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IOS自适应前段库-Masonry的使用

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Masonry 布局框架

招聘信息: cocos2dx主程

文本为投稿文章, 作者: Jekyll

Masonry是一个轻量级的布局框架, 拥有自己的描述语法, 采用更优雅的链式语法封装自动布局, 简洁明了并具有高可读性, 而且同时支持 iOS 和 Max OS X。Masonry是一个用代码写iOS或OS界面的库, 可以代替Auto layout。

Masonry的github地址: <https://github.com/SnapKit/Masonry>

本章内容

- Masonry配置

- Masonry使用

- Masonry实例

Masonry配置

- 推荐使用pods方式引入类库, pod 'Masonry', 若不知道pod如何使用, 情况我的另一篇文章: [提高ios开发效率的工具](#)

- 引入头文件 #import "Masonry.h"

Masonry使用讲解

mas_makeConstraints 是给view添加约束, 约束有几种, 分别是边距, 宽, 高, 左上右下距离, 基准线。添加过约束后可以有修正, 修正有offset (位移) 修正和multipliedBy (倍率) 修正。

语法一般是 make.equalTo or make.greaterThanOrEqualTo or make.lessThanOrEqualTo + 倍数和位移修正。

注意点1: 使用 mas_makeConstraints方法的元素必须先添加到父元素的中, 例如[self.view addSubview:view];

注意点2: masequalTo 和 equalTo 区别: masequalTo 比equalTo多了类型转换操作, 一般来说, 大多数时候两个方法都是 通用的, 但是对于数值元素使用mas_equalTo. 对于对象或是多个属性的处理, 使用equalTo. 特别是多个属性时, 必须使用equalTo,例如 make.left.and.right.equalTo(self.view);

注意点3: 注意到方法with和and,这连个方法其实没有做任何操作, 方法只是返回对象本身, 这这个方法的左右完全是为了方法写的时候的可读性 。make.left.and.right.equalTo(self.view);和make.left.right.equalTo(self.view);是完全一样

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这个看起来很好用 不过现在 用的xcode6.3 需要升级才能用
hall_of_fame 评论了 iOS 9学习系列:

的，但是明显的加了and方法的语句可读性 更好点。

Masonry初级使用例子

```
1 // exp1: 中心点与self.view相同, 宽度为400*400
2 -(void)exp1{
3     UIView *view = [UIView new];
4     [view setBackgroundColor:[UIColor redColor]];
5     [self.view addSubview:view];
6     [view mas_makeConstraints:^(MASConstraintMaker *make) {
7         make.center.equalTo(self.view);
8         make.size.mas_equalTo(CGSizeMake(400,400));
9     }];
10 }
11 //exp2: 上下左右边距都为10
12 -(void)exp2{
13     UIView *view = [UIView new];
14     [view setBackgroundColor:[UIColor redColor]];
15     [self.view addSubview:view];
16     [view mas_makeConstraints:^(MASConstraintMaker *make) {
17         make.edges.equalTo(self.view).with.insets(UIEdgeInsetsMake(10, 10, 10,
18 // make.left.equalTo(self.view).with.offset(10);
19 // make.right.equalTo(self.view).with.offset(-10);
20 // make.top.equalTo(self.view).with.offset(10);
21 // make.bottom.equalTo(self.view).with.offset(-10);
22         });
23 }
24 //exp3 让两个高度为150的view垂直居中且等宽且等间隔排列 间隔为10
25 -(void)exp3{
26     UIView *view1 = [UIView new];
27     [view1 setBackgroundColor:[UIColor redColor]];
28     [self.view addSubview:view1];
29     UIView *view2 = [UIView new];
30     [view2 setBackgroundColor:[UIColor redColor]];
31     [self.view addSubview:view2];
32     [view1 mas_makeConstraints:^(MASConstraintMaker *make) {
33         make.centerY.mas_equalTo(self.view.mas_centerY);
34         make.height.mas_equalTo(150);
35         make.width.mas_equalTo(view2.mas_width);
36         make.left.mas_equalTo(self.view.mas_left).with.offset(10);
37         make.right.mas_equalTo(view2.mas_left).offset(-10);
38     }];
39     [view2 mas_makeConstraints:^(MASConstraintMaker *make) {
40         make.centerY.mas_equalTo(self.view.mas_centerY);
41         make.height.mas_equalTo(150);
42         make.width.mas_equalTo(view1.mas_width);
43         make.left.mas_equalTo(view1.mas_right).with.offset(10);
44         make.right.equalTo(self.view.mas_right).offset(-10);
45     }];
46 }
```

Masonry高级使用例子1

iOS计算器使用Masorny布局：

UIStackView如何让你...

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6666666

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UITableView循环利用

作者的编程习惯是值得学习的，而且这样做也能提高编码效率。这样的习惯也icebergcwp1990 评论了 我的iOS高效编程秘诀——坚持编程习惯

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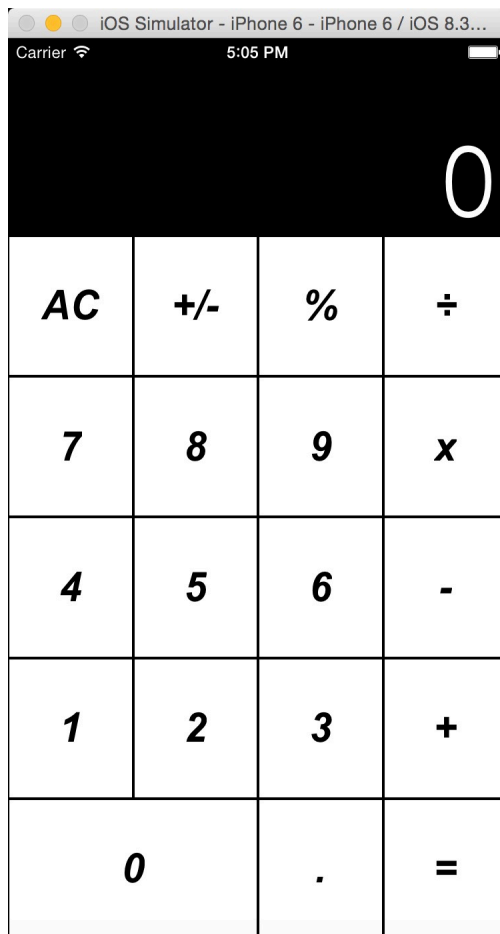
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```
1 //高级布局练习 ios自带计算器布局
2 -(void)exp4{
3     //申明区域, displayView是显示区域, keyboardView是键盘区域
4     UIView *displayView = [UIView new];
5     [displayView setBackgroundColor:[UIColor blackColor]];
6     [self.view addSubview:displayView];
7     UIView *keyboardView = [UIView new];
8     [self.view addSubview:keyboardView];
9     //先按1: 3分割 displayView (显示结果区域) 和 keyboardView (键盘区域)
10    [displayView mas_makeConstraints:^(MASConstraintMaker *make) {
11        make.top.equalTo(self.view.mas_top);
12        make.left.and.right.equalTo(self.view);
13        make.height.equalTo(keyboardView).multipliedBy(0.3f);
14    }];
15    [keyboardView mas_makeConstraints:^(MASConstraintMaker *make) {
16        make.top.equalTo(displayView.mas_bottom);
17        make.bottom.equalTo(self.view.mas_bottom);
18        make.left.and.right.equalTo(self.view);
19    }];
20    //设置显示位置的数字为0
21    UILabel *displayNum = [[UILabel alloc] init];
22    [displayView addSubview:displayNum];
23    displayNum.text = @"0";
24    displayNum.font = [UIFont fontWithName:@"HeiTi SC" size:70];
25    displayNum.textColor = [UIColor whiteColor];
26    displayNum.textAlignment = NSTextAlignmentRight;
27    [displayNum mas_makeConstraints:^(MASConstraintMaker *make) {
28        make.left.and.right.equalTo(displayView).with.offset(-10);
29        make.bottom.equalTo(displayView).with.offset(-10);
30    }];
31    //定义键盘键名称, ? 号代表合并的单元格
32    NSArray *keys = @[@"AC", @"+/-", @"%", @"÷",
33                    @"7", @"8", @"9", @"x",
34                    @"4", @"5", @"6", @"-",
35                    @"1", @"2", @"3", @"+",
36                    @"0", @"?", @".", @"="];
37    int indexOfKeys = 0;
38    for (NSString *key in keys) {
39        //循环所有键
40        indexOfKeys++;
41        int rowNum = indexOfKeys % 4 == 0 ? indexOfKeys/4 : indexOfKeys/4 + 1;
42        int colNum = indexOfKeys % 4 == 0 ? 4 : indexOfKeys % 4;
```

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已关注

【最新 El Capitan 测试版默认关闭 Dashboard 功能】在早些时候发布的 OS X El Capitan 第七个开发者测试中, 苹果默认关闭了 Dashboard 功能。Dashboard 是 OS X 的桌面组件功能, 已经有10年左右的历史, 在过去4年之中一直没有更新。详见: <http://t.cn/RLDD7Rq>



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```

43     NSLog(@"index is:%d and row:%d,col:%d",indexOfKeys,rowNum,colNum);
44     //键样式
45     UIButton *keyView = [UIButton buttonWithType:UIButtonTypeCustom];
46     [keyboardView addSubview:keyView];
47     [keyView setTitleColor:[UIColor blackColor] forState:UIControlStateNormal];
48     [keyView setTitle:key forState:UIControlStateNormal];
49     [keyView.layer setBorderWidth:1];
50     [keyView.layer setBorderColor:[UIColor blackColor] CGColor];
51     [keyView.titleLabel setFont:[UIFont fontWithName:@"Arial-BoldItalicMT"
52     //键约束
53     [keyView mas_makeConstraints:^(MASConstraintMaker *make) {
54         //处理 0 合并单元格
55         if([key isEqualToString:@"0"] || [key isEqualToString:@"?"]){
56             if([key isEqualToString:@"0"]){
57                 [keyView mas_makeConstraints:^(MASConstraintMaker *make) {
58                     make.height.equalTo(keyboardView.mas_height).withMult
59                     make.width.equalTo(keyboardView.mas_width).multipliedB
60                     make.left.equalTo(keyboardView.mas_left);
61                     make.baseline.equalTo(keyboardView.mas_baseline).with..
62                 }];
63             }if([key isEqualToString:@"?"]){
64                 [keyView removeFromSuperview];
65             }
66         }
67         //正常的单元格
68         else{
69             make.width.equalTo(keyboardView.mas_width).with.multipliedBy(.
70             make.height.equalTo(keyboardView.mas_height).with.multipliedBy
71             //按照行和列添加约束，这里添加行约束
72             switch (rowNum) {
73                 case 1:
74                     {
75                         make.baseline.equalTo(keyboardView.mas_baseline).with..
76                         keyView.backgroundColor = [UIColor colorWithRed:205 gr
77                     }
78                     break;
79                 case 2:
80                     {
81                         make.baseline.equalTo(keyboardView.mas_baseline).with..
82                     }
83                     break;
84                 case 3:
85                     {
86                         make.baseline.equalTo(keyboardView.mas_baseline).with..
87                     }
88                     break;
89                 case 4:
90                     {
91                         make.baseline.equalTo(keyboardView.mas_baseline).with..
92                     }
93                     break;
94                 case 5:
95                     {
96                         make.baseline.equalTo(keyboardView.mas_baseline).with..
97                     }
98                     break;
99                 default:
100                     break;
101             }
102             //按照行和列添加约束，这里添加列约束
103             switch (colNum) {
104                 case 1:
105                     {
106                         make.left.equalTo(keyboardView.mas_left);
107                     }
108                     break;
109                 case 2:
110                     {
111                         make.right.equalTo(keyboardView.mas_centerX);
112                     }
113                     break;
114                 case 3:
115                     {
116                         make.left.equalTo(keyboardView.mas_centerX);
117                     }
118                     break;
119                 case 4:
120                     {
121                         make.right.equalTo(keyboardView.mas_right);
122                         [keyView setBackgroundColor:[UIColor colorWithRed:243
123                     }
124                     break;
125                 default:
126                     break;
127             }
128         }
129     }];

```

```
130     }  
131 }
```

本例子使用的baseline去控制高度位置，这似乎不是太准，如果想要精准控制高度位置，可以使用一行一行添加的方法，每次当前行的top去equalTo上一行的bottom。给个提示：

```
1  for (遍历所有行)  
2      for (遍历所以列)  
3          //当前行约束根据上一行去设置  
4          .....
```

下一个例子中，使用上面类似的方法

Masonry高级使用例子2

根据设计图，使用masonry布局：

步骤1



步骤2



步骤1

```
1  -(void)createUI{
2      UIView *titleLabel = [UIView new];
3      titleLabel.backgroundColor = [UIColor redColor];
4      UIView *caredView = [UIView new];
5      [self.view addSubview:caredView];
6      UIView *brifeView = [UIView new];
7      [self.view addSubview:brifeView];
8      //self.view
9      self.view.backgroundColor = [UIColor colorWithWhite:0.965 alpha:1.000];
10     //thrm
11     UIImageView *plantThrm = [[UIImageView alloc] initWithImage:[UIImage imageNamed:
12     [self.view addSubview:plantThrm];
13     [plantThrm mas_makeConstraints:^(MASConstraintMaker *make) {
14         make.left.and.top.equalTo(self.view).with.offset(10);
15     }];
16     //title
17     [self.view addSubview:titleLabel];
18     UIImageView *bgTitleView = [[UIImageView alloc] initWithImage:[UIImage im
19     [titleLabel addSubview:bgTitleView];
20     [titleLabel mas_makeConstraints:^(MASConstraintMaker *make) {
21         make.right.equalTo(self.view.mas_right);
22         make.left.equalTo(plantThrm.mas_right).with.offset(20);
23         make.centerY.equalTo(plantThrm.mas_centerY);
24     }];
25     [bgTitleView mas_makeConstraints:^(MASConstraintMaker *make) {
26         make.edges.equalTo(titleLabel);
27     }];
28     UILabel *title = [[UILabel alloc] init];
29     title.textColor = [UIColor whiteColor];
30     title.font = [UIFont fontWithName:@"Heiti SC" size:26];
31     title.text = _reference.name;
32     [titleLabel addSubview:title];
33     [title mas_makeConstraints:^(MASConstraintMaker *make) {
34         make.left.equalTo(titleLabel.mas_left).offset(10);
35         make.width.equalTo(titleLabel.mas_width);
36         make.centerY.equalTo(titleLabel.mas_centerY);
37     }];
38     //植物养护
39     UILabel *caredTitle = [[UILabel alloc] init];
40     caredTitle.textColor = [UIColor colorWithRed:0.172 green:0.171 blue:0.219
41     caredTitle.font = [UIFont fontWithName:@"Heiti SC" size:10];
42     caredTitle.text = @"植物养护";
```

```
43 [self.view addSubview:caredTitle];
44 [caredTitle mas_makeConstraints:^(MASConstraintMaker *make) {
45     make.top.equalTo(plantThrm.mas_bottom).with.offset(20);
46     make.left.and.right.equalTo(self.view).with.offset(10);
47     make.height.mas_equalTo(10);
48 }];
49 //将图层的边框设置为圆脚
50 caredView.layer.cornerRadius = 5;
51 caredView.layer.masksToBounds = YES;
52 //给图层添加一个有色边框
53 caredView.layer.borderWidth = 1;
54 caredView.layer.borderColor = [[UIColor colorWithWhite:0.521 alpha:1.000] C
55 caredView.backgroundColor = [UIColor whiteColor];
56 [caredView mas_makeConstraints:^(MASConstraintMaker *make) {
57     make.top.equalTo(caredTitle.mas_bottom).with.offset(5);
58     make.left.equalTo(self.view.mas_left).with.offset(10);
59     make.right.equalTo(self.view.mas_right).with.offset(-10);
60     make.height.equalTo(brifeView);
61 }];
62 //植物简介
63 UILabel *brifeTitle = [[UILabel alloc] init];
64 brifeTitle.textColor = [UIColor colorWithRed:0.172 green:0.171 blue:0.219
65 brifeTitle.font = [UIFont fontWithName:@"Heiti SC" size:10];
66 brifeTitle.text = @"植物简介";
67 [self.view addSubview:brifeTitle];
68 [brifeTitle mas_makeConstraints:^(MASConstraintMaker *make) {
69     make.top.equalTo(caredView.mas_bottom).with.offset(20);
70     make.left.and.right.equalTo(self.view).with.offset(10);
71     make.height.mas_equalTo(10);
72 }];
73 //将图层的边框设置为圆脚
74 brifeView.layer.cornerRadius = 5;
75 brifeView.layer.masksToBounds = YES;
76 //给图层添加一个有色边框
77 brifeView.layer.borderWidth = 1;
78 brifeView.layer.borderColor = [[UIColor colorWithWhite:0.521 alpha:1.000] C
79 brifeView.backgroundColor = [UIColor whiteColor];
80 [brifeView mas_makeConstraints:^(MASConstraintMaker *make) {
81     make.top.equalTo(brifeTitle.mas_bottom).with.offset(5);
82     make.left.equalTo(self.view.mas_left).with.offset(10);
83     make.right.equalTo(self.view.mas_right).with.offset(-10);
84     make.bottom.equalTo(self.view.mas_bottom).with.offset(-10);
85     make.height.equalTo(caredView);
86 }];
87 }
```

完成之后如下图 步骤1



步骤2,在上面的基础上,增加植物养护部分ui构造的代码,思想是,先构造出四行,然后根据每行单独构造出行样式。

```
1 //把块拆分为四行
2 -(void)createIndexUIWithView:(UIView *)view{
3     //拆分四行
4     UIView *row1 = [UIView new];
5     UIView *row2 = [UIView new];
6     UIView *row3 = [UIView new];
7     UIView *row4 = [UIView new];
8     [view addSubview:row1];
9     [view addSubview:row2];
10    [view addSubview:row3];
11    [view addSubview:row4];
12    [row1 mas_makeConstraints:^(MASConstraintMaker *make) {
13        make.right.and.left.equalTo(view);
14        make.height.equalTo(view.mas_height).multipliedBy(0.25);
15        make.top.equalTo(view.mas_top);
16    }];
17    [row2 mas_makeConstraints:^(MASConstraintMaker *make) {
18        make.right.and.left.equalTo(view);
19        make.top.equalTo(row1.mas_bottom);
20        make.height.equalTo(view.mas_height).multipliedBy(0.25);
21    }];
22    [row3 mas_makeConstraints:^(MASConstraintMaker *make) {
23        make.right.equalTo(view.mas_right);
24        make.top.equalTo(row2.mas_bottom);
25        make.height.equalTo(view.mas_height).multipliedBy(0.25);
26        make.left.equalTo(view.mas_left);
27    }];
28    [row4 mas_makeConstraints:^(MASConstraintMaker *make) {
29        make.right.and.left.equalTo(view);
30        make.top.equalTo(row3.mas_bottom);
31        make.height.equalTo(view.mas_height).multipliedBy(0.25);
32    }];
33    [self createIndexRowUI:PlantReferenceWaterIndex withUIView:row1];
34    [self createIndexRowUI:PlantReferenceSumIndex withUIView:row2];
35    [self createIndexRowUI:PlantReferenceTemperatureIndex withUIView:row3];
36    [self createIndexRowUI:PlantReferenceElectrolyteIndex withUIView:row4];
37 }
38 //构造每行的UI
39 -(void)createIndexRowUI:(PlantReferenceIndex) index withUIView:(UIView *)view{
```



```
40 //index标题
41 UILabel *indexTitle = [UILabel new];
42 indexTitle.font = [UIFont fontWithName:@"HeiTi SC" size:14];
43 indexTitle.textColor = [UIColor colorWithWhite:0.326 alpha:1.000];
44 [view addSubview:indexTitle];
45 [indexTitle mas_makeConstraints:^(MASConstraintMaker *make) {
46     make.left.equalTo(view.mas_left).with.offset(20);
47     make.centerY.equalTo(view.mas_centerY);
48 }];
49 switch (index) {
50     case PlantReferenceWaterIndex:
51     {
52         indexTitle.text = @"水分";
53         UIImageView * current;
54         for(int i=1;i<=5;i++){
55             if(i<_reference.waterIndex){
56                 current = [[UIImageView alloc] initWithImage:[UIImage image
57             ]else{
58                 current = [[UIImageView alloc] initWithImage:[UIImage image
59             ]
60             [view addSubview:current];
61             //间距12%, 左边留空30%
62             [current mas_makeConstraints:^(MASConstraintMaker *make) {
63                 make.left.equalTo(view.mas_right).with.multipliedBy(0.12*(
64                 make.centerY.equalTo(view.mas_centerY);
65             }];
66         }
67     }
68     break;
69     case PlantReferenceSumIndex:
70     {
71         indexTitle.text = @"光照";
72         UIImageView * current;
73         for(int i=1;i<=5;i++){
74             if(i<_reference.temperatureIndex){
75                 current = [[UIImageView alloc] initWithImage:[UIImage image
76             ]else{
77                 current = [[UIImageView alloc] initWithImage:[UIImage image
78             ]
79             [view addSubview:current];
80             //间距12%, 左边留空30%
81             [current mas_makeConstraints:^(MASConstraintMaker *make) {
82                 make.left.equalTo(view.mas_right).with.multipliedBy(0.12*(
83                 make.centerY.equalTo(view.mas_centerY);
84             }];
85         }
86     }
87     break;
88     case PlantReferenceTemperatureIndex:
89     {
90         indexTitle.text = @"温度";
91         UIImageView * current;
92         for(int i=1;i<=5;i++){
93             if(i<_reference.sumIndex){
94                 current = [[UIImageView alloc] initWithImage:[UIImage image
95             ]else{
96                 current = [[UIImageView alloc] initWithImage:[UIImage image
97             ]
98             [view addSubview:current];
99             //间距12%, 左边留空30%
100             [current mas_makeConstraints:^(MASConstraintMaker *make) {
101                 make.left.equalTo(view.mas_right).with.multipliedBy(0.12*(
102                 make.centerY.equalTo(view.mas_centerY);
103             }];
104         }
105     }
106     break;
107     case PlantReferenceElectrolyteIndex:
108     {
109         indexTitle.text = @"肥料";
110         UIImageView * current;
111         for(int i=1;i<=5;i++){
112             if(i<_reference.electrolyteIndex){
113                 current = [[UIImageView alloc] initWithImage:[UIImage image
114             ]else{
115                 current = [[UIImageView alloc] initWithImage:[UIImage image
116             ]
117             [view addSubview:current];
118             //间距12%, 左边留空30%
119             [current mas_makeConstraints:^(MASConstraintMaker *make) {
120                 make.left.equalTo(view.mas_right).with.multipliedBy(0.12*(
121                 make.centerY.equalTo(view.mas_centerY);
122             }];
123         }
124     }
125     break;
126     default:
```

```
127         break;
128     }
129 }
130 //在步骤1createui的基础上, 做了一些微调。
131 -(void)createUI{
132     self.title = _reference.name;
133     UIView *titleLabel = [UIView new];
134     UIView *caredView = [UIView new];
135     [self.view addSubview:caredView];
136     UITextView *brifeView = [UITextView new];
137     [self.view addSubview:brifeView];
138     //self.view
139     self.view.backgroundColor = [UIColor colorWithWhite:0.965 alpha:1.000];
140     //thrm
141     UIImageView *plantThrm = [[UIImageView alloc] initWithImage:[UIImage imageNamed:
142     [self.view addSubview:plantThrm];
143     [plantThrm mas_makeConstraints:^(MASConstraintMaker *make) {
144         make.left.and.top.equalTo(self.view).with.offset(10);
145     }];
146     //title
147     [self.view addSubview:titleView];
148     UIImageView *bgTitleView = [[UIImageView alloc] initWithImage:[UIImage imageNamed:
149     [titleLabel addSubview:bgTitleView];
150     [titleLabel mas_makeConstraints:^(MASConstraintMaker *make) {
151         make.right.equalTo(self.view.mas_right);
152         make.left.equalTo(plantThrm.mas_right).with.offset(20);
153         make.centerY.equalTo(plantThrm.mas_centerY);
154     }];
155     [bgTitleView mas_makeConstraints:^(MASConstraintMaker *make) {
156         make.edges.equalTo(titleView);
157     }];
158     UILabel *title = [[UILabel alloc] init];
159     title.textColor = [UIColor whiteColor];
160     title.font = [UIFont fontWithName:@"Heiti SC" size:26];
161     title.text = _reference.name;
162     [titleLabel addSubview:title];
163     [title mas_makeConstraints:^(MASConstraintMaker *make) {
164         make.left.equalTo(titleView.mas_left).offset(10);
165         make.width.equalTo(titleView.mas_width);
166         make.centerY.equalTo(titleView.mas_centerY);
167     }];
168     //植物养护
169     UILabel *caredTitle = [[UILabel alloc] init];
170     caredTitle.textColor = [UIColor colorWithRed:0.172 green:0.171 blue:0.219];
171     caredTitle.font = [UIFont fontWithName:@"Heiti SC" size:10];
172     caredTitle.text = @"植物养护";
173     [self.view addSubview:caredTitle];
174     [caredTitle mas_makeConstraints:^(MASConstraintMaker *make) {
175         make.top.equalTo(plantThrm.mas_bottom).with.offset(20);
176         make.left.and.right.equalTo(self.view).with.offset(10);
177         make.height.mas_equalTo(10);
178     }];
179     //植物养护 数据
180     [self createIndexUIWithView:caredView];
181     //将图层的边框设置为圆脚
182     caredView.layer.cornerRadius = 5;
183     caredView.layer.masksToBounds = YES;
184     //给图层添加一个有色边框
185     caredView.layer.borderWidth = 1;
186     caredView.layer.borderColor = [[UIColor colorWithWhite:0.521 alpha:1.000]
187     caredView.backgroundColor = [UIColor whiteColor];
188     [caredView mas_makeConstraints:^(MASConstraintMaker *make) {
189         make.top.equalTo(caredTitle.mas_bottom).with.offset(5);
190         make.left.equalTo(self.view.mas_left).with.offset(10);
191         make.right.equalTo(self.view.mas_right).with.offset(-10);
192         make.height.equalTo(brifeView);
193     }];
194     //植物简介
195     UILabel *brifeTitle = [[UILabel alloc] init];
196     brifeTitle.textColor = [UIColor colorWithRed:0.172 green:0.171 blue:0.219];
197     brifeTitle.font = [UIFont fontWithName:@"Heiti SC" size:10];
198     brifeTitle.text = @"植物简介";
199     [self.view addSubview:brifeTitle];
200     [brifeTitle mas_makeConstraints:^(MASConstraintMaker *make) {
201         make.top.equalTo(caredView.mas_bottom).with.offset(20);
202         make.left.and.right.equalTo(self.view).with.offset(10);
203         make.height.mas_equalTo(10);
204     }];
205     //将图层的边框设置为圆脚
206     brifeView.layer.cornerRadius = 5;
207     brifeView.layer.masksToBounds = YES;
208     //给图层添加一个有色边框
209     brifeView.layer.borderWidth = 1;
210     brifeView.layer.borderColor = [[UIColor colorWithWhite:0.447 alpha:1.000]
211     brifeView.backgroundColor = [UIColor whiteColor];
212     //文字样式
213     brifeView.textColor = [UIColor colorWithWhite:0.352 alpha:1.000];
```

```
214 // brifeView.font = [UIFont fontWithName:@"HeiTi SC" size:12];
215 NSMutableParagraphStyle *paragraphStyle = [[NSMutableParagraphStyle alloc]
216 paragraphStyle.lineHeightMultiple = 20.f;
217 paragraphStyle.maximumLineHeight = 25.f;
218 paragraphStyle.minimumLineHeight = 15.f;
219 paragraphStyle.alignment = NSTextAlignmentJustified;
220 NSDictionary *attributes = @{ NSFontAttributeName:[UIFont systemFontOfSize:
221 //植物简介数据
222 //brifeView.text = _reference.brief;
223 brifeView.attributedText = [[NSAttributedString alloc] initWithString: _re
224 [brifeView mas_makeConstraints:^(MASConstraintMaker *make) {
225 make.top.equalTo(brifeTitle.mas_bottom).with.offset(5);
226 make.left.equalTo(self.view.mas_left).with.offset(10);
227 make.right.equalTo(self.view.mas_right).with.offset(-10);
228 make.bottom.equalTo(self.view.mas_bottom).with.offset(-10);
229 make.height.equalTo(caredView);
230 }
231 }
```

完成之后如下图 步骤2



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ios-nyh 2015-07-06 09:56:03

这个现在适配6和6+还方便吗

支持(0)

回复(1)



刘彦玮 2015-07-06 14:42:16

回复 ios-nyh: 用代码写自适应, 这个库是首选

支持(0)

回复



kaka_ruyizi 2015-07-02 15:45:22

baseline 怎么理解?

支持(0)

回复(1)



刘彦玮 2015-07-03 14:03:31

回复 kaka_ruyizi: 水平线, 或者说是基准线

支持(1)

回复

对这篇文章有什么感想, 写一下吧.....

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