Introduction to Attributed Strings for iOS

Drawing strings with dramatic expression

Session 222

Aki "I 🖸 Unicode" Inoue

Cocoa Engineer

These are confidential sessions—please refrain from streaming, blogging, or taking pictures

Multi-style String Drawing in UlKit

Multi-style String Drawing in UlKit

You can take it off the wishlist now!

NSAttributedString in UlKit

- Attributed string essentials
- Drawing with basic attributes
- UlKit adoption

- Attributed string essentials
- Drawing with basic attributes
- UIKit adoption

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Attributed String Essentials

Using UIStringDrawing

I'm a string

Using UIStringDrawing

@"I'm a string"

NSString

Using UIStringDrawing

I'm a string

Using UIStringDrawing

I'm a string

Helvetica Neue

Using UIStringDrawing

I'm a string

Helvetica Neue Bold

Using UIStringDrawing



Helvetica Neue Bold Red

Associating attributes to characters

I'm an attributed string

Associating attributes to characters

I'm an attributed string

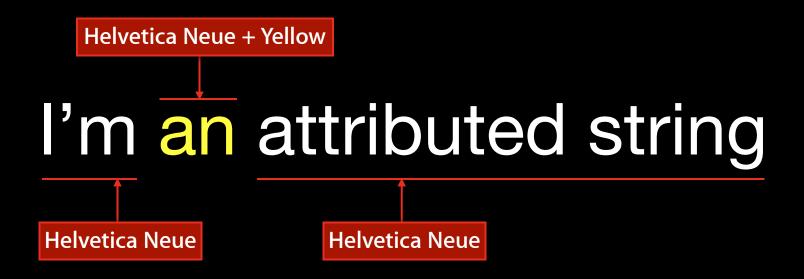
Helvetica Neue

Associating attributes to characters

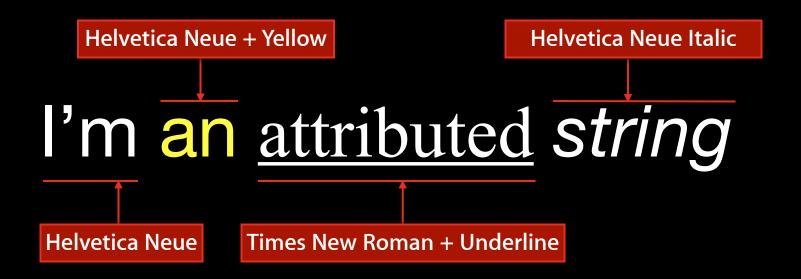
I'm an attributed string

Helvetica Neue

Associating attributes to characters



Associating attributes to characters



Multi-style text

NASDAQ 2,844.72 + 66.61

S&P 500 1,315.13 + 29.63

AAPL 571.46 + 8.63

Wall Street climbs two percent on talk or spain solution Stocks jumped on Wednesday, giving... Reuters - 6/6/12 at 2:14 PM

Stocks Soar More Than 2%, Finish at Session Highs Expectations that more stimulus is on th... TheStreet - 6/6/12 at 2:02 PM

An Apple Engineer Abducted by An Alien Spacecraft A spacecraft landed at the Cupert... TheNews - 6/13/12 at 3:18 PM

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Spacecraft A spacecraft landed at the Cupert...

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More expressive layout options



More expressive layout options



Graphics effects as text styles



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Instantiating an Attributed String Specifying a font



Using NSFontAttributeName

```
NSAttributedString *string = [[NSAttributedString alloc]
    initWithString:@"Hello World!!"
    attributes:@{ NSFontAttributeName : [UIFont systemFontOfSize:12.0f }];
```

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Hello World!!

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- No attribute for an empty string

NSMutableAttributedString

- Changing attributes
- Modifying string contents

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Changing attributes

- Mutable methods for attributes
 - (void)setAttributes:(NSDictionary *)attrs range:(NSRange)range;

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 - (void)setAttributes:(NSDictionary *)attrs range:(NSRange)range;
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 - (void)removeAttribute:(NSString *)key range:(NSRange)range;
- Modifying existing attributes
- Creating multi-style string

Emphasizing a range



• Using NSForegroundColorAttributeName

```
NSMutableAttributedString *string = [[NSMutableAttributedString alloc]
    initWithString:@"Dentist at 9:15am."
    attributes:@{ NSFontAttributeName : [UIFont systemFontOfSize:12.0f }];
[string addAttribute:NSForegroundColorAttributeName
    value:[UIColor redColor]
    range:NSMakeRange(11, 6)]; // Change the time, 9:15am, to red
```

Emphasizing a range



Using NSForegroundColorAttributeName

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 - (void)replaceCharactersInRange:(NSRange)range withString:(NSString *)str;
 - (void)replaceCharactersInRange:(NSRange)range
 withAttributedString:(NSAttributedString *)attributedString;
 - (void)insertAttributedString:(NSAttributedString *)attributedString
 atIndex:(NSUInteger)location;
 - (void)appendAttributedString:(NSAttributedString *)attributedString;
 - (void)deleteCharactersInRange:(NSRange)range;

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 - (void)replaceCharactersInRange:(NSRange)range withString:(NSString *)str;

 - (void)insertAttributedString:(NSAttributedString *)attributedString
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 - (void)deleteCharactersInRange: (NSRange)range;

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 - (void)replaceCharactersInRange:(NSRange)range withString:(NSString *)str;

 - (void)insertAttributedString:(NSAttributedString *)attributedString
 atIndex:(NSUInteger)location;
 - (void)appendAttributedString:(NSAttributedString *)attributedString;
 - (void)deleteCharactersInRange:(NSRange)range;

Moving the appointment time 1 hour early

```
NSMutableAttributedString *string; // a mutable string
[string replaceCharactersInRange:NSMakeRange(11, 6) withString:@"8:15am"];
```

Moving the appointment time 1 hour early

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NSMutableAttributedString *string; // a mutable string
```

```
[string replaceCharactersInRange:NSMakeRange(11, 6) withString:@"8:15am"];
```

Moving the appointment time 1 hour early

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NSMutableAttributedString *string; // a mutable string
```

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[string replaceCharactersInRange:NSMakeRange(11, 6) withString:@"8:15am"];
```

Moving the appointment time 1 hour early

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NSMutableAttributedString *string; // a mutable string
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[string replaceCharactersInRange:NSMakeRange(11, 6) withString:@"8:15am"];
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NSMutableAttributedString *string; // a mutable string
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[string replaceCharactersInRange:NSMakeRange(11, 6) withString:@"8:15am"];
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- Three rules to remember
 - 1. When replacing, the new characters inherit attributes from the first character of the range being replaced
 - 2. When inserting, the incoming string inherit from the previous character
 - 3. When inserting at the beginning, the attributes at index 0 are used

NOTE: Remember the "no character, no attributes" rule

Replacement rule samples

Insertion

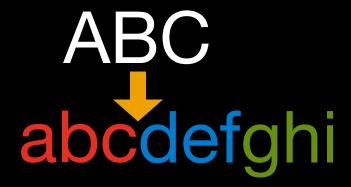
```
[string replaceCharactersInRange:NSMakeRange(3, 0) withString:@"ABC"];
```



Replacement rule samples

Insertion

[string replaceCharactersInRange:NSMakeRange(3, 0) withString:@"ABC"];



Replacement rule samples

Insertion

```
[string replaceCharactersInRange:NSMakeRange(3, 0) withString:@"ABC"];
```



Replacement rule samples

Insertion at the beginning

```
[string replaceCharactersInRange:NSMakeRange(0, 0) withString:@"ABC"];
```



Replacement rule samples

Insertion at the beginning

```
[string replaceCharactersInRange:NSMakeRange(0, 0) withString:@"ABC"];
```



Replacement rule samples

Insertion at the beginning

```
[string replaceCharactersInRange:NSMakeRange(0, 0) withString:@"ABC"];
```



Replacement rule samples

Cross-run replacement

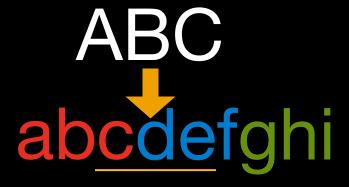
```
[string replaceCharactersInRange:NSMakeRange(2, 3) withString:@"ABC"];
```



Replacement rule samples

Cross-run replacement

```
[string replaceCharactersInRange:NSMakeRange(2, 3) withString:@"ABC"];
```



Replacement rule samples

Cross-run replacement

```
[string replaceCharactersInRange:NSMakeRange(2, 3) withString:@"ABC"];
```



Replacement rule samples

• No character, no attributes

```
[string deleteCharactersInRange:NSMakeRange(0, 9)];
[string replaceCharactersInRange:NSMakeRange(0, 0) withString:@"ABC"];
```



Replacement rule samples

• No character, no attributes

```
[string deleteCharactersInRange:NSMakeRange(0, 9)];
```

```
[string replaceCharactersInRange:NSMakeRange(0, 0) withString:@"ABC"];
```



Modifying String Contents

Replacement rule samples

• No character, no attributes

```
[string deleteCharactersInRange:NSMakeRange(0, 9)];
```

[string replaceCharactersInRange:NSMakeRange(0, 0) withString:@"ABC"];

Modifying String Contents

Replacement rule samples

• No character, no attributes

```
[string deleteCharactersInRange:NSMakeRange(0, 9)];
```

```
[string replaceCharactersInRange:NSMakeRange(0, 0) withString:@"ABC"];
```



- An attribute dictionary per character
 - (NSString *)string

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 - (NSString *)string

Not guaranteed to return the maximum range

- An attribute dictionary per character



- An attribute dictionary per character
 - (NSDictionary *)attributesAtIndex:(NSUInteger)location effectiveRange:(NSRangePointer)range;

```
NSRange range;
NSDictionary *dict = [string attributesAtIndex:4 effectiveRange:&range];
```



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```
NSRange range;
NSDictionary *dict = [string attributesAtIndex:4 effectiveRange:&range];
```



Using longest effective range methods

Variants of attribute query methods

```
- (NSDictionary *)attributesAtIndex:(NSUInteger)location
longestEffectiveRange:(NSRangePointer)range
inRange:(NSRange)maximumRange;
```

- (id)attribute:(NSString)attribute

atIndex:(NSUInteger)location

longestEffectiveRange:(NSRangePointer)range

inRange:(NSRange)maximumRange;

Using longest effective range methods



Using longest effective range methods



Using longest effective range methods



Using longest effective range methods

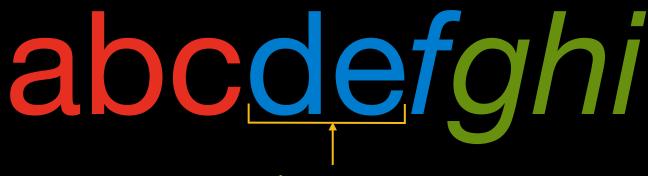
Getting the contiguous range for attributes



Helvetica Neue Red

Using longest effective range methods

Getting the contiguous range for attributes



Helvetica Neue Blue

Using longest effective range methods

• Getting the contiguous range for attributes



Helvetica Neue Italic Blue

Using longest effective range methods



Using longest effective range methods

• Getting the contiguous range for NSFontAttributeName



Using longest effective range methods

• Getting the contiguous range for NSFontAttributeName



Using longest effective range methods

• Getting the contiguous range for NSFontAttributeName



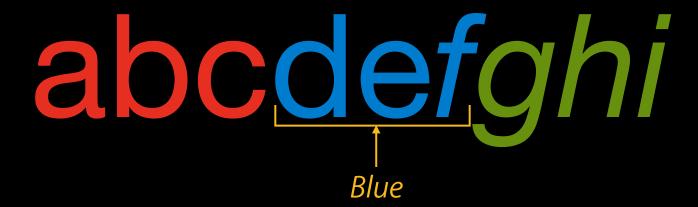
Using longest effective range methods



Using longest effective range methods



Using longest effective range methods



Using longest effective range methods



- Enumeration methods
 - -enumerateAttributesInRange:options:usingBlock:
 - -enumerateAttribute:inRange:options:usingBlock:

- Enumeration methods
 - -enumerateAttributesInRange:options:usingBlock:
 - -enumerateAttribute:inRange:options:usingBlock:
- Changing attributes based on existing attributes

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 - -enumerateAttribute:inRange:options:usingBlock:
- Changing attributes based on existing attributes
- Modifying string contents while preserving the attributes

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 - -enumerateAttributesInRange:options:usingBlock:
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Enumerating for Modification

Uppercase while preserving attributes



Enumerating for Modification

Uppercase while preserving attributes























Drawing Attributed Strings

Drawing an Attributed String

```
NSAttributedString *string = [[NSAttributedString alloc]
    initWithString:@"Hello World!!"
    attributes:@{ NSFontAttributeName : [UIFont systemFontOfSize:12.0f }];
```

Drawing an Attributed String

```
NSAttributedString *string = [[NSAttributedString alloc]
    initWithString:@"Hello World!!"
    attributes:@{ NSFontAttributeName : [UIFont systemFontOfSize:12.0f }];
[string drawAtPoint:NSMakePoint(10.0f, 10.0f)]; // rendering at 10,10
```



- Simple drawing/sizing methods
 - (void)drawInRect:(CGRect)rect;
 - (void)drawAtPoint:(CGPoint)point;
 - (CGSize)size;
- Extended drawing/sizing methods
 - (void)drawWithRect:(CGRect)rect
 options:(NSStringDrawingOptions)options
 context:(NSStringDrawingContext *)context;
 - (CGRect)boundingRectWithSize:(CGSize)size
 options:(NSStringDrawingOptions)options
 context:(NSStringDrawingContext *)context;

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 - (void)drawInRect:(CGRect)rect;
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 - (void)drawInRect:(CGRect)rect;
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Simple drawing/sizing methods

```
- (void)drawInRect:(CGRect)rect;
-drawInRect:withFont:lineBreakMode:alignment:
- (void)drawAtPoint:(CGPoint)point;
- (CGSize)size;
```

- Simple drawing/sizing methods
 - (void)drawInRect:(CGRect)rect;
 - (void)drawAtPoint:(CGPoint)point;
 -drawAtPoint:withFont:
 - (CGSize)size;

- Simple drawing/sizing methods
 - (void)drawInRect:(CGRect)rect;
 - (void)drawAtPoint:(CGPoint)point;
 - (CGSize)size;
 - -sizeWithFont:



- Font
- Text color
- Paragraph style
- Text background color
- Ligature, kerning, and baseline offset
- Underline and strike-through
- Stroke width and color
- Shadow

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• Font NSFontAttributeName (UIFont)

• Text color NSForegroundColorAttributeName (UIColor)

• Paragraph style NSParagraphStyleAttributeName (NSParagraphStyle)

• Font NSFontAttributeName (UIFont)

• Text color NSForegroundColorAttributeName (UIColor)

• Paragraph style NSParagraphStyleAttributeName (NSParagraphStyle)

A missing attribute implies its default value.

Attribute default value

• Font [UIFont systemFontOfSize: [UIFont systemFontSize]]

• Text color [UIColor blackColor]

• Paragraph style [NSParagraphStyle defaultParagraphStyle]

```
NSAttributedString *string;

// No attribute specified
string = [[NSAttributedString alloc] initWithString:@"Hello World!!"];

// Leaving CGContext color properties with red color
[[UIColor redColor] set];
UIRectFill(rect);

[string drawAtPoint:point];
```

NSAttributedString *string;

```
// No attribute specified
string = [[NSAttributedString alloc] initWithString:@"Hello World!!"];
```

```
// Leaving CGContext color properties with red color
[[UIColor redColor] set];
UIRectFill(rect);
[string drawAtPoint:point];
```

```
NSAttributedString *string;
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[string drawAtPoint:point];
```

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[[UIColor redColor] set];
UIRectFill(rect);

[string drawAtPoint:point];
```

Quartz graphics state independent

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// Leaving CGContext color properties with red color
[[UIColor redColor] set];
UIRectFill(rect);
```

[string drawAtPoint:point];

Quartz graphics state independent

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NSAttributedString *string;

// No attribute specified
string = [[NSAttributedString alloc] initWithString:@"Hello World!!"];

// Leaving CGContext color properties with red color
[[UIColor redColor] set];
UIRectFill(rect);
```

[string drawAtPoint:point]; // Renders with system font in black

Hello World!!

• Font NSFontAttributeName (UIFont)

• Text color NSForegroundColorAttributeName (UIColor)

• Paragraph style NSParagraphStyleAttributeName (NSParagraphStyle)

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• Text color NSForegroundColorAttributeName (UIColor)

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Layout Text Like Pages Documents

NSParagraphStyle

Layout Text Like Pages Documents

NSParagraphStyle

• Encapsulates various paragraph-wide style attributes

Layout Text Like Pages Documents NSParagraphStyle

- Encapsulates various paragraph-wide style attributes
- Allows richer word processor like text formatting

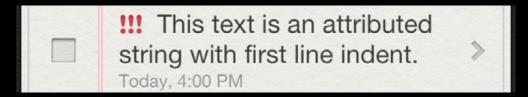
Layout Text Like Pages Documents

NSParagraphStyle

- Encapsulates various paragraph-wide style attributes
- Allows richer word processor like text formatting
- The paragraph style for the first character is used for the rest of paragraph

Layout Text Like Pages Documents NSParagraphStyle

- Encapsulates various paragraph-wide style attributes
- Allows richer word processor like text formatting
- The paragraph style for the first character is used for the rest of paragraph



- Line break mode
- Alignment
- Spacings
- Indentation
- Line height control
- Hyphenation
- Base writing direction

- Line break mode
- Alignment
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- Indentation
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- Base writing direction

Line break mode

Very similar to UILineBreakMode

```
@property NSLineBreakMode lineBreakMode;
```

Line break mode

Very similar to UILineBreakMode
 @property NSLineBreakMode lineBreakMode;

```
NSMutableParagraphStyle *style = [[NSMutableParagraphStyle alloc] init];
style.lineBreakMode = NSLineBreakByTruncatingTail;
NSMutableAttributedString *string = [[NSMutableAttributedString alloc] initWithString:@"Hello World!!"
    attributes:@{ NSParagraphStyleAttributeName : style }];
```

Line break mode

Very similar to UILineBreakMode

```
@property NSLineBreakMode lineBreakMode;
```

NSMutableParagraphStyle *style = [[NSMutableParagraphStyle alloc] init];

```
style.lineBreakMode = NSLineBreakByTruncatingTail;
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NSMutableAttributedString *string = [[NSMutableAttributedString alloc]
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```

```
NSMutableAttributedString *string = [[NSMutableAttributedString alloc]
  initWithString:@"Hello World!!"
  attributes:@{ NSParagraphStyleAttributeName : style }];
```

Hello Wor...

Additional alignments introduced
 @property NSTextAlignment alignment;

NSTextAlignmentLeft

Additional alignments introduced
 @property NSTextAlignment alignment;

NSTextAlignmentLeft NSTextAlignmentCenter

Additional alignments introduced
 @property NSTextAlignment alignment;

NSTextAlignmentLeft NSTextAlignmentCenter NSTextAlignmentRight

Alignment

Additional alignments introduced
 @property NSTextAlignment alignment;

NSTextAlignmentLeft
NSTextAlignmentCenter
NSTextAlignmentRight
NSTextAlignmentJustified

This paragraph shows the new alignment mode, justification.

Additional alignments introduced
 @property NSTextAlignment alignment;

NSTextAlignmentLeft
NSTextAlignmentCenter
NSTextAlignmentRight
NSTextAlignmentJustified
NSTextAlignmentNatural

Additional alignments introduced
 @property NSTextAlignment alignment;

NSTextAlignmentLeft
NSTextAlignmentCenter
NSTextAlignmentRight
NSTextAlignmentJustified
NSTextAlignmentNatural



Drawing Attributed Strings

Rest of drawing options

- Extended NSStringDrawing methods
- Advanced attributes
- ...and more

Drawing Attributed Strings

Rest of drawing options

- Extended NSStringDrawing methods
- Advanced attributes
- ...and more

Advanced Attributed Strings for iOS

Mission Thursday 10:15am

How do I get this stuff in my labels?

Ian Baird

Label Engineer

UILabel is the nexus of power

UlLabel is the nexus of power

I'm a UILabel with a title.

UlLabel is the nexus of power

I'm a UILabel with an attributed title.

UILabel

Existing properties

Existing properties
 text

UILabel

Existing properties

text font

UILabel

Existing properties

```
text
font
textColor
```

Existing properties

```
text
font
textColor
textAlignment
```

Existing properties

text
font
textColor
textAlignment
lineBreakMode

Existing properties

text
font
textColor
textAlignment
lineBreakMode
shadowColor



Existing properties

text
font
textColor
textAlignment
lineBreakMode
shadowColor
shadowOffset



New properties:

attributedText
minimumScaleFactor
adjustsLetterSpacingToFitWidth

New properties:

attributedText
minimumScaleFactor
adjustsLetterSpacingToFitWidth

New properties: attributedText

New properties:

attributedText
minimumScaleFactor

Big red ...

New properties:

attributedText
minimumScaleFactor
adjustsLetterSpacingToFitWidth



UILabel

Deprecated property



Deprecated property

minimumFontSize

- Deprecated property minimumFontSize
- Instead use



- Deprecated property
 minimumFontSize
- Instead use minimumScaleFactor

Attributed Strings in UlKit UlLabel

• Style properties apply style to entire attributed string, for example

Big red dog.

UILabel

 Style properties apply style to entire attributed string, for example font

Big red dog.

font: Helvetica Neue

Attributed Strings in UlKit UlLabel

Style properties apply style to entire attributed string, for example
 font
 textColor



UIButton

Existing method

UlButton

Existing method

setTitle:forControlState:

UIButton

• Existing method setTitle: forControlState:

New method

UlButton

Existing method

setTitle:forControlState:

New method

setAttributedTitle:forControlState:

UlButton

Existing method

setTitle:forControlState:

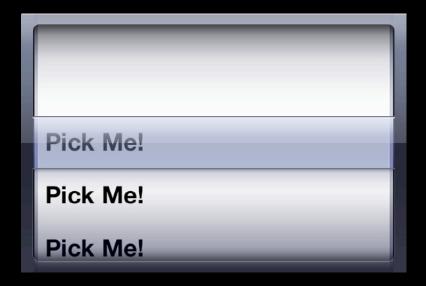
New method

setAttributedTitle:forControlState:

• Attributed title takes precedence

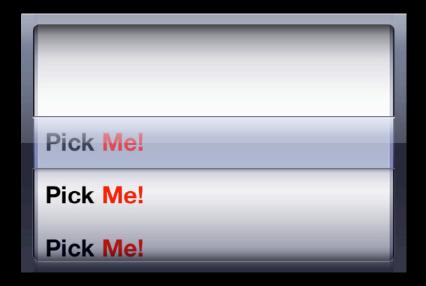
UIPickerView

UIPickerView



pickerView:titleForRow:forComponent:

UIPickerView



pickerView:attributedTitleForRow:forComponent:

UITextView

Added properties

Attributed Strings in UlKit UlTextView

Added properties
 attributedText



Attributed Strings in UlKit UlTextView

Added properties

 attributedText
 allowsEditingTextAttributes



UITableView

Attributed Strings in UlKit UlTableView

No new properties or methods



Attributed Strings in UlKit UlTableView

• No new properties or methods

Just set attributedText on the cell
or header view's textLabel.



Demo

Johannes FortmannUlKit Engineer

Demo summary

- Drawing text using attributed string drawInRect:
- Enhancing existing labels

 NSMutableAttributedString, addAttribute:value:range:
- Formatting paragraphs
 NSMutableParagraphStyle



Summary

Attributed string essentials

Summary

- Attributed string essentials
- Drawing and use

Summary

- Attributed string essentials
- Drawing and use
- UIKit adoption

More information

Jake Behrens

UI Frameworks Evangelist behrens@apple.com

Documentation

UIKit Documentation https://developer.apple.com/library/ios

Apple Developer Forums

http://devforums.apple.com

Related Sessions

Advanced Attributed Strings for iOS	Mission Thursday 10:15am
Keyboard Input in iOS	Russian Hill Wednesday 2:00PM
Core Text and Fonts	Russian Hill Wednesday 4:30PM

Labs

Attributed Strings & Text Lab

Essentials Lab A Thursday 11:30AM

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