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# NSMovieView Class Reference

**(Not Recommended)**





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# NSMovieView Class Reference (Not Recommended)

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<b>Inherits from</b>	NSView : NSResponder : NSObject
<b>Conforms to</b>	NSUserInterfaceValidations NSAnimatablePropertyContainer (NSView) NSCoding (NSResponder) NSObject (NSObject)
<b>Framework</b>	/System/Library/Frameworks/AppKit.framework
<b>Availability</b>	Available in Mac OS X v10.0 and later. Not available to 64-bit applications.
<b>Companion guide</b>	Video
<b>Declared in</b>	NSMovieView.h
<b>Related sample code</b>	bMoviePalette bMoviePaletteCocoa SimpleCocoaJavaMovie SimpleCocoaJavaMovieCocoa

**Important:** This class is deprecated. Use `QTMovieView` instead.

## Overview

An `NSMovieView` displays an `NSMovie` (a wrapper for a QuickTime movie) in a frame and provides methods for playing and editing the movie. The view can optionally display a standard QuickTime movie controller, or you can provide your own interface linked to `NSMovieView`'s action methods.

## Tasks

### Managing Movie Views

- `movie` (page 14) **Deprecated in Mac OS X v10.5**  
Returns the `NSMovie` object displayed in the view.
- `movieRect` (page 14) **Deprecated in Mac OS X v10.5**  
Returns the rectangle into which the movie is to be placed.

- [resizeWithMagnification:](#) (page 16) **Deprecated in Mac OS X v10.5**  
Resizes the view's frame to the size required to display the movie with a magnification of *magnification* and with a movie controller below it.
- [setMovie:](#) (page 18) **Deprecated in Mac OS X v10.5**  
Sets the NSMovie displayed in the view to *movie*.
- [sizeForMagnification:](#) (page 21) **Deprecated in Mac OS X v10.5**  
Returns the required size of the movie view if the movie were magnified to *magnification*.

## Configuring Playback

- [LoopMode](#) (page 13) **Deprecated in Mac OS X v10.5**  
Returns the playback behavior for when the end of the movie is reached.
- [playsEveryFrame](#) (page 15) **Deprecated in Mac OS X v10.5**  
Returns YES if the movie is configured to display every frame when playing.
- [playsSelectionOnly](#) (page 16) **Deprecated in Mac OS X v10.5**  
Returns YES if the movie is configured to play only the selected portion.
- [setLoopMode:](#) (page 18) **Deprecated in Mac OS X v10.5**  
Sets the playback behavior for when the end of the movie is reached.
- [setPlaysEveryFrame:](#) (page 19) **Deprecated in Mac OS X v10.5**  
Sets whether the movie plays every frame of the movie.
- [setPlaysSelectionOnly:](#) (page 19) **Deprecated in Mac OS X v10.5**  
Sets whether only the selected portion of the movie is played to *flag*.

## Playing Movies

- [gotoBeginning:](#) (page 10) **Deprecated in Mac OS X v10.5**  
This action method repositions the play position to the beginning of the movie.
- [gotoEnd:](#) (page 11) **Deprecated in Mac OS X v10.5**  
This action method repositions the play position to the end of the movie.
- [gotoPosterFrame:](#) (page 11) **Deprecated in Mac OS X v10.5**  
This action method repositions the play position to the movie's poster frame.
- [isPlaying](#) (page 13) **Deprecated in Mac OS X v10.5**  
Returns YES if the movie is currently playing.
- [rate](#) (page 16) **Deprecated in Mac OS X v10.5**  
Returns the relative frame rate at which the movie is to be played.
- [setRate:](#) (page 20) **Deprecated in Mac OS X v10.5**  
Sets the frame rate, relative to the movie's internal frame rate, at which to play the movie.
- [start:](#) (page 21) **Deprecated in Mac OS X v10.5**  
This action method starts the movie playing at its current location.
- [stepBack:](#) (page 22) **Deprecated in Mac OS X v10.5**  
This action method repositions the movie's play position to one frame before the current frame.
- [stepForward:](#) (page 22) **Deprecated in Mac OS X v10.5**  
This action method repositions the movie's play position to one frame after the current frame.

- `stop:` (page 23) **Deprecated in Mac OS X v10.5**  
This action method stops the movie.

## Managing Sound

- `isMuted` (page 13) **Deprecated in Mac OS X v10.5**  
Returns YES if the movie's sound is currently muted.
- `setMuted:` (page 18) **Deprecated in Mac OS X v10.5**  
Sets whether the movie's sound is muted.
- `setVolume:` (page 20) **Deprecated in Mac OS X v10.5**  
Sets the relative sound volume of the movie.
- `volume` (page 23) **Deprecated in Mac OS X v10.5**  
Returns the relative volume at which the movie is to be played. Default is 1.0.

## Using Movie Controllers

- `isControllerVisible` (page 12) **Deprecated in Mac OS X v10.5**  
Returns YES if the movie controller is visible.
- `movieController` (page 14) **Deprecated in Mac OS X v10.5**  
Returns a pointer to a QuickTime `MovieController` for the `Movie` displayed in the view.
- `showController:adjustingSize:` (page 20) **Deprecated in Mac OS X v10.5**  
Sets whether a standard QuickTime movie controller is displayed beneath the movie to *show*.

## Editing

- `clear:` (page 9) **Deprecated in Mac OS X v10.3**  
This action method deletes the current movie selection from the movie. (**Deprecated**. Use `delete:` (page 10) instead.)
- `copy:` (page 9) **Deprecated in Mac OS X v10.5**  
This action method copies the current movie selection onto the clipboard.
- `cut:` (page 10) **Deprecated in Mac OS X v10.5**  
This action method deletes the current movie selection from the movie, placing it on the clipboard.
- `delete:` (page 10) **Deprecated in Mac OS X v10.5**  
This action method deletes the current movie selection from the movie, placing it on the clipboard.
- `isEditable` (page 12) **Deprecated in Mac OS X v10.5**  
Returns YES if the movie is editable.
- `paste:` (page 15) **Deprecated in Mac OS X v10.5**  
This action method inserts the contents of the clipboard (if it contains a movie clip) into the movie at the current play position.
- `selectAll:` (page 17) **Deprecated in Mac OS X v10.5**  
This action method selects the entire movie.
- `setEditable:` (page 17) **Deprecated in Mac OS X v10.5**  
Sets whether the movie can be edited.

## Constants

### NSQTMovieLoopMode

These constants specify playback modes.

```
typedef enum {
    NSQTMovieNormalPlayback,
    NSQTMovieLoopingPlayback,
    NSQTMovieLoopingBackAndForthPlayback
} NSQTMovieLoopMode;
```

#### Constants

NSQTMovieNormalPlayback

Playback stops when end is reached.

Available in Mac OS X v10.0 and later.

Not available to 64-bit applications.

Declared in NSMovieView.h.

NSQTMovieLoopingPlayback

Restarts playback at beginning when end is reached.

Available in Mac OS X v10.0 and later.

Not available to 64-bit applications.

Declared in NSMovieView.h.

NSQTMovieLoopingBackAndForthPlayback

Playback runs forward and backward between both endpoints.

Available in Mac OS X v10.0 and later.

Not available to 64-bit applications.

Declared in NSMovieView.h.

#### Availability

Available in Mac OS X v10.0 and later.

Not available to 64-bit applications.

#### Declared In

NSMovieView.h

# Deprecated NSMovieView Methods

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A method identified as deprecated has been superseded and may become unsupported in the future.

## Deprecated in Mac OS X v10.3

### **clear:**

This action method deletes the current movie selection from the movie. (Deprecated in Mac OS X v10.3. Use [delete:](#) (page 10) instead.)

- (void)clear:(id)sender

### **Discussion**

If there is no selection, the current frame is deleted. This action is undoable. If the movie is not editable, this method does nothing.

### **Availability**

Deprecated in Mac OS X v10.3.

Not available to 64-bit applications.

### **Declared In**

NSMovieView.h

## Deprecated in Mac OS X v10.5

### **copy:**

This action method copies the current movie selection onto the clipboard. (Deprecated in Mac OS X v10.5.)

- (void)copy:(id)sender

### **Discussion**

If there is no selection, the current frame is copied. The movie does not need to be editable.

### **Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

### **See Also**

- [paste:](#) (page 15)

## Deprecated NSMovieView Methods

**Declared In**

NSMovieView.h

**cut:**

This action method deletes the current movie selection from the movie, placing it on the clipboard. (Deprecated in Mac OS X v10.5.)

- (void)cut:(id)sender

**Discussion**

If there is no selection, the current frame is deleted. This action is undoable. If the movie is not editable, this method does nothing.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [paste:](#) (page 15)

**Declared In**

NSMovieView.h

**delete:**

This action method deletes the current movie selection from the movie, placing it on the clipboard. (Deprecated in Mac OS X v10.5.)

- (void)delete:(id)sender

**Discussion**

If there is no selection, the current frame is deleted. This action is undoable. If the movie is not editable, this method does nothing.

**Availability**

Available in Mac OS X v10.3 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**Declared In**

NSMovieView.h

**gotoBeginning:**

This action method repositions the play position to the beginning of the movie. (Deprecated in Mac OS X v10.5.)

- (void)gotoBeginning:(id)sender

## Deprecated NSMovieView Methods

**Discussion**

If the movie is playing, the movie continues playing from the new position.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [gotoEnd:](#) (page 11)
- [gotoPosterFrame:](#) (page 11)

**Declared In**

NSMovieView.h

**gotoEnd:**

This action method repositions the play position to the end of the movie. (Deprecated in Mac OS X v10.5.)

```
- (void)gotoEnd:(id)sender
```

**Discussion**

If the movie is playing in one of the looping modes, the movie continues playing accordingly; otherwise, play stops.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [gotoBeginning:](#) (page 10)
- [gotoPosterFrame:](#) (page 11)

**Declared In**

NSMovieView.h

**gotoPosterFrame:**

This action method repositions the play position to the movie's poster frame. (Deprecated in Mac OS X v10.5.)

```
- (void)gotoPosterFrame:(id)sender
```

**Discussion**

If no poster frame is defined, the movie jumps to the beginning. If the movie is playing, the movie continues playing from the new position.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [gotoBeginning:](#) (page 10)
- [gotoEnd:](#) (page 11)

**Declared In**

NSMovieView.h

## isControllerVisible

Returns YES if the movie controller is visible. (Deprecated in Mac OS X v10.5.)

- (BOOL)isControllerVisible

**Discussion**

The default is YES.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [showController:adjustingSize:](#) (page 20)

**Declared In**

NSMovieView.h

## isEditable

Returns YES if the movie is editable. (Deprecated in Mac OS X v10.5.)

- (BOOL)isEditable

**Discussion**

When editable, a movie can be modified using the [clear:](#) (page 9), [cut:](#) (page 10), and [paste:](#) (page 15) methods and associated key commands. You can also drag movie files into the view, replacing the movie. The default is YES.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [setEditable:](#) (page 17)

**Declared In**

NSMovieView.h

## isMuted

Returns YES if the movie's sound is currently muted. (Deprecated in Mac OS X v10.5.)

- (BOOL)isMuted

### Availability

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

### See Also

- [setMuted:](#) (page 18)

### Declared In

NSMovieView.h

## isPlaying

Returns YES if the movie is currently playing. (Deprecated in Mac OS X v10.5.)

- (BOOL)isPlaying

### Availability

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

### See Also

- [start:](#) (page 21)

- [stop:](#) (page 23)

### Related Sample Code

SimpleCocoaJavaMovie

SimpleCocoaJavaMovieCocoa

### Declared In

NSMovieView.h

## loopMode

Returns the playback behavior for when the end of the movie is reached. (Deprecated in Mac OS X v10.5.)

- (NSQTMovieLoopMode)loopMode

### Discussion

Return value is one of the constants defined in "[Constants](#)" (page 8). Default is NSQTMovieNormalPlayback.

### Availability

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

## Deprecated NSMovieView Methods

**See Also**

- [setLoopMode:](#) (page 18)

**Declared In**

NSMovieView.h

**movie**

Returns the NSMovie object displayed in the view. (Deprecated in Mac OS X v10.5.)

- (NSMovie \*)movie

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [setMovie:](#) (page 18)

**Declared In**

NSMovieView.h

**movieController**

Returns a pointer to a QuickTime MovieController for the Movie displayed in the view. (Deprecated in Mac OS X v10.5.)

- (void \*)movieController

**Discussion**

Use this method with the QuickTime APIs to enable features not implemented in NSMovieView. A movie controller is available whenever a movie is displayed in a window, even if the controller is itself hidden. If no movie is displayed, `movieController` returns NULL.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [isControllerVisible](#) (page 12)

- [showController:adjustingSize:](#) (page 20)

**Declared In**

NSMovieView.h

**movieRect**

Returns the rectangle into which the movie is to be placed. (Deprecated in Mac OS X v10.5.)

## Deprecated NSMovieView Methods

- (NSRect)movieRect

**Discussion**

By default, this method returns the view's bounding rectangle. Override this method if you want the movie to be positioned or sized differently within the view.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**Declared In**

NSMovieView.h

**paste:**

This action method inserts the contents of the clipboard (if it contains a movie clip) into the movie at the current play position. (Deprecated in Mac OS X v10.5.)

- (void)paste:(id)sender

**Discussion**

This action is undoable. If the movie is not editable, this method does nothing.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [copy:](#) (page 9)

- [cut:](#) (page 10)

**Declared In**

NSMovieView.h

**playsEveryFrame**

Returns YES if the movie is configured to display every frame when playing. (Deprecated in Mac OS X v10.5.)

- (BOOL)playsEveryFrame

**Discussion**

Default is NO.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [setPlaysEveryFrame:](#) (page 19)

**Declared In**

NSMovieView.h

**playsSelectionOnly**

Returns YES if the movie is configured to play only the selected portion. (Deprecated in Mac OS X v10.5.)

- (BOOL)playsSelectionOnly

**Discussion**

Default is NO.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [setPlaysSelectionOnly:](#) (page 19)

**Declared In**

NSMovieView.h

**rate**

Returns the relative frame rate at which the movie is to be played. (Deprecated in Mac OS X v10.5.)

- (float)rate

**Discussion**

The default value of 1.0 indicates the normal frame rate defined by the movie.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [setRate:](#) (page 20)

**Related Sample Code**

SimpleCocoaJavaMovie

SimpleCocoaJavaMovieCocoa

**Declared In**

NSMovieView.h

**resizeWithMagnification:**

Resizes the view's frame to the size required to display the movie with a magnification of *magnification* and with a movie controller below it. (Deprecated in Mac OS X v10.5.)

## APPENDIX A

### Deprecated NSMovieView Methods

- (void)resizeWithMagnification:(float)magnification

#### Availability

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

#### See Also

- [sizeForMagnification:](#) (page 21)

#### Declared In

NSMovieView.h

### selectAll:

This action method selects the entire movie. (Deprecated in Mac OS X v10.5.)

- (void)selectAll:(id)sender

#### Availability

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

#### Declared In

NSMovieView.h

### setEditable:

Sets whether the movie can be edited. (Deprecated in Mac OS X v10.5.)

- (void)setEditable:(BOOL)flag

#### Discussion

If *flag* is YES, you can use the [clear:](#) (page 9), [cut:](#) (page 10), and [paste:](#) (page 15) methods and associated key commands to modify the movie. You can also drag a new movie file into the view, replacing the current movie. If *flag* is NO, these features are disabled.

#### Availability

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

#### See Also

- [isEditable](#) (page 12)

#### Declared In

NSMovieView.h

## setLoopMode:

Sets the playback behavior for when the end of the movie is reached. (Deprecated in Mac OS X v10.5.)

```
- (void)setLoopMode:(NSQTMovieLoopMode)flag
```

### Discussion

*flag* is one of the constants defined in “Constants” (page 8). If *flag* is `NSQTMovieNormalPlayback`, the movie stops playing when it reaches the end. If *flag* is `NSQTMovieLoopingPlayback`, the movie will continue playing at the beginning. If *flag* is `NSQTMovieLoopingBackAndForthPlayback`, the movie will play in reverse, then forward again, as it reaches each end of the movie. If `playsSelectionOnly` (page 16) is YES, these behaviors apply to the endpoints of the selection, not the movie.

### Availability

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

### See Also

- [loopMode](#) (page 13)

### Declared In

`NSMovieView.h`

## setMovie:

Sets the NSMovie displayed in the view to *movie*. (Deprecated in Mac OS X v10.5.)

```
- (void)setMovie:(NSMovie *)movie
```

### Availability

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

### See Also

- [movie](#) (page 14)

### Declared In

`NSMovieView.h`

## setMuted:

Sets whether the movie's sound is muted. (Deprecated in Mac OS X v10.5.)

```
- (void)setMuted:(BOOL)flag
```

### Discussion

When *flag* is YES, muting is turned on. When muting is turned off again by sending NO for *flag*, the previous sound volume is restored.

### Availability

Available in Mac OS X v10.0 and later.

## Deprecated NSMovieView Methods

Deprecated in Mac OS X v10.5.  
Not available to 64-bit applications.

**See Also**

- [isMuted](#) (page 13)
- [setVolume:](#) (page 20)

**Declared In**

NSMovieView.h

**setPlaysEveryFrame:**

Sets whether the movie plays every frame of the movie. (Deprecated in Mac OS X v10.5.)

- (void)setPlaysEveryFrame:(BOOL)flag

**Discussion**

If *flag* is YES, every frame of the movie is displayed, even if this requires playing the movie slower than its preferred rate. If *flag* is NO, the movie may skip some frames if needed to maintain its time sequence.

If *flag* is YES, audio is not played.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [playsEveryFrame](#) (page 15)

**Declared In**

NSMovieView.h

**setPlaysSelectionOnly:**

Sets whether only the selected portion of the movie is played to *flag*. (Deprecated in Mac OS X v10.5.)

- (void)setPlaysSelectionOnly:(BOOL)flag

**Discussion**

If there is no selection, the entire movie is played.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [playsSelectionOnly](#) (page 16)

**Declared In**

NSMovieView.h

## setRate:

Sets the frame rate, relative to the movie's internal frame rate, at which to play the movie. (Deprecated in Mac OS X v10.5.)

```
- (void)setRate:(float)rate
```

### Discussion

The default *rate* of 1.0 indicates the movie is played at its normal rate. Larger values indicate faster rates, and fractional values indicate slower rates. Negative values are allowed, causing the movie to play in reverse. Invoking this method does not automatically start the movie playing.

This value is ignored if the movie is started using the movie controller, which always plays the movie at the normal rate.

### Availability

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

### See Also

- [rate](#) (page 16)

### Declared In

NSMovieView.h

## setVolume:

Sets the relative sound volume of the movie. (Deprecated in Mac OS X v10.5.)

```
- (void)setVolume:(float)volume
```

### Discussion

The default *volume* of 1.0 indicates the current system volume.

### Availability

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

### See Also

- [setMuted:](#) (page 18)

- [volume](#) (page 23)

### Declared In

NSMovieView.h

## showController:adjustingSize:

Sets whether a standard QuickTime movie controller is displayed beneath the movie to *show*. (Deprecated in Mac OS X v10.5.)

```
- (void)showController:(BOOL)show adjustingSize:(BOOL)adjustSize
```

## Deprecated NSMovieView Methods

**Discussion**

If *adjustSize* is YES, the view's height is modified so that the size and position of the movie are unchanged. If *adjustSize* is NO, the view's size is unchanged, and the movie is resized to fit into the frame. The adjustment is made only if the visibility of the controller is indeed changed.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [isControllerVisible](#) (page 12)

**Declared In**

NSMovieView.h

**sizeForMagnification:**

Returns the required size of the movie view if the movie were magnified to *magnification*. (Deprecated in Mac OS X v10.5.)

- (NSSize)sizeForMagnification:(float)magnification

**Discussion**

An extra 16 pixels are added to the vertical dimension to allow room for the movie controller, even if it is currently hidden.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [resizeWithMagnification:](#) (page 16)

**Declared In**

NSMovieView.h

**start:**

This action method starts the movie playing at its current location. (Deprecated in Mac OS X v10.5.)

- (void)start:(id)sender

**Discussion**

This method does nothing if the movie is already playing.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [isplaying](#) (page 13)
- [stop:](#) (page 23)

**Declared In**

NSMovieView.h

**stepBack:**

This action method repositions the movie's play position to one frame before the current frame. (Deprecated in Mac OS X v10.5.)

```
- (void)stepBack:(id)sender
```

**Discussion**

If the movie is playing, the movie will stop at the new frame.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [stepForward:](#) (page 22)

**Declared In**

NSMovieView.h

**stepForward:**

This action method repositions the movie's play position to one frame after the current frame. (Deprecated in Mac OS X v10.5.)

```
- (void)stepForward:(id)sender
```

**Discussion**

If the movie is playing, the movie will stop at the new frame.

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [stepBack:](#) (page 22)

**Declared In**

NSMovieView.h

**stop:**

This action method stops the movie. (Deprecated in Mac OS X v10.5.)

- (void)stop:(id)sender

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [isplaying](#) (page 13)

- [start:](#) (page 21)

**Declared In**

NSMovieView.h

**volume**

Returns the relative volume at which the movie is to be played. Default is 1.0. (Deprecated in Mac OS X v10.5.)

- (float)volume

**Availability**

Available in Mac OS X v10.0 and later.

Deprecated in Mac OS X v10.5.

Not available to 64-bit applications.

**See Also**

- [setVolume:](#) (page 20)

**Declared In**

NSMovieView.h



# Document Revision History

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This table describes the changes to *NSMovieView Class Reference*.

Date	Notes
2007-04-02	Made editorial improvements.
2006-05-23	First publication of this content as a separate document.

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