
WebPlugIn Protocol Reference



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C O N T E N T S

WebPlugIn Protocol Reference

(informal protocol)

Framework	/System/Library/Frameworks/WebKit.framework
Declared in:	WebKit/WebPlugIn.h
Availability:	Available in Mac OS X v10.3.9 and later.
Companion guides:	Web Kit Plug-In Programming Topics Web Kit Objective-C Programming Guide

Protocol Description

WebPlugIn is an informal protocol that enables interaction between an application using the Web Kit and any Web Kit-based plug-ins it may use.

Methods by Task

Accessing the scripting environment

- [objectForWebScript](#) (page 6)
Returns an object that exposes the plug-in's scripting interface.

Using plug-in state information

- [webPlugInSetIsSelected:](#) (page 7)
Controls plug-in behavior based on its selection.

Controlling the plug-in

- `webPlugInDestroy` (page 6)
Prepares the plug-in for deallocation.
- `webPlugInInitialize` (page 6)
Initializes the receiver.
- `webPlugInStart` (page 7)
Tells the plug-in to start normal operation.
- `webPlugInStop` (page 7)
Tells the plug-in to stop normal operation.

Instance Methods

objectForWebScript

Returns an object that exposes the plug-in's scripting interface.

- (id)objectForWebScript

Discussion

The methods of the object are exposed to the script environment. Messages sent to the returned object will be invoked in the scripting environment. See the WebScripting informal protocol for more details.

Availability

Available in Mac OS X v10.3.9 and later.

webPlugInDestroy

Prepares the plug-in for deallocation.

- (void)webPlugInDestroy

Discussion

Typically, this method releases the memory and other resources used by the plug-in. For example, if the receiver retained a `WebPlugInContainer`, this method should release that object. Do not send any other messages to the receiver after invoking this method—invoking this method destroys the receiver. No other methods in this interface may be called after the application has called this method.

Availability

Available in Mac OS X v10.3.9 and later.

webPlugInInitialize

Initializes the receiver.

- (void)webPlugInInitialize

Discussion

Tells the plug-in to perform one-time initialization. This method must be only called once per instance of the plug-in object and must be called before any other methods in this protocol.

Availability

Available in Mac OS X v10.3.9 and later.

webPlugInSetIsSelected:

Controls plug-in behavior based on its selection.

- (void)webPlugInSetIsSelected:(BOOL)*selected*

Discussion

Tells the plug-in whether or not it is currently selected. This may be used, for example, to change the plug-in's appearance when it is selected by the user.

Availability

Available in Mac OS X v10.3.9 and later.

webPlugInStart

Tells the plug-in to start normal operation.

- (void)webPlugInStart

Discussion

The plug-in usually begins its primary task (such as drawing, playing sounds, or animating) in this method. This method may be called more than once, provided that the application has already called [webPlugInInitialize](#) (page 6) and that each call to this method is followed later by a call to [webPlugInStop](#) (page 7).

Availability

Available in Mac OS X v10.3.9 and later.

webPlugInStop

Tells the plug-in to stop normal operation.

- (void)webPlugInStop

Discussion

This method may be called more than once, provided that the application has already called [webPlugInInitialize](#) (page 6) and that each call to this method is preceded by a call to [webPlugInStart](#) (page 7).

Availability

Available in Mac OS X v10.3.9 and later.

Document Revision History

This table describes the changes to *WebPlugIn Protocol Reference*.

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

REVISION HISTORY

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O

objectForWebScript <NSObject> instance method [6](#)

W

webPluginDestroy <NSObject> instance method [6](#)

webPluginInitialize <NSObject> instance method [6](#)

webPluginSetIsSelected: <NSObject> instance method [7](#)

webPluginStart <NSObject> instance method [7](#)

webPluginStop <NSObject> instance method [7](#)