

[AppKit](#) / NSUserInterfaceCompressionOptions

Class

NSUserInterfaceCompressionOptions

An object that specifies how user interface elements resize themselves when space is constrained.

macOS 10.13+

```
class NSUserInterfaceCompressionOptions
```

Overview

An instance of [NSUserInterfaceCompressionOptions](#) contains zero or more options. Because a compression options object behaves like a set, you can use common operations like intersection, union and subtraction to interact with instances and their members.

You can access system-defined options through the class methods detailed in [Creating standard options](#), or you can create your own custom options with the [`init\(identifier:\)`](#) initializer.

To compare two different compression options objects, use the methods described in the [Comparing compression options](#) section.

Topics

Creating a compression option

`init()`

Creates an option object containing no options.

```
init(options: Set<NSUserInterfaceCompressionOptions>)
```

Creates an option object that represents the union of the supplied options.

```
init(identifier: String)
```

Creates an option object with the given identifier string.

```
init(coder: NSCoder)
```

Creates an option object from data in an unarchiver.

Creating standard options

```
class var hideImages: NSUserInterfaceCompressionOptions
```

An option specifying that views should hide their images.

```
class var hideText: NSUserInterfaceCompressionOptions
```

An option specifying that views should hide their text.

```
class var reduceMetrics: NSUserInterfaceCompressionOptions
```

An option specifying that views should reduce their internal metrics.

```
class var breakEqualWidths: NSUserInterfaceCompressionOptions
```

An option specifying that views should no longer maintain equal width constraints.

```
class var standardOptions: NSUserInterfaceCompressionOptions
```

An option that represents the union of all standard compression options.

Comparing compression options

```
var isEmpty: Bool
```

A Boolean value that denotes whether the option is empty.

```
func contains(NSUserInterfaceCompressionOptions) -> Bool
```

Determines whether the supplied compression options are all present in the current instance.

```
func intersects(NSUserInterfaceCompressionOptions) -> Bool
```

Determines whether the supplied compression options intersect with the current instance's options.

Combining compression options

```
func union(NSUserInterfaceCompressionOptions) -> NSUserInterfaceCompressionOptions
```

Creates a new compression options object representing the union with the provided options.

```
func subtracting(NSUserInterfaceCompressionOptions) -> NSUserInterfaceCompressionOptions
```

Creates a new compression options object with the supplied options removed.

Relationships

Inherits From

NSObject

Conforms To

CVarArg

CustomDebugStringConvertible

CustomStringConvertible

Equatable

Hashable

NSCoding

NSCopying

NSObjectProtocol

See Also

Touch Bar items

```
class NSTouchBarItem
```

A UI control shown in the Touch Bar on supported models of MacBook Pro.

```
class NSCandidateListTouchBarItem
```

A bar item that, along with its delegate, provides a list of textual suggestions for the current text view.

```
class NSColorPickerTouchBarItem
```

A bar item that provides a system-defined color picker.

```
class NSCustomTouchBarItem
```

A bar item that contains a responder of your choice, such as a view, a button, or a scrubber.

```
class NSGroupTouchBarItem
```

A bar item that provides a bar to contain other items.

```
class NSPopoverTouchBarItem
```

A bar item that provides a two-state control that can expand into its second state, showing the contents of a bar that it owns.

```
class NSSharingServicePickerTouchBarItem
```

A bar item that, along with its delegate, provides a list of objects eligible for sharing.

```
class NSSliderTouchBarItem
```

A bar item that provides a slider control for choosing a value in a range.

```
class NSStepperTouchBarItem
```

A bar item that provides a stepper control for incrementing or decrementing a value.

```
class NSButtonTouchBarItem
```

A bar item that provides a button.

```
class NSPickerTouchBarItem
```

A bar item that provides a picker control with multiple options.

```
enum ControlRepresentation
```

Constants that specify display styles for picker bar items.

```
enum SelectionMode
```

Constants that specify selection modes for picker bar items.