

CoreGraphics

Tips



Tricks

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What is CoreGraphics?

- C-Based API for all Drawing operations
- Used by UIKit to draw UI Components
- All drawing occurs in UIView, or descendants
- Operations performed on Graphic Contexts (e.g. `CGContextRef` or `UIGraphicsGetCurrentContext()`)

Why Access Directly?

- To Draw Custom Views and UI Components
 - e.g. Shapes, Textures, Gradients, Shadows, etc
- User Drawing Operations
 - e.g. Painting, Tracing, etc

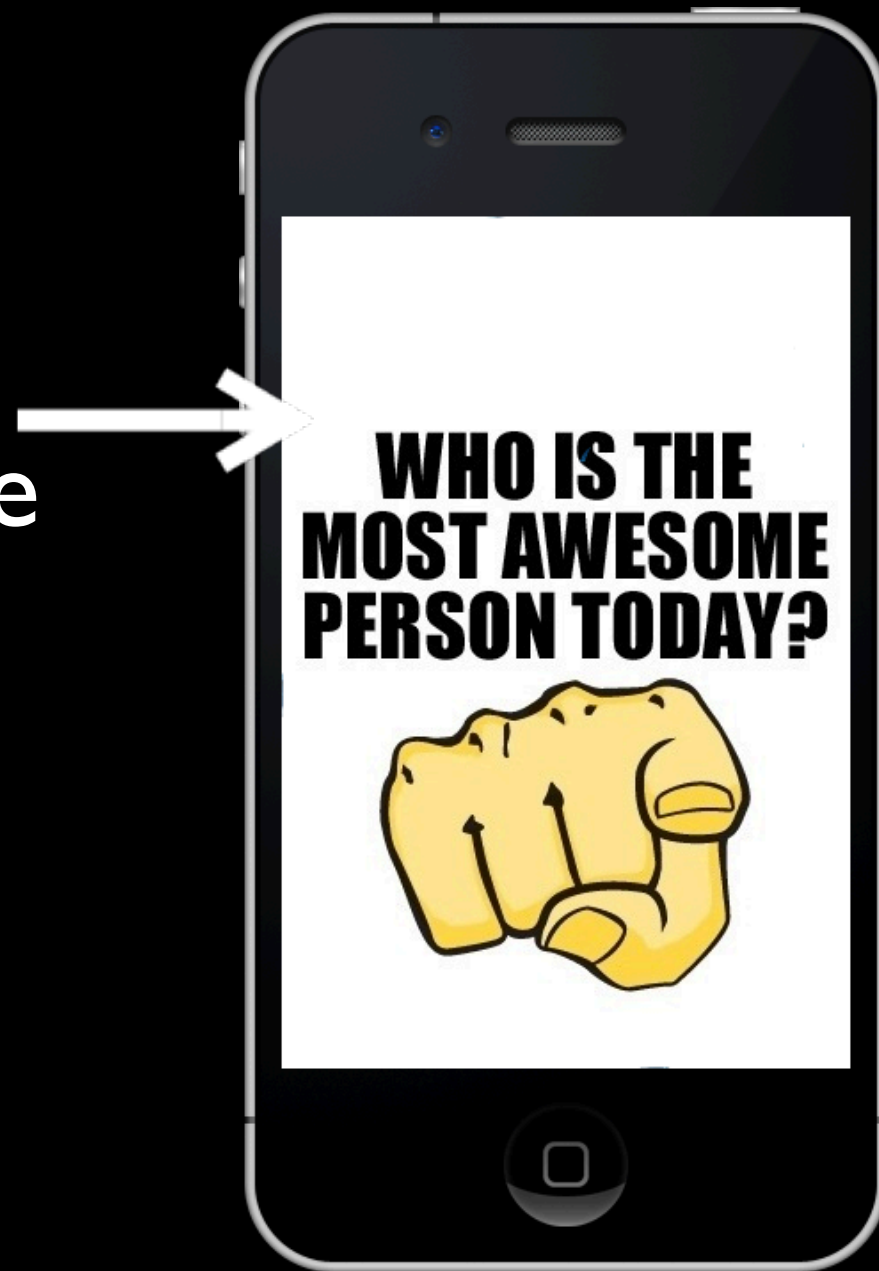
Design Pattern

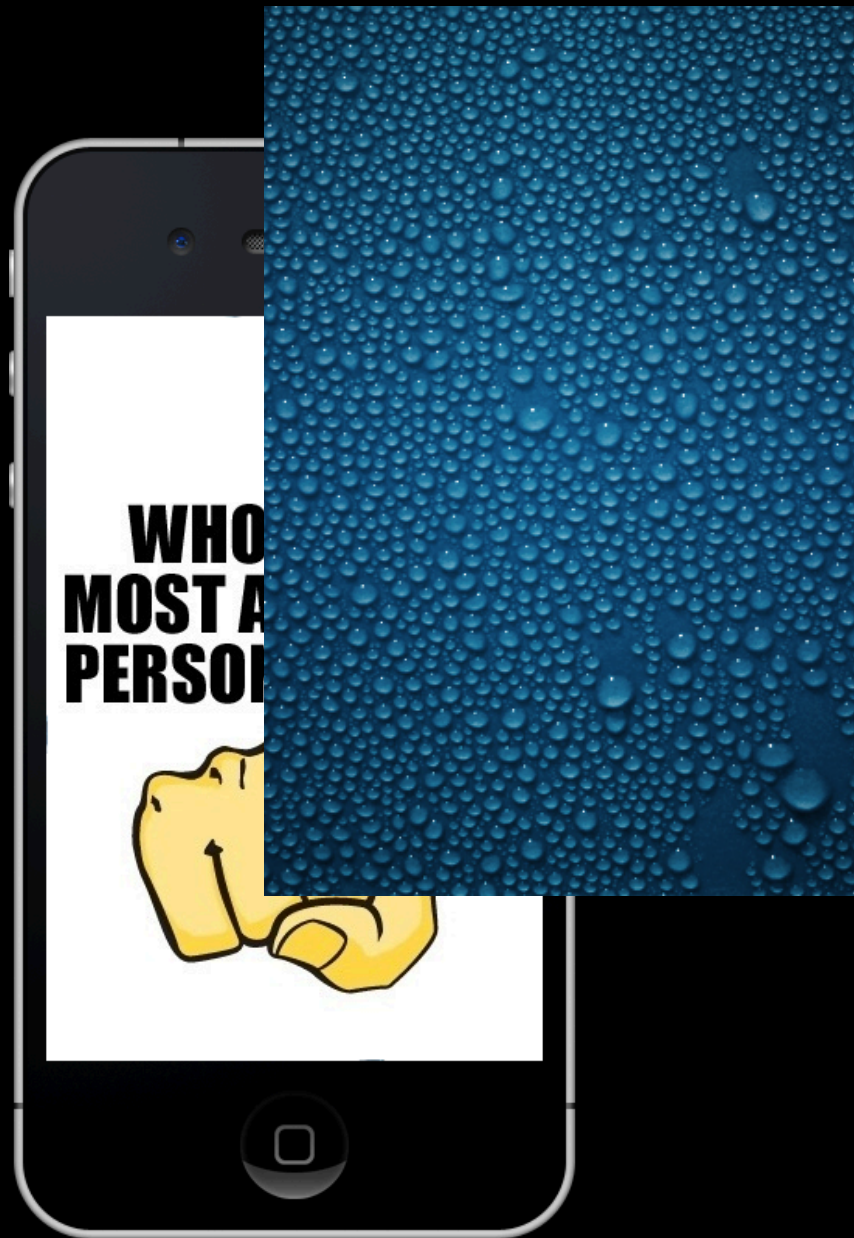
1. Get/Create CGContexts (i.e.Canvas)
2. Create Paths (e.g. shapes, line segments, etc)
3. Set colors, fonts, textures, linewidths, linecaps, etc
4. Stroke or Fill Path created in Step 2.
5. Optional: Save CGContexts (e.g. Reuse, PDF, Image)

Trick #1 - “The Reveal”

UIView

- Background
set to UIImage





UIImageView

- Background Color = transparent
- Draw Pattern on Top



Trick!

- Save & Restore Screen

UIGestureRecognizer

- Draw on screen
- Use **kCGBlendMode** to Clear Bits

Hands On!

One More Thing...

- Typically, all drawing operations in:
 - `drawRect:(CGRect)rect` Method of `UIView`
- Never call `drawRect:(CGRect)rect` directly
 - Use `[self setNeedsDisplay]` to update screen
- Can also be used to draw Text and Images

Follow:

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