# Cannot add a PrototypeCell to UITableView inside xib file

I am new in IOS. I want to create a `UITableView` in a xib file instead of my `Main.storyboard`.
But the problem is when I drag a `UITableViewCell` in to `UITableView`, it does not work like in `Main.storyboard`.
My `Main.storyboard` now have many screen so it's very slow when load and also it's hard to find any screen. Therefore, I want to put put `UITableView` to xib file.

Do I miss something or I make something wrong?
Any help would be appreciated

Here is the describe image
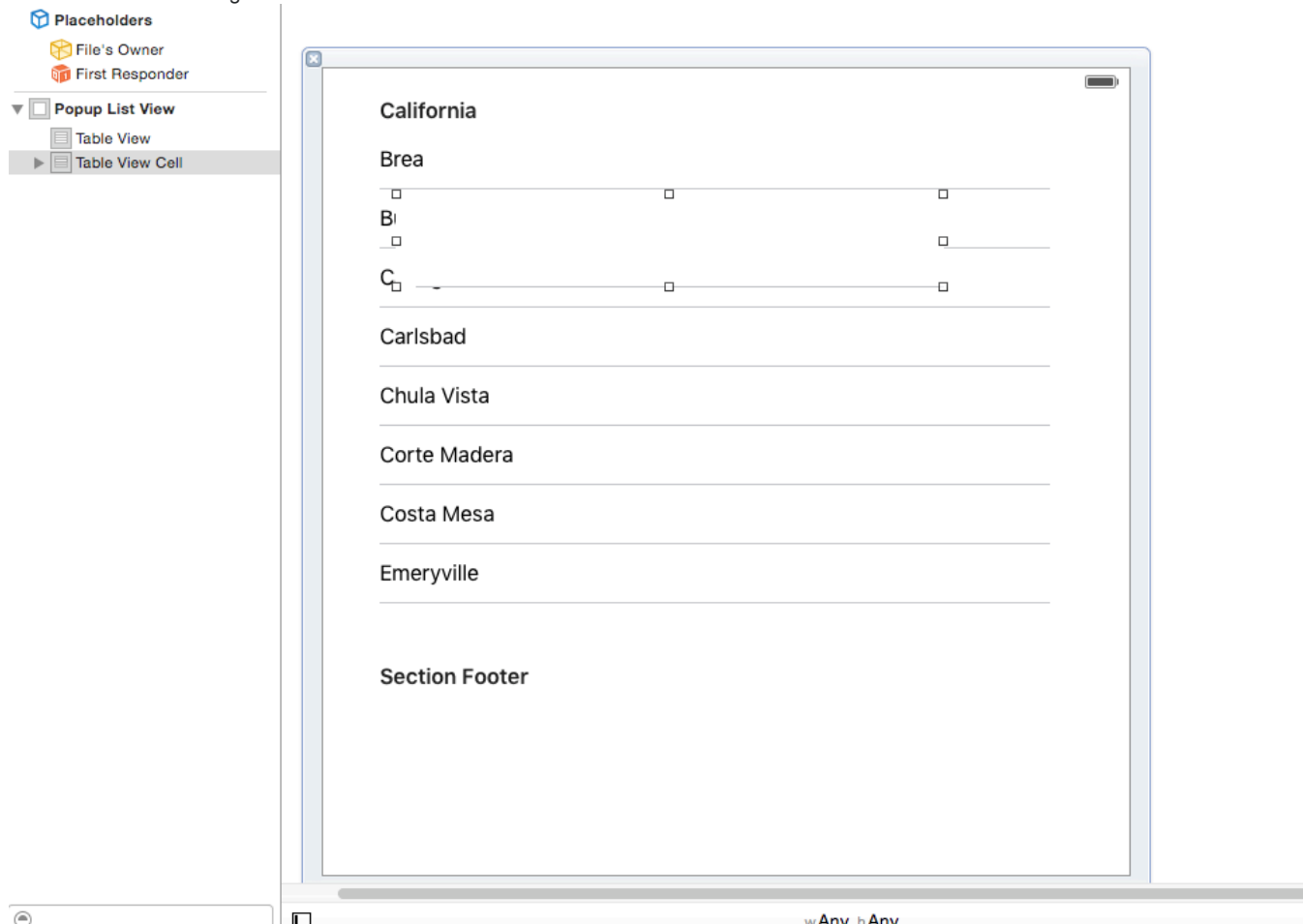
asked Dec 17 '15 at 10:14

Phan Van Linh
11.5k   6   56   84

---

2 Answers

I'm sorry, but prototype cells are available only in storyboard-based projects. Hopefully you won't have gone too far down the xib approach and can try multiple storyboards instead. If you find them a bit overwhelming, it's OK; they get better – note that you don't have to have one storyboard for all your view controllers. You can have several, either linked in code or using

storyboard references.

If you want to stick with xibs, another option is to use `registerNib` in code. So you design your prototype cells in xibs, then register them in code. Not quite as smooth, but it might suit your needs.
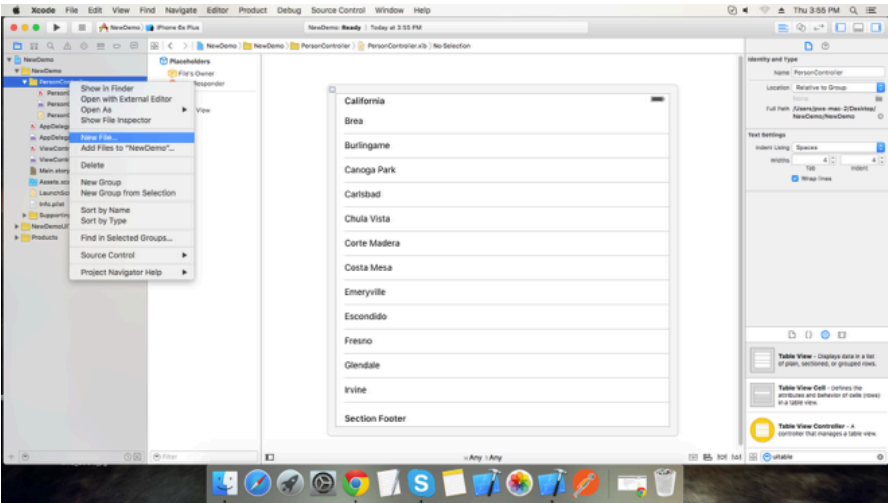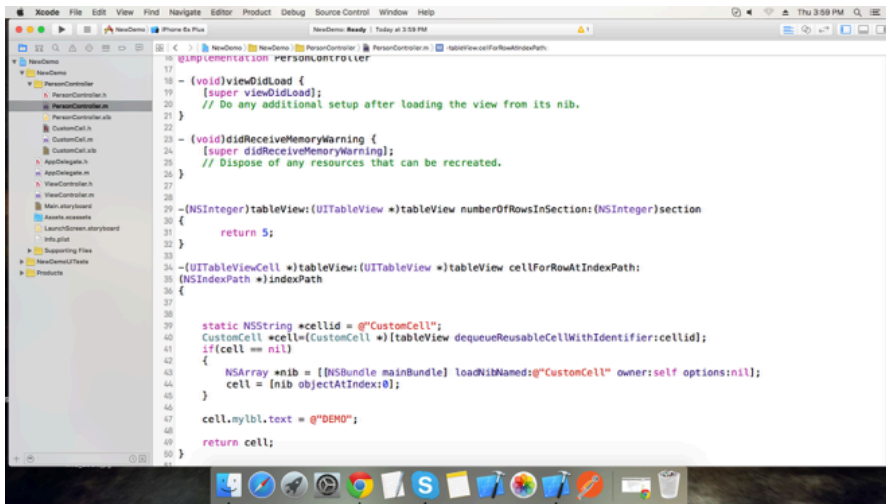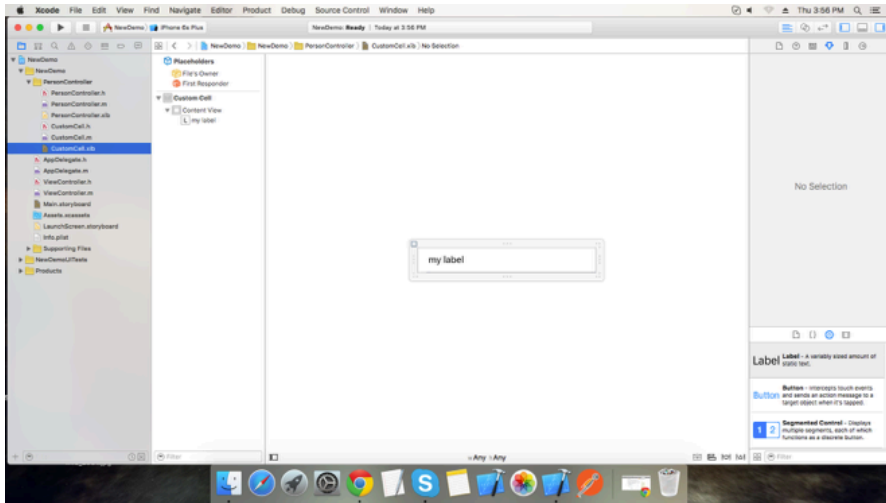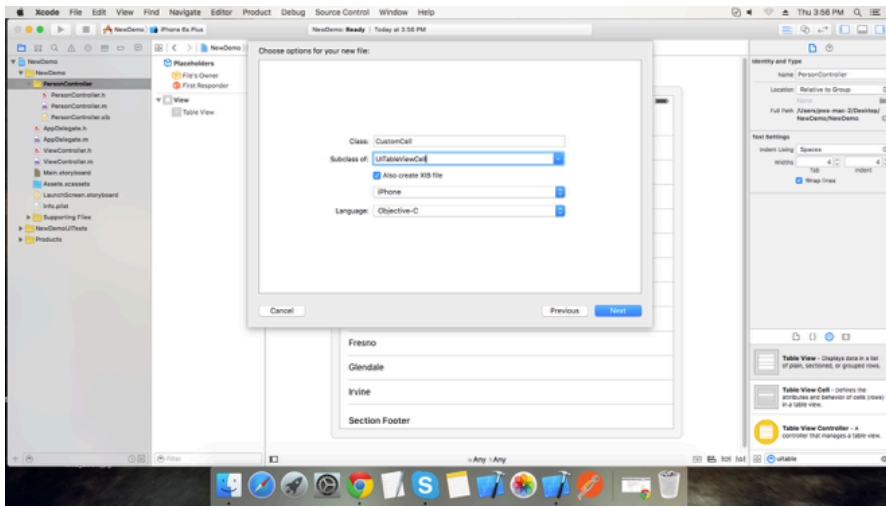
TwoStraws
8,469 3 28 55

Thank you for your explain. I will try to create prototype cell in xibs – Phan Van Linh Dec 17 '15 at 10:26

Wow, this used to work in Xib, IIRC. They removed this functionality just recently. – Enrico Susatyo Jan 25 '17 at 2:18

Please check out this process.Follow this and you will get a custom cell to table

Screenshot 1:

Choose options for your new file:

Class: CustomCell
Subclass of: UITableViewCell
☑ Also create XIB file
iPhone
Language: Objective-C

Cancel   Previous   Next

Fresno

Glendale

Irvine

Section Footer

Screenshot 3 code:

```objc
@implementation PersonController

- (void)viewDidLoad {
    [super viewDidLoad];
    // Do any additional setup after loading the view from its nib.
}

- (void)didReceiveMemoryWarning {
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

-(NSInteger)tableView:(UITableView *)tableView numberOfRowsInSection:(NSInteger)section
{
    return 5;
}

-(UITableViewCell *)tableView:(UITableView *)tableView cellForRowAtIndexPath:
(NSIndexPath *)indexPath
{

    static NSString *cellid = @"CustomCell";
    CustomCell *cell=(CustomCell *)[tableView dequeueReusableCellWithIdentifier:cellid];
    if(cell == nil)
    {
        NSArray *nib = [[NSBundle mainBundle] loadNibNamed:@"CustomCell" owner:self options:nil];
        cell = [nib objectAtIndex:0];
    }

    cell.mylbl.text = @"DEMO";

    return cell;
}
```

```objc
#import "PersonController.h"
#import "CustomCell.h"

@interface PersonController ()

@end

@implementation PersonController

- (void)viewDidLoad {
    [super viewDidLoad];
    // Do any additional setup after
}
```