

UISwitch Class Reference

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UISwitch Class Reference

Inherits from	UIControl : UIView : UIResponder : NSObject
Conforms to	NSCoding NSCoding (UIView) UIAppearance (UIView) UIAppearanceContainer (UIView) NSObject (NSObject)
Framework	/System/Library/Frameworks/UIKit.framework
Availability	Available in iOS 2.0 and later.
Declared in	UISwitch.h
Related sample code	Audio Mixer (MixerHost) Breadcrumb iPhoneMixerEQGraphTest iPhoneMultichannelMixerTest UICatalog

Overview

You use the `UISwitch` class to create and manage the On/Off buttons you see, for example, in the preferences (Settings) for such services as Airplane Mode. These objects are known as switches.

The `UISwitch` class declares a property and a method to control its on/off state. As with `UISlider`, when the user manipulates the switch control (“flips” it) a `UIControlEventValueChanged` event is generated, which results in the control (if properly configured) sending an action message.

You can customize the appearance of the switch by changing the color used to tint the switch when it is in the on position.

For information about basic view behaviors, see *View Programming Guide for iOS*.

Tasks

Initializing the Switch Object

- `initWithFrame:` (page 7)
Returns an initialized switch object.

Setting the Off/On State

- `on` (page 5) *property*
A Boolean value that determines the off/on state of the switch.
- `setOn:animated:` (page 8)
Set the state of the switch to On or Off, optionally animating the transition.

Customizing the Appearance of the Switch

- `onTintColor` (page 6) *property*
The color used to tint the appearance of the switch when it is turned on.
- `tintColor` (page 7) *property*
The color used to tint the appearance when the switch is disabled.
- `thumbTintColor` (page 6) *property*
The color used to tint the appearance of the thumb.
- `onImage` (page 5) *property*
The image displayed when the switch is in the on position.
- `offImage` (page 4) *property*
The image displayed while the switch is in the off position.

Properties

`offImage`

The image displayed while the switch is in the off position.

```
@property(n nonatomic, retain) UIImage *offImage
```

Discussion

This image represents the interior contents of the switch. The image you specify is composited with the switch's rounded bezel and thumb to create the final appearance.

The size of this image must be less than or equal to 77 points wide and 27 points tall. If you specify larger images, the edges may be clipped.

Availability

Available in iOS 6.0 and later.

Declared in

UISwitch.h

on

A Boolean value that determines the off/on state of the switch.

```
@property(n nonatomic, getter=isOn) BOOL on
```

Discussion

This property allows you to retrieve and set (without animation) a value determining whether the UISwitch object is on or off.

Availability

Available in iOS 2.0 and later.

Related Sample Code

AVMovieExporter

BTLE Central Peripheral Transfer

GeocoderDemo

oalTouch

UICatalog

Declared in

UISwitch.h

onImage

The image displayed when the switch is in the on position.

```
@property(nonatomic, retain) UIImage *onImage
```

Discussion

This image represents the interior contents of the switch. The image you specify is composited with the switch's rounded bezel and thumb to create the final appearance.

The size of this image must be less than or equal to 77 points wide and 27 points tall. If you specify larger images, the edges may be clipped.

Availability

Available in iOS 6.0 and later.

Declared in

UISwitch.h

onTintColor

The color used to tint the appearance of the switch when it is turned on.

```
@property(nonatomic, retain) UIColor *onTintColor
```

Availability

Available in iOS 5.0 and later.

Declared in

UISwitch.h

thumbTintColor

The color used to tint the appearance of the thumb.

```
@property(nonatomic, retain) UIColor *thumbTintColor
```

Discussion

If the value of this property is `nil`, the tint color is derived from the value in the [tintColor](#) (page 7) property.

Availability

Available in iOS 6.0 and later.

Declared in

UISwitch.h

tintColor

The color used to tint the appearance when the switch is disabled.

```
@property(n nonatomic, retain) UIColor *tintColor
```

Discussion

If you do not specify a color for the [thumbTintColor](#) (page 6) property, this property is also used to tint the thumb of the switch.

Availability

Available in iOS 6.0 and later.

Declared in

UISwitch.h

Instance Methods

initWithFrame:

Returns an initialized switch object.

```
– (id)initWithFrame:(CGRect)frame
```

Parameters

frame

A rectangle defining the frame of the UISwitch object. The size components of this rectangle are ignored.

Return Value

An initialized UISwitch object or nil if the object could not be initialized.

Discussion

UISwitch overrides initWithFrame: and enforces a size appropriate for the control.

Availability

Available in iOS 2.0 and later.

Declared in

UISwitch.h

setOn:animated:

Set the state of the switch to On or Off, optionally animating the transition.

– (void)setOn:(BOOL)on animated:(BOOL)animated

Parameters

on

YES if the switch should be turned to the On position; NO if it should be turned to the Off position. If the switch is already in the designated position, nothing happens.

animated

YES to animate the “flipping” of the switch; otherwise NO.

Discussion

Setting the switch to either position does not result in an action message being sent.

Availability

Available in iOS 2.0 and later.

Declared in

UISwitch.h

Document Revision History

This table describes the changes to *UISwitch Class Reference*.

Date	Notes
2012-09-19	Added new methods introduced in iOS 6.
2011-10-12	Updated for iOS 5.
2010-04-06	Fixed a typo.
2008-04-18	New document that describes the class for creating and managing the On/Off buttons known as switches.



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