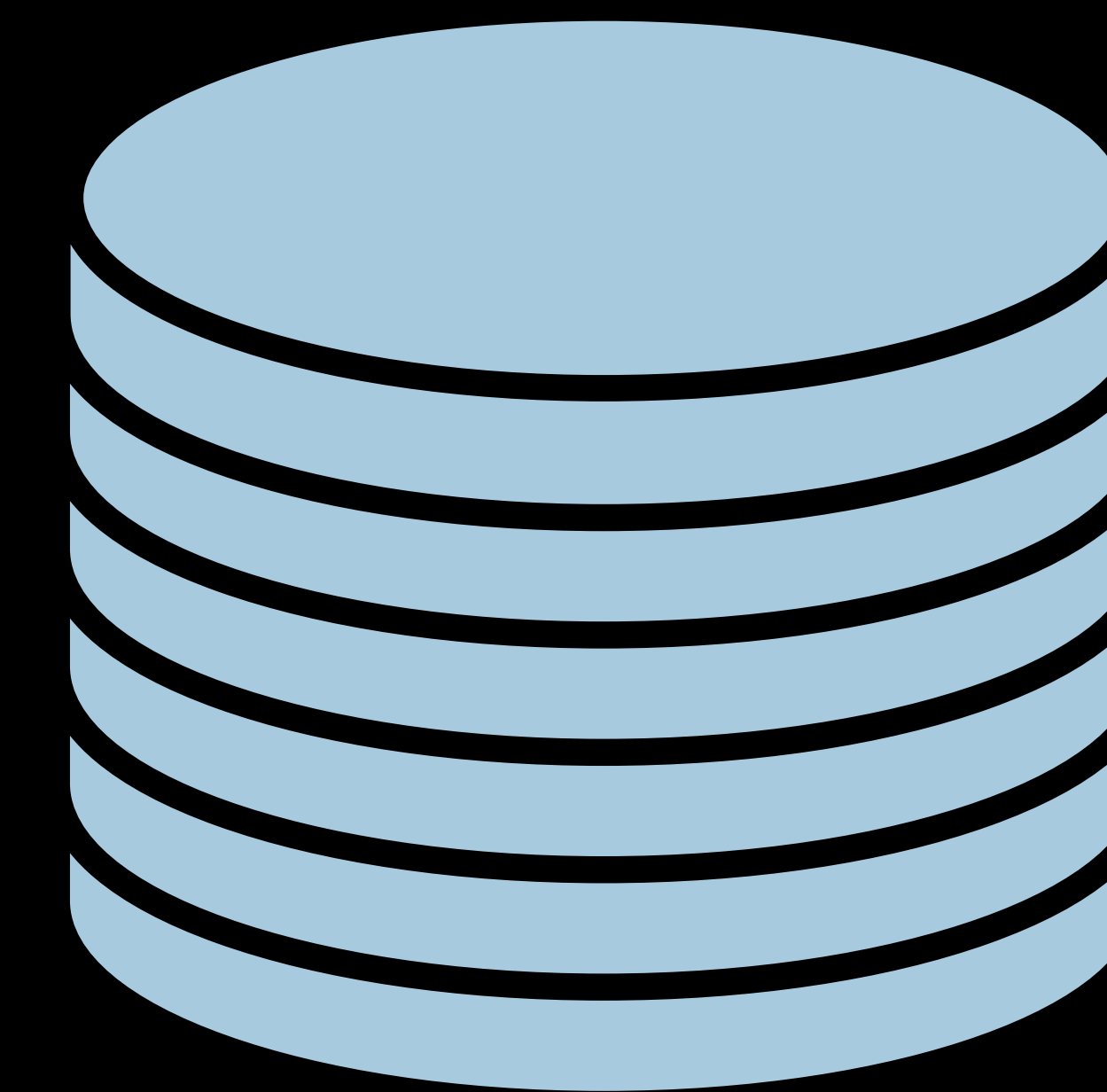
```
init(url: URL,  
      options: [NSAttributedString.DocumentReadingOptionKey : Any],  
      documentAttributes: AutoreleasingUnsafeMutablePointer<NSDictionary?>?) throws
```

iOS



```
{\rtf1\ansi\ansicpg1252\cocoartf2467  
\cocoatextscaling1\cocoaplatform1  
{\fonttbl\f0\fnil\fcharset0  
AvenirNext-Heavy;}...
```

macOS



iOS

macOS

Simulacrum

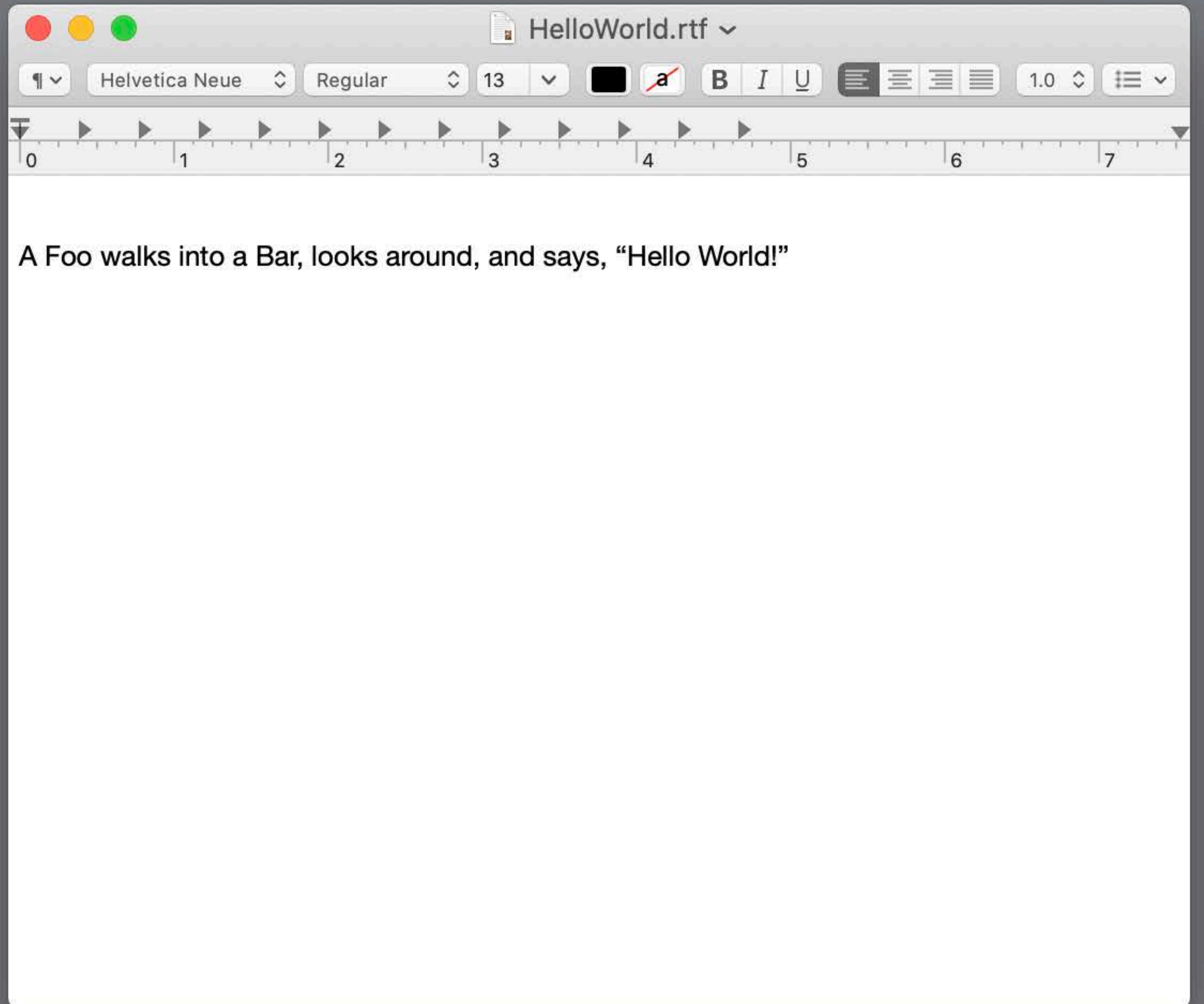


9:41 AM Mon Jun 3

Close

He

A Foo walks into a Bar, looks around, and says, "Hello World!"



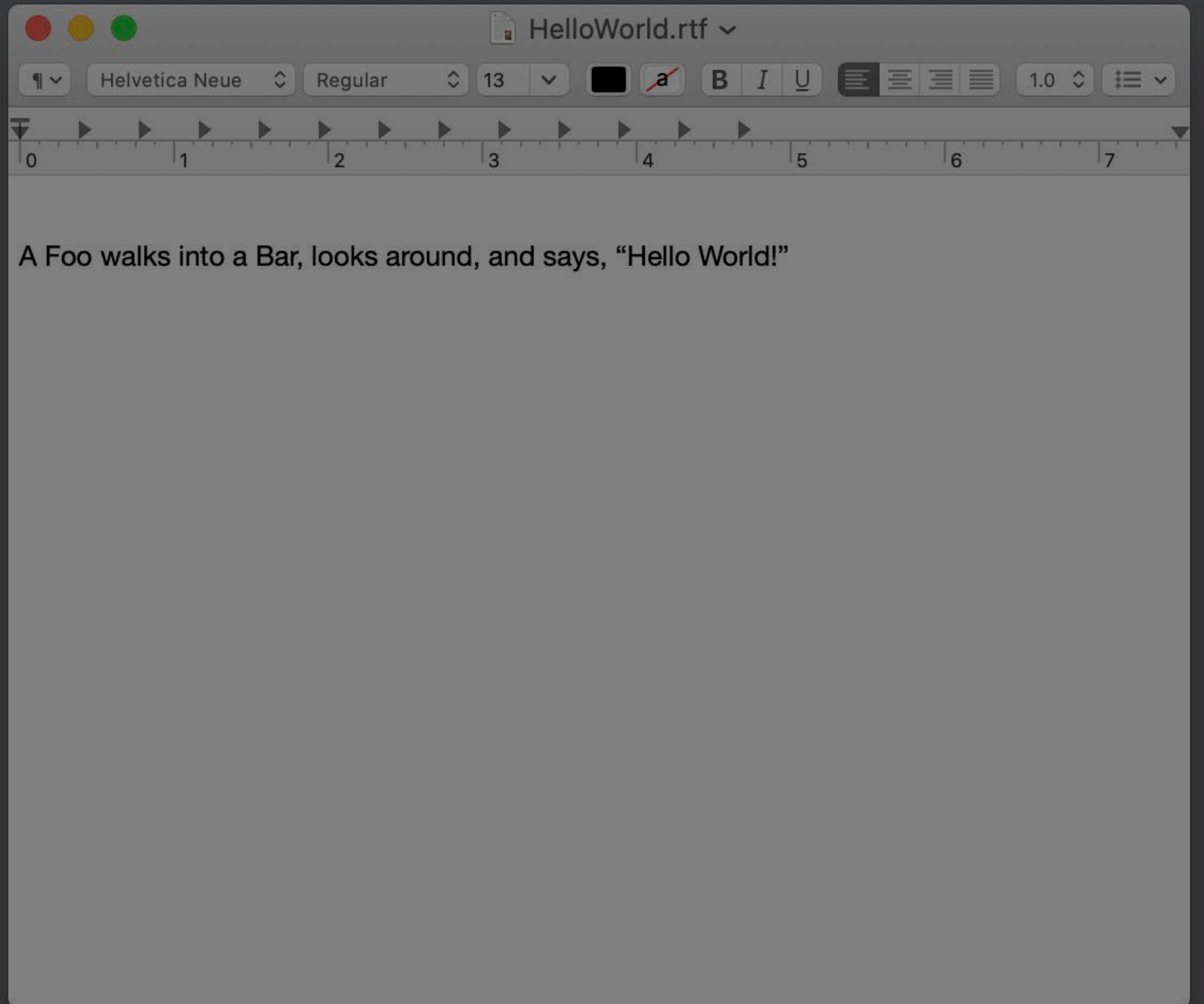
9:41 AM Mon Jun 3

Close

He

A Foo walks into a Bar, looks around, and says, "Hello World!"

17 points



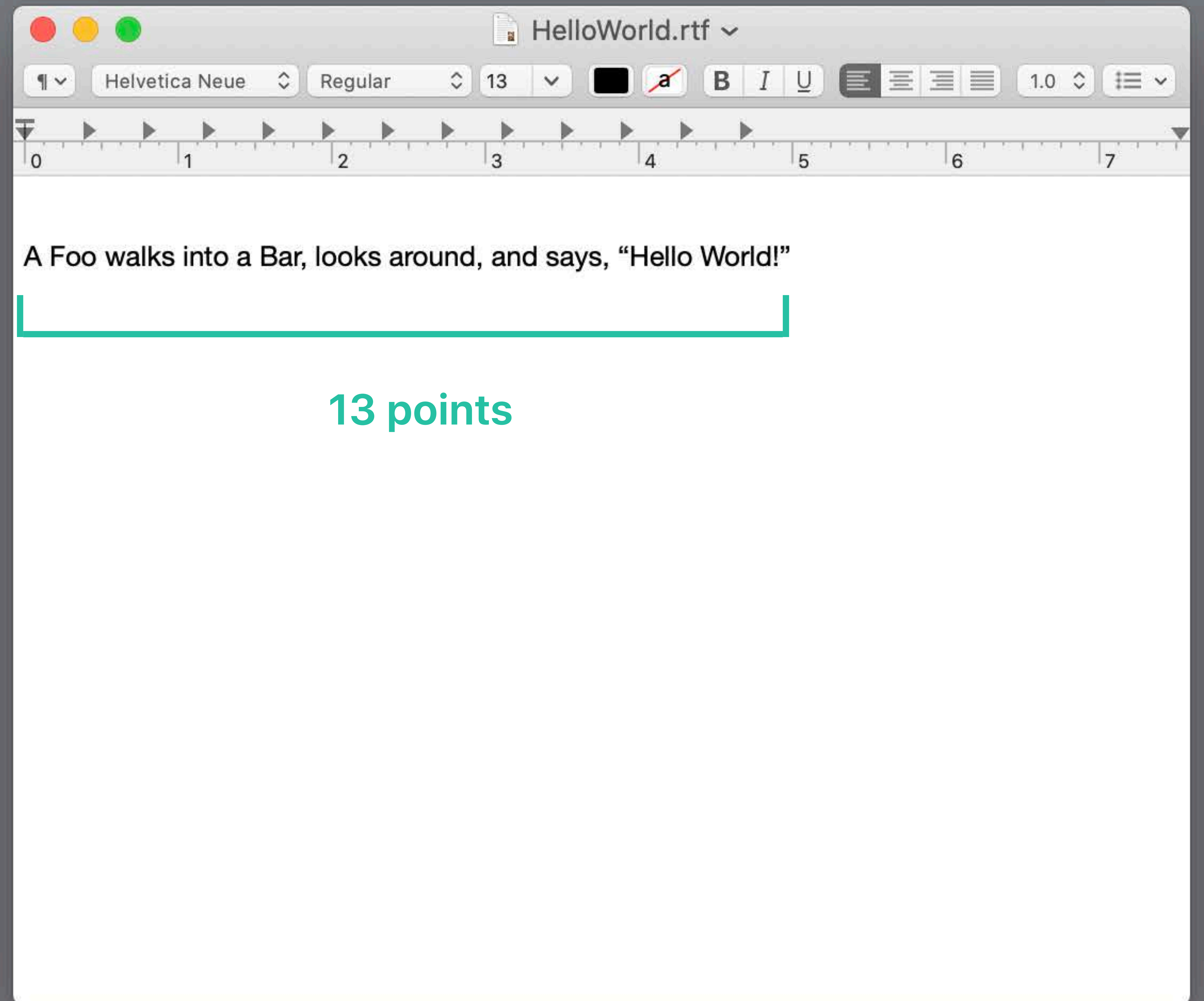
9:41 AM Mon Jun 3

Close

He

A Foo walks into a Bar, looks around, and says, "Hello World!"

17 points



A Foo walks into a Bar, looks around, and says, "Hello World!"

13 points

Text Scaling

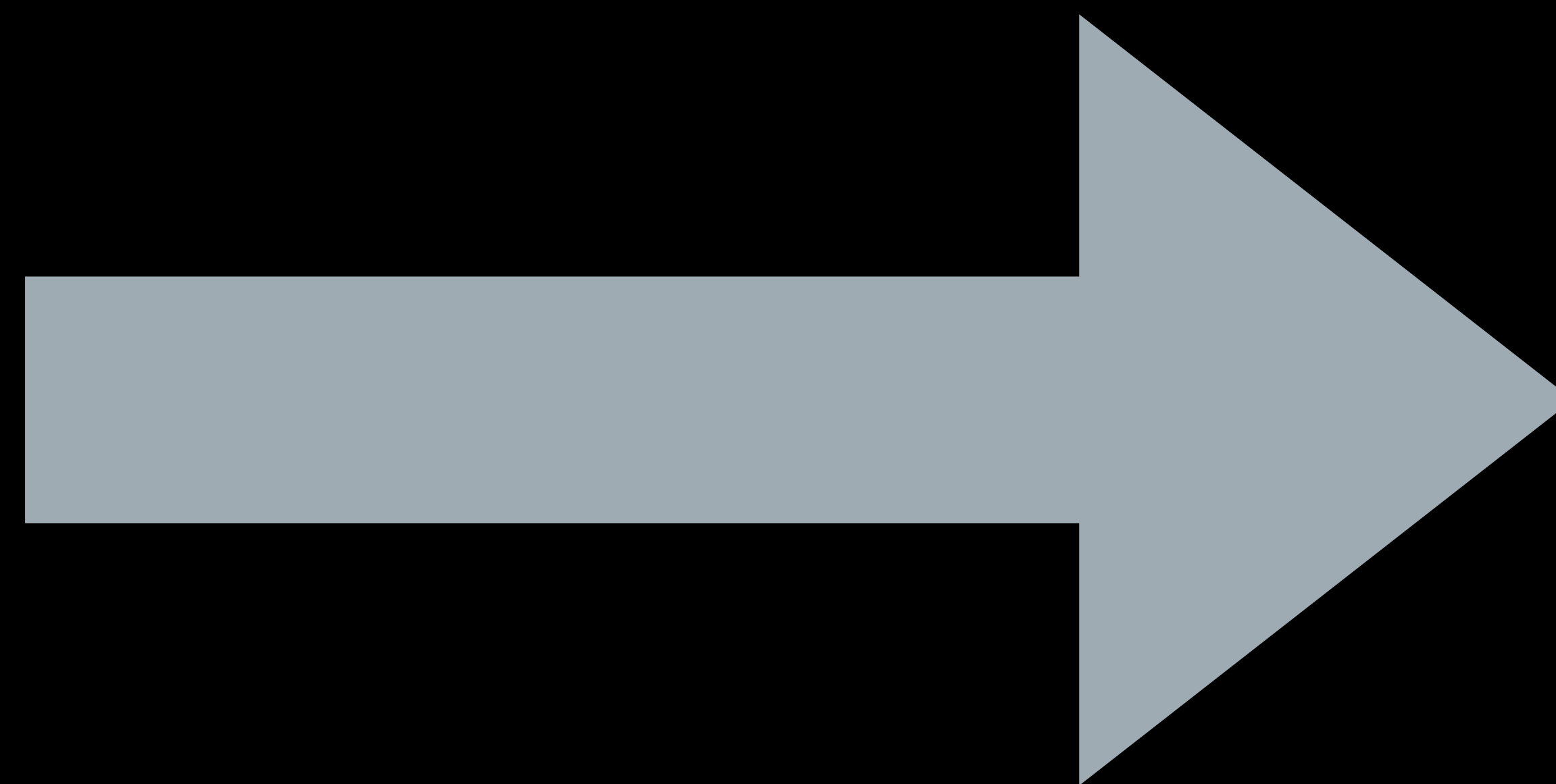
Situation — Copy and Paste

Font size is different depending on text scaling

Text Scaling

Situation — Copy and Paste

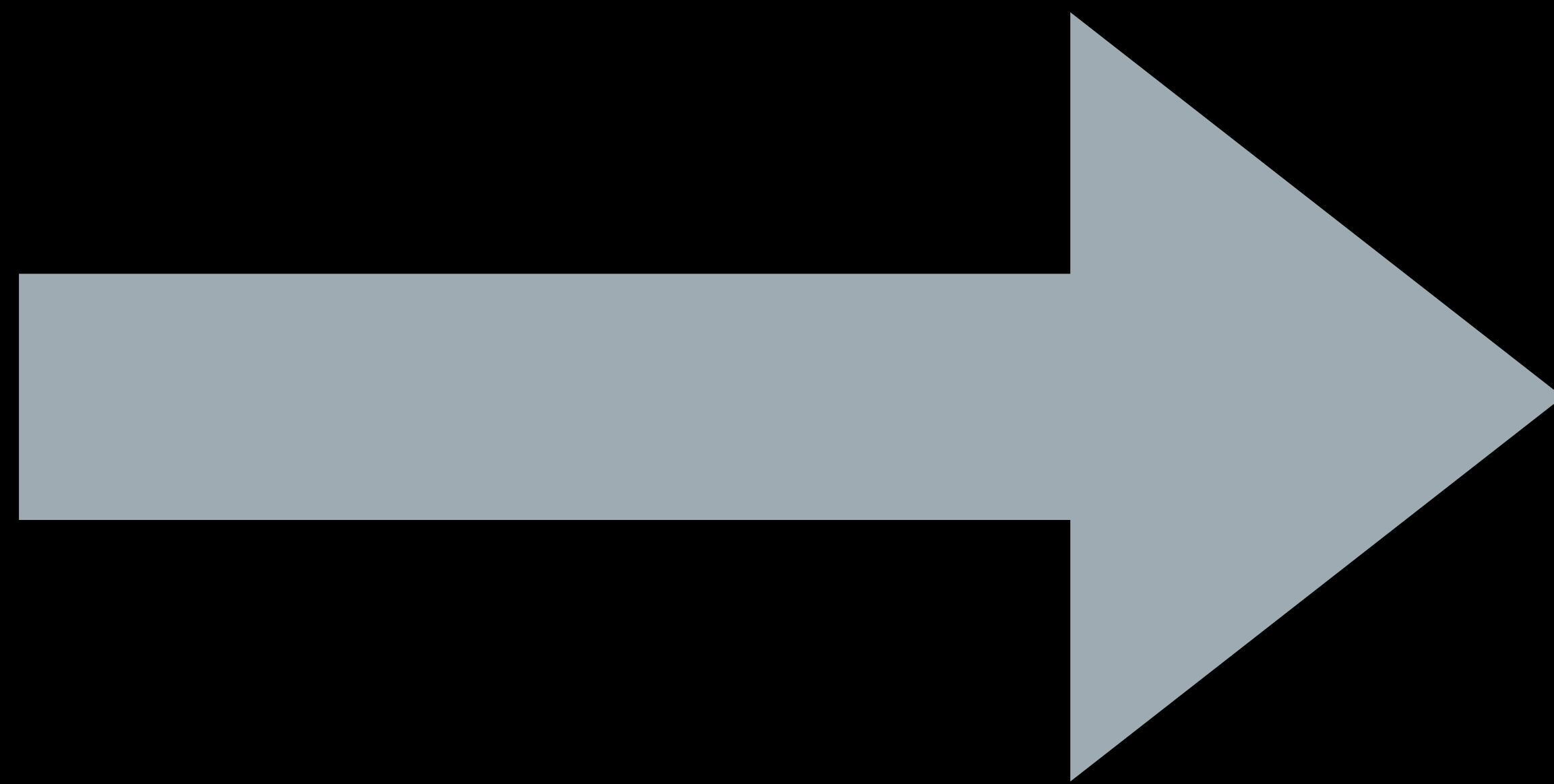
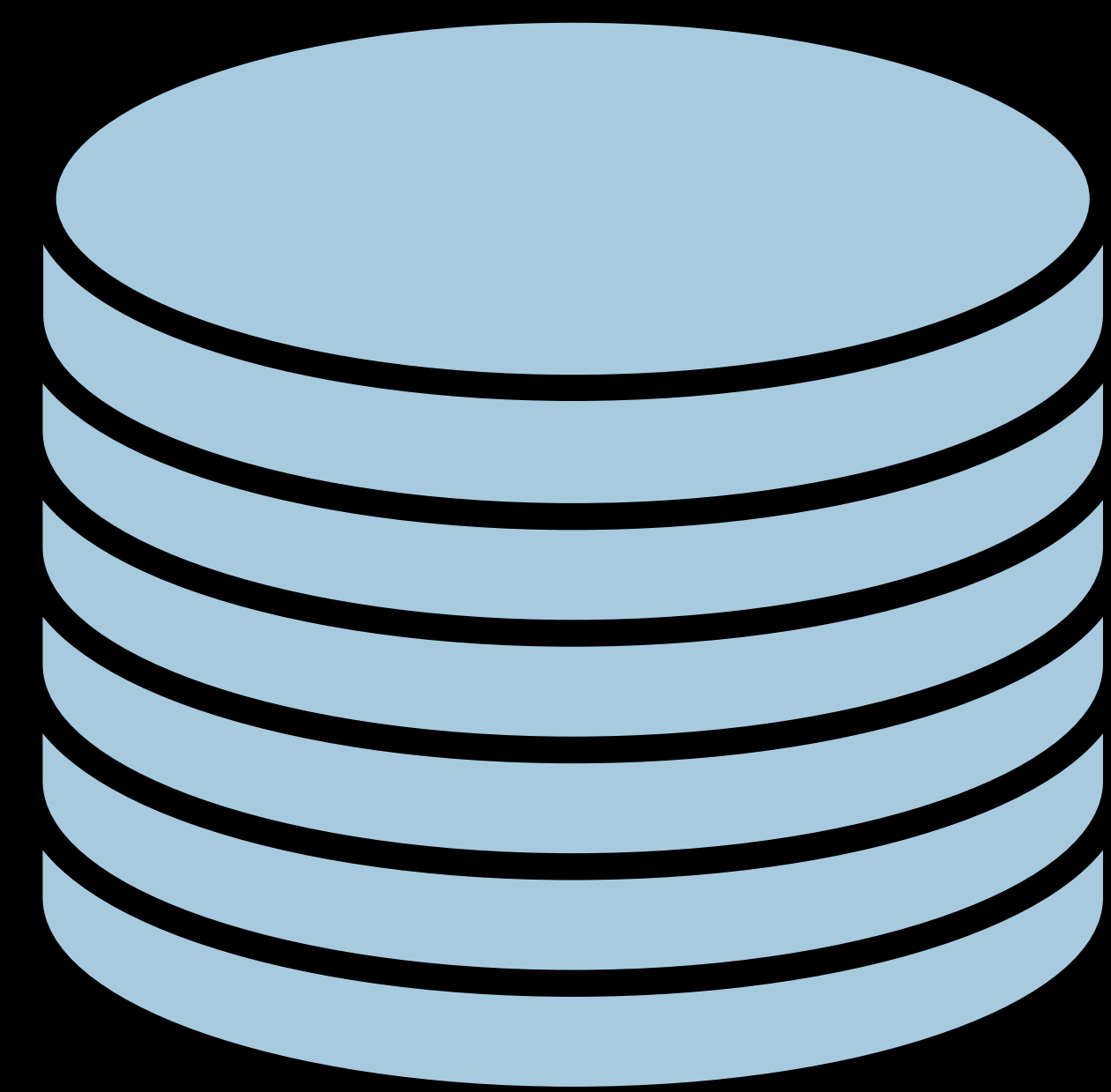
Font size is different depending on text scaling



Text Scaling

Situation — Copy and Paste

Font size is different depending on text scaling



Situation

Document interchange

cross-platform
visual consistency



document model
integrity

17 point Helvetica Neue

13 point Helvetica Neue

cross-platform
visual consistency



document model
integrity

17 point Helvetica Neue

13 point Helvetica Neue

13 point Helvetica Neue

13 point Helvetica Neue

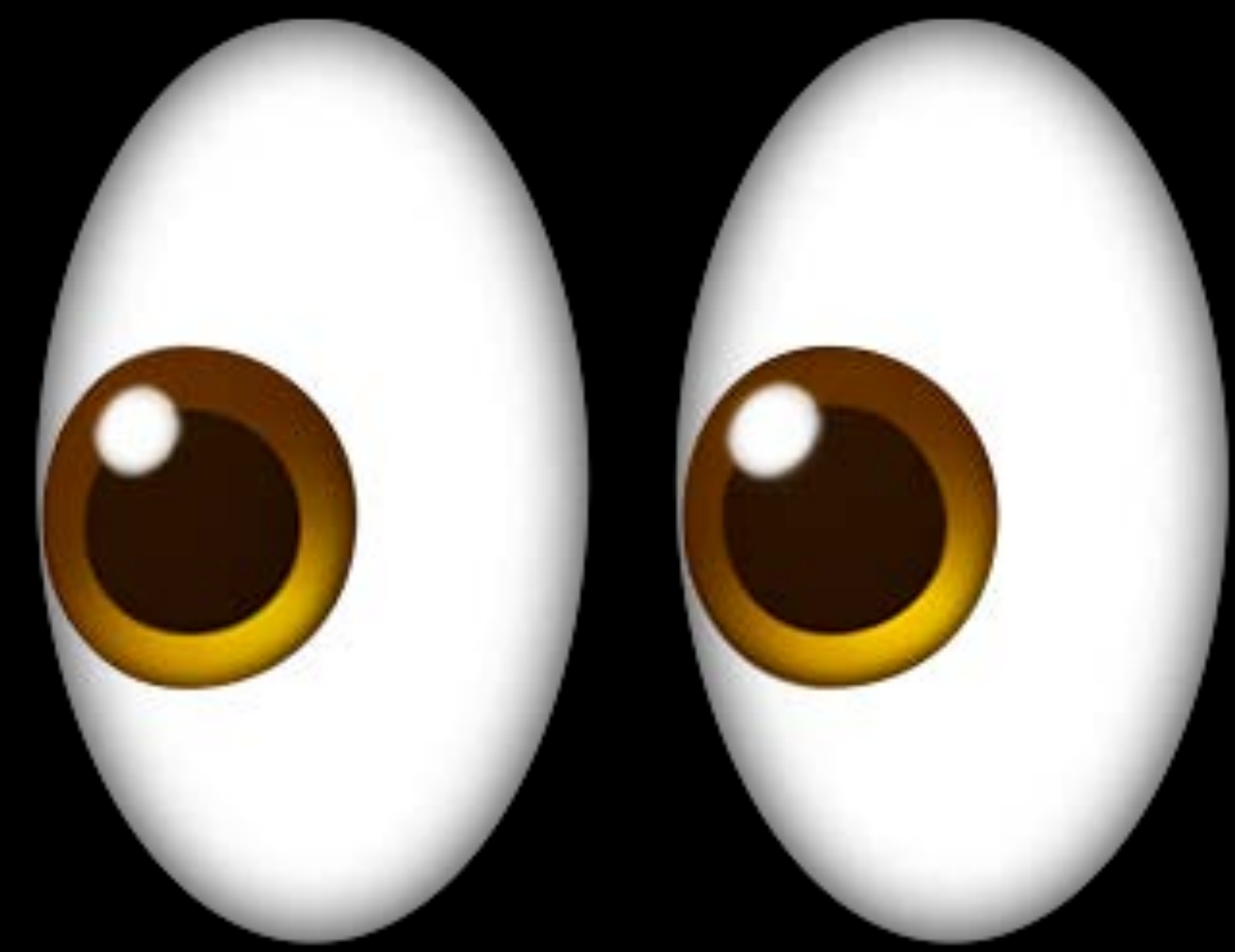
cross-platform
visual consistency



document model
integrity

13 point Helvetica Neue

13 point Helvetica Neue



13 point Helvetica Neue

13 point Helvetica Neue

```
NSTextScalingType.iOS
```



```
NSTextScalingType.iOS
```

13 point Helvetica Neue

13 point Helvetica Neue



```
NSTextScalingType.standard
```

Text Scaling

Situation — Document interchange

Two choices

- Use different font sizes for viewing and saving MODEL
- Change rendering scale when viewing VIEW

Case Study

RTF document interchange

Text Scaling

Case study — RTF document interchange

Tag documents with text scaling metadata

```
{\rtf1\ansi\ansicpg1252\cocoartf2467  
\cocoatextscaling1\cocoaplatform1  
{\fonttbl\f0\fnil\fcharset0  
  AvenirNext-Heavy;}...
```

Text Scaling

Case study — RTF document interchange

Migrate pre-existing documents to new tagged format

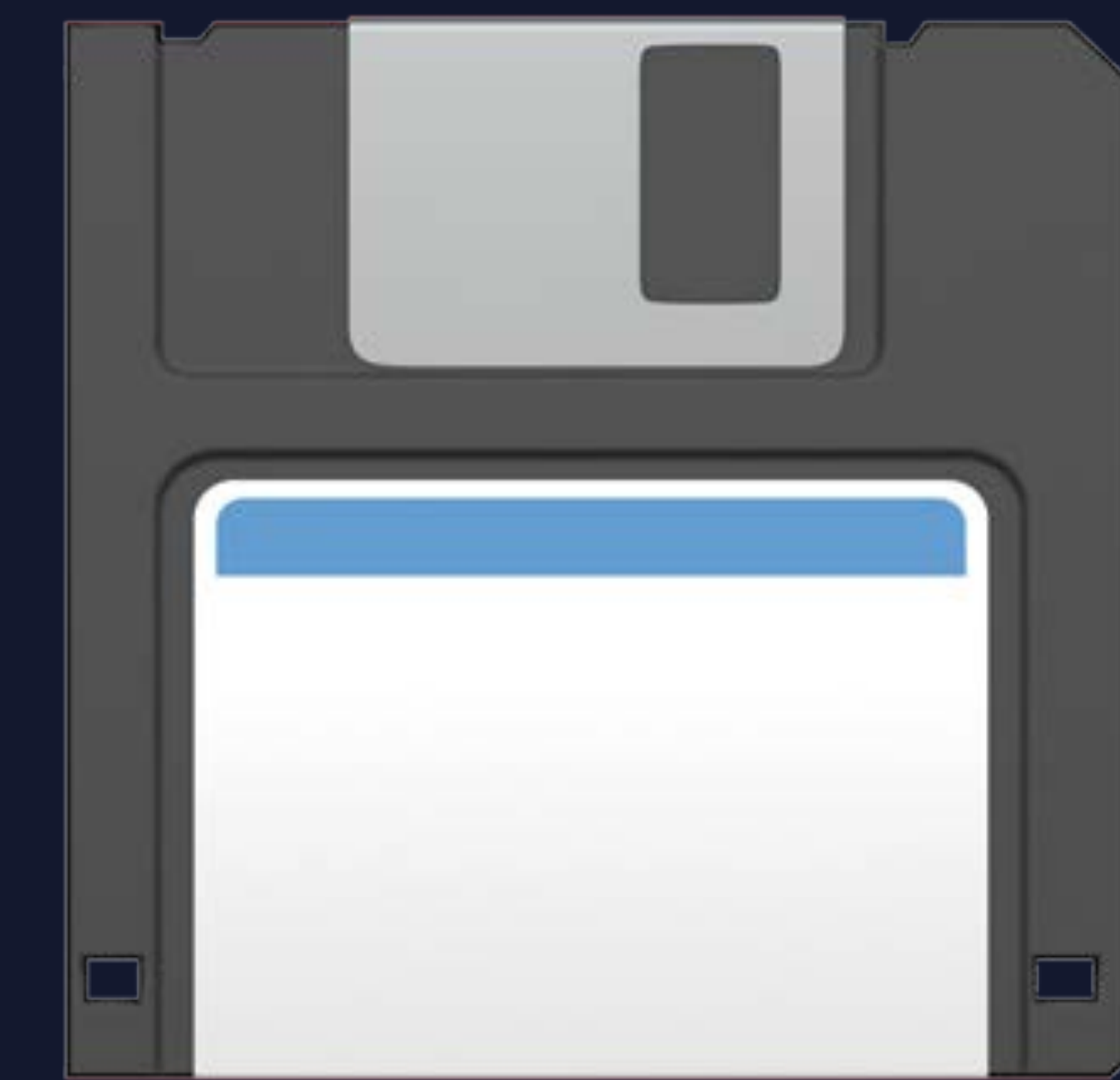
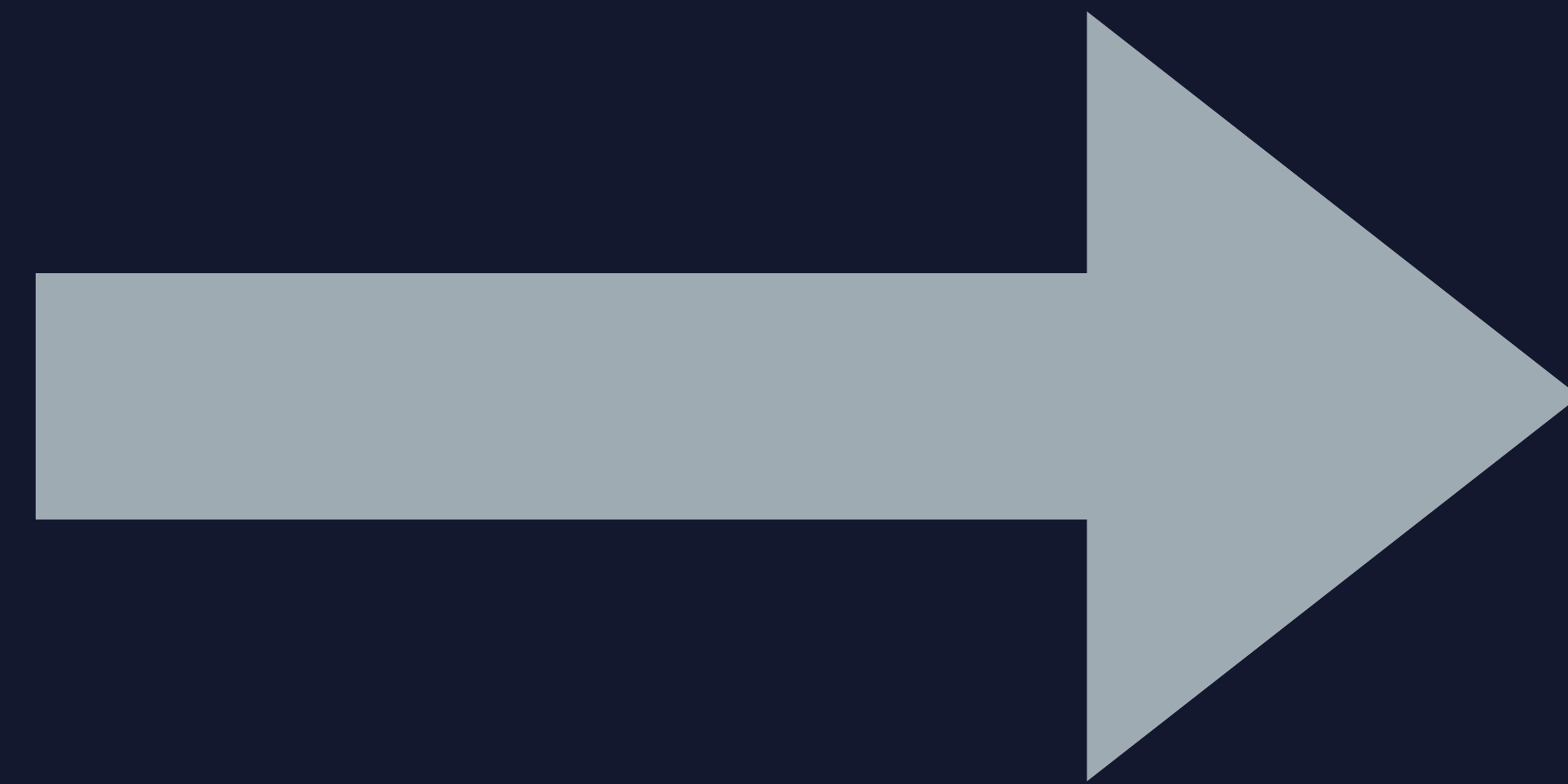
Latest OS

Text Scaling

Case study — RTF document interchange

Migrate pre-existing documents to new tagged format

Latest OS



Text Scaling

Case study — RTF document interchange



NEW

Ensure documents contain accurate text scaling metadata

```
public static let textScaling: NSAttributedString.DocumentAttributeKey
public static let sourceTextScaling: NSAttributedString.DocumentAttributeKey
```

```
// Text Scaling
// Case study – RTF document interchange
// Ensure documents contain accurate text scaling metadata

// Save document with standard text scaling (sets the metadata)
let myRTFData = myAttributedString.data(from: NSRange(0, myAttributedString.length),
    documentAttributes: [.documentType : NSAttributedString.DocumentType.rtf,
        .textScaling : NSTextScalingType.standard.rawValue])
```



```
// Text Scaling
// Case study – RTF document interchange
// Ensure documents contain accurate text scaling metadata

// Save document with standard text scaling (sets the metadata)
let myRTFData = myAttributedString.data(from: NSRange(0, myAttributedString.length),
    documentAttributes: [.documentType : NSAttributedString.DocumentType.rtf,
        .textScaling : NSTextScalingType.standard.rawValue])
```

```
// Text Scaling
// Case study – RTF document interchange
// Ensure documents contain accurate text scaling metadata

// Save document with standard text scaling (sets the metadata)
let myRTFData = myAttributedString.data(from: NSRange(0, myAttributedString.length),
    documentAttributes: [.documentType : NSAttributedString.DocumentType.rtf,
        .textScaling : NSTextScalingType.standard.rawValue])

// Or on save, convert document from iOS text scaling to standard
let myRTFData = myAttributedString.data(from: NSRange(0, myAttributedString.length),
    documentAttributes: [.documentType : NSAttributedString.DocumentType.rtf,
        .textScaling : NSTextScalingType.standard.rawValue,
        .sourceTextScaling : NSTextScalingType.iOS.rawValue])
```

```
// Text Scaling
// Case study – RTF document interchange
// Ensure documents contain accurate text scaling metadata

// Save document with standard text scaling (sets the metadata)
let myRTFData = myAttributedString.data(from: NSRange(0, myAttributedString.length),
    documentAttributes: [.documentType : NSAttributedString.DocumentType.rtf,
        .textScaling : NSTextScalingType.standard.rawValue])

// Or on save, convert document from iOS text scaling to standard
let myRTFData = myAttributedString.data(from: NSRange(0, myAttributedString.length),
    documentAttributes: [.documentType : NSAttributedString.DocumentType.rtf,
        .textScaling : NSTextScalingType.standard.rawValue,
        .sourceTextScaling : NSTextScalingType.iOS.rawValue])
```


Text Scaling

Case study — RTF document interchange

NEW

Control conversions when opening document MODEL

```
public static let targetTextScaling: NSAttributedString.DocumentReadingOptionKey
public static let sourceTextScaling: NSAttributedString.DocumentReadingOptionKey
```

```
// Text Scaling
// Case study – RTF document interchange
// Control conversions when reading document

// Read in RTF file and convert it from iOS text scaling to standard text scaling
let myDocument = NSAttributedString(data: myRTFData,
    options: [.documentType : NSAttributedString.documentType.rtf
              .targetTextScaling : NSTextScalingType.standard.rawValue,
              .sourceTextScaling : NSTextScalingType.iOS.rawValue],
    documentAttributes: &myDocumentAttributes)
```

```
// Text Scaling
// Case study – RTF document interchange
// Control conversions when reading document

// Read in RTF file and convert it from iOS text scaling to standard text scaling
let myDocument = NSAttributedString(data: myRTFData,
    options: [.documentType : NSAttributedString.documentType.rtf
              .targetTextScaling : NSTextScalingType.standard.rawValue,
              .sourceTextScaling : NSTextScalingType.iOS.rawValue],
    documentAttributes: &myDocumentAttributes)
```


Text Scaling

Case study — RTF document interchange

Use standard scaling for viewing document [VIEW](#)

```
let myDocument = NSAttributedString(data: myRTFData,  
                                   options: [.documentType : NSAttributedString.documentType.rtf,  
                                             .targetTextScaling : NSTextScalingType.standard.rawValue],  
                                   documentAttributes: &myDocumentAttributes)  
  
myTextView.usesStandardTextScaling = true  
myTextView.attributedText = myDocument
```

Text Scaling

Case study — RTF document interchange

Use standard scaling for viewing document [VIEW](#)

```
let myDocument = NSAttributedString(data: myRTFData,  
                                   options: [.documentType : NSAttributedString.documentType.rtf,  
                                           .targetTextScaling : NSTextScalingType.standard.rawValue],  
                                   documentAttributes: &myDocumentAttributes)  
  
myTextView.usesStandardTextScaling = true  
myTextView.attributedText = myDocument
```

Text Scaling

Case study — RTF document interchange

Use standard scaling for viewing document [VIEW](#)

```
let myDocument = NSAttributedString(data: myRTFData,  
    options: [.documentType : NSAttributedString.documentType.rtf,  
             .targetTextScaling : NSTextScalingType.standard.rawValue],  
    documentAttributes: &myDocumentAttributes)  
  
myTextView.usesStandardTextScaling = true  
myTextView.attributedText = myDocument
```


Summary

Use name instantiation only for non-System fonts

Use On-Demand Resources to deliver fonts to the OS

Use standard text scaling for best cross-platform user experience

More Information

developer.apple.com/wwdc19/227

Text, Fonts, and SF Symbols Lab

Thursday, 12:00

 WWDC19