

Displaying Web and Multimedia Content

OS X and iOS provide an assortment of APIs to allow you to display web content and streaming multimedia content. In general, if these higher-level multimedia- and web-specific APIs meet your needs, you should use them rather than using networking APIs directly. The sections below briefly summarize these APIs.

Opening Web Content or Streaming Media in the Default Application

To open a webpage or streaming URL in the user's default browser or media viewer:

- In iOS, use the `openURL:` method of the `UIApplication` class.
For a real-world example, see QA1629: *Launching the App Store from an iOS application*.
- In OS X, use the `LSOpenCFURLRef` or `LSOpenFromURLSpec` functions in the Launch Services API.
For details, see Launch Services Tasks in *Launch Services Programming Guide*.

Displaying Web Content in Your Application

OS X and iOS provide an easy way to load and display a webpage with the WebKit engine, the same rendering engine used by Safari.

- In OS X, you load web content with the `WebView` class. You can add a web view by including it in your application's nib file or by programmatically constructing a `WebView` object and calling the `initWithFrame:frameName:groupName:` method. Load content by calling the `loadRequest:` method on the web view's main frame (which you can obtain with the `mainFrame` method).
- In iOS, you load web content with the `loadRequest:` method of the `UIWebView` class. You can add a web view by including it in your application's nib file or by programmatically creating a `UIWebView` object and initializing it with the `initWithFrame:` method.

Note: Web views in iOS don't provide access to their underlying connection when they load data, which means a connection that can't be resolved automatically (such as a connection that requires authentication) fails.

For more information, see Simple Browsing in *WebKit Objective-C Programming Guide* (OS X) and *UIWebView Class Reference* (iOS).

Displaying Streaming Multimedia Content in Your Application

There are several frameworks available for displaying streaming multimedia content in OS X and iOS:

- In OS X, use the Quartz Framework for basic playback or the AV Foundation framework for more complex functionality.

- In iOS, use the Media Player Framework for basic playback or the AV Foundation framework for more complex functionality.

For more information, read *Getting Started with Audio & Video, Multimedia Programming Guide* (iOS), *WebKit Application Programming Guide* (OS X), and *AVFoundation Programming Guide*.