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# ScreenSaverView Class Reference

User Experience



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# Contents

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## ScreenSaverView Class Reference 5

---

Overview	5
Tasks	5
Initializing a ScreenSaverView	5
Getting the Preferred Window Behavior	6
Setting and Getting the Animation Time Interval	6
Animating the ScreenSaverView	6
Drawing the ScreenSaverView	6
Accessing the Configuration Sheet	6
Class Methods	7
backingStoreType	7
performGammaFade	7
Instance Methods	7
animateOneFrame	7
animationTimeInterval	8
configureSheet	8
drawRect:	9
hasConfigureSheet	9
initWithFrame:	9
initWithFrame:isPreview:	10
isAnimating	10
isPreview	10
setAnimationTimeInterval:	11
startAnimation	11
stopAnimation	11

---

## Document Revision History 13

---

## Index 15

---



# ScreenSaverView Class Reference

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<b>Inherits from</b>	NSView : NSResponder : NSObject
<b>Conforms to</b>	NSAnimatablePropertyContainer (NSView) NSCoding (NSResponder) NSObject (NSObject)
<b>Framework</b>	Library/Frameworks/ScreenSaver.framework
<b>Availability</b>	Available in Mac OS X v10.0 and later.
<b>Declared in</b>	ScreenSaverView.h
<b>Related sample code</b>	OpenGL Screensaver

## Overview

ScreenSaverView is an abstract class that defines the interface for subclasses to interact with the screen saver infrastructure.

Screen savers are subclasses of ScreenSaverView, packaged up in bundles and loaded by the screen saver application. (These bundles have a suffix of `.saver` and are located in the `Library/Screen Savers` directories of the various file system domains. See *File System Overview* for information about domains.) ScreenSaverView defines an interface for animating screen savers, instantiating small preview versions of the screen saver view (for display in the system preferences, for example), and for providing a configuration sheet to set various properties of the screen saver. In addition, subclasses can set the animation interval, the backing store of their window, and how the screen transitions to the animation.

There are two main ways to do drawing in a screen saver. You can either do your drawing in the normal NSView `drawRect:` (page 9) method, or you can do your drawing in ScreenSaverView's `animateOneFrame` (page 7) method. If you do drawing in `drawRect:` (page 9), you should call `setNeedsDisplay:` with an argument of YES in `animateOneFrame`.

## Tasks

### Initializing a ScreenSaverView

- `initWithFrame:` (page 9)  
Calls `initWithFrame:isPreview:` (page 10) with an argument of NO.

- [initWithFrame:isPreview:](#) (page 10)  
Initializes a newly allocated ScreenSaverView with *frame* as its frame rectangle, and sets the value returned by [isPreview](#) (page 10) to *isPreview*.

## Getting the Preferred Window Behavior

- + [backingStoreType](#) (page 7)  
Returns the desired backing store for windows in which the screen saver view will be instantiated.
- + [performGammaFade](#) (page 7)  
Indicates whether the screen saver application should perform a gradual screen fade when it starts and stops the animation.

## Setting and Getting the Animation Time Interval

- [animationTimeInterval](#) (page 8)  
Returns the minimum time between animation frames of the screen saver.
- [setAnimationTimeInterval:](#) (page 11)  
Sets the time interval between animation frames.

## Animating the ScreenSaverView

- [startAnimation](#) (page 11)  
Activates the periodic timer that animates the screen saver.
- [animateOneFrame](#) (page 7)  
Advances the screen saver's animation by a single frame.
- [stopAnimation](#) (page 11)  
Deactivates the timer that advances the animation.
- [isAnimating](#) (page 10)  
Returns YES if the screen saver is currently animating, NO otherwise.

## Drawing the ScreenSaverView

- [drawRect:](#) (page 9)  
Draws the screen saver view.
- [isPreview](#) (page 10)  
Returns YES if the screen saver view was created in a smaller size to be used as a preview, NO if it was created full-screen for use as a screen saver.

## Accessing the Configuration Sheet

- [hasConfigureSheet](#) (page 9)  
Returns whether the screen saver has an associated configuration sheet.

- [configureSheet](#) (page 8)

Returns the window containing all of the controls to be used for configuring the screen saver.

## Class Methods

### backingStoreType

Returns the desired backing store for windows in which the screen saver view will be instantiated.

+ (NSBackingStoreType)backingStoreType

#### Discussion

Subclasses should override this method to return the desired backing store. The default is `NSBackingStoreBuffered`.

#### Availability

Available in Mac OS X v10.0 and later.

#### Declared In

ScreenSaverView.h

### performGammaFade

Indicates whether the screen saver application should perform a gradual screen fade when it starts and stops the animation.

+ (BOOL)performGammaFade

#### Discussion

This class method allows the screen saver view to select how the desktop visibly transitions to the screen saver view. If this method returns `YES`, the screen will gradually darken before the animation begins. If it returns `NO`, the transition will be immediate. The latter behavior is more appropriate if the screen saver animates a screen shot of the desktop, as is the case for optical lens effects. The default is `YES`.

#### Availability

Available in Mac OS X v10.0 and later.

#### Declared In

ScreenSaverView.h

## Instance Methods

### animateOneFrame

Advances the screen saver's animation by a single frame.

- (void)animateOneFrame

**Discussion**

This method is called each time the timer animating the screen saver fires. The time between calls to this method is always at least [animationTimeInterval](#) (page 8). It is guaranteed that the focus is locked when this method is called, so subclasses may do drawing in this method. The subclass can also let [drawRect:](#) (page 9) perform the drawing, in which case `animateOneFrame` needs to call `setNeedsDisplay:` with an argument of YES. The default implementation does nothing.

**Availability**

Available in Mac OS X v10.0 and later.

**See Also**

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

**Related Sample Code**

OpenGL Screensaver

**Declared In**

ScreenSaverView.h

**animationTimeInterval**

Returns the minimum time between animation frames of the screen saver.

- (NSTimeInterval)animationTimeInterval

**Availability**

Available in Mac OS X v10.0 and later.

**See Also**

- [setAnimationTimeInterval:](#) (page 11)

**Declared In**

ScreenSaverView.h

**configureSheet**

Returns the window containing all of the controls to be used for configuring the screen saver.

- (NSWindow \*)configureSheet

**Discussion**

This window will be run as a sheet, so it must include buttons that allow the user to end the modal session in which the sheet runs. When the user dismisses the sheet, the controller in charge of the sheet must end the document modal session by calling `NSApplication's endSheet:` with the sheet's window as the argument.

**Availability**

Available in Mac OS X v10.0 and later.

**See Also**

- [hasConfigureSheet](#) (page 9)

**Related Sample Code**

OpenGL Screensaver

### Declared In

ScreenSaverView.h

## drawRect:

Draws the screen saver view.

- (void)drawRect:(NSRect)rect

### Discussion

ScreenSaverView implements `drawRect:` to draw a black background. Subclasses can do their drawing here or in [animateOneFrame](#) (page 7).

### Availability

Available in Mac OS X v10.0 and later.

### See Also

- [animateOneFrame](#) (page 7)
- [startAnimation](#) (page 11)
- [stopAnimation](#) (page 11)

### Declared In

ScreenSaverView.h

## hasConfigureSheet

Returns whether the screen saver has an associated configuration sheet.

- (BOOL)hasConfigureSheet

### Discussion

Subclasses that provide configure sheets as part of their bundle should override this method to return YES.

### Availability

Available in Mac OS X v10.0 and later.

### See Also

- [configureSheet](#) (page 8)

### Related Sample Code

OpenGL Screensaver

### Declared In

ScreenSaverView.h

## initWithFrame:

Calls [initWithFrame:isPreview:](#) (page 10) with an argument of NO.

- (id)initWithFrame:(NSRect)frame

**Availability**

Available in Mac OS X v10.0 and later.

**Declared In**

ScreenSaverView.h

**initWithFrame:isPreview:**

Initializes a newly allocated ScreenSaverView with *frame* as its frame rectangle, and sets the value returned by *isPreview* (page 10) to *isPreview*.

```
- (id)initWithFrame:(NSRect)frame isPreview:(BOOL)isPreview
```

**Discussion**

The screen saver application will install the new view object into the view hierarchy of an NSWindow before the animation begins. This method is the designated initializer for the ScreenSaverView class. Returns *self*.

**Availability**

Available in Mac OS X v10.0 and later.

**See Also**

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

**Declared In**

ScreenSaverView.h

**isAnimating**

Returns YES if the screen saver is currently animating, NO otherwise.

```
- (BOOL)isAnimating
```

**Availability**

Available in Mac OS X v10.0 and later.

**See Also**

- [startAnimation](#) (page 11)

- [stopAnimation](#) (page 11)

**Declared In**

ScreenSaverView.h

**isPreview**

Returns YES if the screen saver view was created in a smaller size to be used as a preview, NO if it was created full-screen for use as a screen saver.

```
- (BOOL)isPreview
```

**Discussion**

Subclasses can use the return value of *isPreview* to determine if they should change their drawing parameters to something more suitable for display in a smaller frame.

#### Availability

Available in Mac OS X v10.0 and later.

#### Declared In

ScreenSaverView.h

### setAnimationTimeInterval:

Sets the time interval between animation frames.

```
- (void)setAnimationTimeInterval:(NSTimeInterval)timeInterval
```

#### Discussion

Subclasses with particular requirements for time between animation frames should call this method to set the animation rate to a reasonable value.

#### Availability

Available in Mac OS X v10.0 and later.

#### See Also

- [animationTimeInterval](#) (page 8)

#### Declared In

ScreenSaverView.h

### startAnimation

Activates the periodic timer that animates the screen saver.

```
- (void)startAnimation
```

#### Discussion

This method is called when the screen saver view should begin animating. Subclasses can implement this method to set up initial state or allocate expensive resources that should be loaded lazily. Subclasses must call the inherited implementation.

#### Availability

Available in Mac OS X v10.0 and later.

#### See Also

- [stopAnimation](#) (page 11)

#### Related Sample Code

OpenGL Screensaver

#### Declared In

ScreenSaverView.h

### stopAnimation

Deactivates the timer that advances the animation.

- (void)stopAnimation

**Discussion**

This method is called when the screen saver view should stop animating. Subclasses can implement this method to unload expensive resources or reset state to original parameters. Subclasses must call the inherited implementation.

**Availability**

Available in Mac OS X v10.0 and later.

**See Also**

- [startAnimation](#) (page 11)

**Related Sample Code**

OpenGL Screensaver

**Declared In**

ScreenSaverView.h

# Document Revision History

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

Date	Notes
2006-05-23	First publication of this content as a separate document.

**REVISION HISTORY**

Document Revision History

# Index

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## A

---

animateOneFrame **instance method** [7](#)  
animationTimeInterval **instance method** [8](#)

## B

---

backingStoreType **class method** [7](#)

## C

---

configureSheet **instance method** [8](#)

## D

---

drawRect: **instance method** [9](#)

## H

---

hasConfigureSheet **instance method** [9](#)

## I

---

initWithFrame: **instance method** [9](#)  
initWithFrame:isPreview: **instance method** [10](#)  
isAnimating **instance method** [10](#)  
isPreview **instance method** [10](#)

## P

---

performGammaFade **class method** [7](#)

## S

---

setAnimationTimeInterval: **instance method** [11](#)  
startAnimation **instance method** [11](#)  
stopAnimation **instance method** [11](#)