

# Stichwortverzeichnis

## Symbole

- #pragma mark-Zeilen 82
- .a (Endung) 66
- .c (Endung) 66
- .lproj-Verzeichnis 190
- .mom 279
- .o (Endung) 66
- .pbxuser-Datei 505
- .tar.gz 444
- .xcconfig-Datei 411
- .xcdatamodel-Datei 279, 405
- .xctxtmacro-Datei 168

## Numerisch

- 32-Bit-Architektur 310
- 64-Bit-Architektur 310

## A

- Accessor 81, 181
- Accessorizer 545
- Action
  - Begriff 157
- ACTION (Build-Variable) 520
- Action-Methoden 114
- Actions 114
- Activate/Deactivate (Debugger-Button) 56
- Activity Monitor (Instruments) 496
- Activity Monitor (Template) 502
- ADC 21, 32, 543
- ADC Online Membership 21
- Address Book Action Plug-In für C 533
- Address Book Action Plug-In für Objective-C 533
- Aggregate 539
- Aktives Debuggen 54
- All-in-One-Layout 390
- AllowFullAccess (Key) 197
- AllowInternetPlugins (Key) 197
- AllowJava (Key) 197
- AllowNetworkAccess (Key) 197
- AllowSystem (Key) 197

- Analyse mit Shark 463
- Anderson, Fritz 27
- ant 532
- Anwendung
  - ausführen 55
  - Build-Regeln 396
  - Bundle 190, 191
  - Home-Verzeichnis 125
  - messen 468
  - optimieren 468
  - Properties 119
  - testen 199
  - verschlanken 363
  - View erstellen 213
  - zeilenweise Ausführen 57
- Anwendungsfenster
  - Größe ändern 95
- API-Dokumentation 272
- AppKiDo 545
- Apple 19
- Apple Developer Connection 21, 32, 543
- AppleScript 382
- AppleScript Application 527
- AppleScript Automator Action 530
- AppleScript Document-Based Application 528
- AppleScript Droplet 528
- AppleScript Xcode Plug-In 533
- Application 527, 537, 538
- Arbeitskopie 134
  - auschecken 134
- Arbeitsspeicher 65
- Architekturen 310, 313
  - testen 212
- ARCHS (Build-Variable) 212, 522
- Array-Controller 111
- ASCII Property List 166
- Assemblercode 64
- ATSApplicationFontsPath (Key) 196
- Audio Unit Effect 530
- Audio Unit Effect mit Carbon View 530
- Audio Unit Effect mit Cocoa View 530

- Audio Unit Instrument 530
- Audio Units 530
- Auschecken 134
- Ausführung
  - einer Anwendung 55
  - Legacy-Projekt 453
  - zeilenweise 57
- Automator Action 530

**B**

- Bare Bones 544
- Base-Version 140
- BBEdit 510, 544
- Begrüßungsbildschirm
  - aufrufen 32
  - deaktivieren 32
- Benutzeraktionen
  - abspielen 360
  - aufzeichnen 358
- Benutzerschnittstelle
  - Layout 89
- BigTop 472, 497
- Binary Property List 167
- Bindung von Werten 111
- Blank (Template) 501
- Bonjour 439
- Boolean (Datentyp) 151
- Bottom-up Time Profile 464
- Branching 277
- Breakpoint 54
  - bedingte Breakpoints 423
  - Befehle 421
  - deaktivieren 55
  - Kontextmenü öffnen 55
  - löschen 54
  - Löschprobleme 415
  - setzen 54
  - verschieben 54
- Breakpoints (Debugger-Button) 56
- Breakpoints-Fenster 413, 422
- Breakpoints-Liste 423
- Browsing 270
- BSD 537
- BSD Dynamic Library 531
- BSD Static Library 535
- Build and Go (Debugger-Button) 56
- Build Results-Bereich 208
- Build Results-Fenster 47, 389
- Build Set 438
- Build-Einstellungen 48, 508
  - Hierarchie 407

- Build-Farm 437
- Build-Fehler 45
- Building 121
- Build-Konfiguration 122, 361, 408
- Build-Phase 395
  - Skript ausführen 401
- Build-Phasen 381
- Build-Regeln 396
- Build-System 517
  - Xcode 393
- Build-Tab 517
- Build-Variablen 395, 517, 520
  - Liste 518
- Build-Verzeichnis 507
- build-Verzeichnis 38
- BUILT\_PRODUCTS\_DIR (Build-Variable)
  - 521
- Bumgarner, Bill 543
- Bundle 87, 189, 531
  - Key 192
- Bundle Loader-Einstellung 211
- Bundle-Ressourcen
  - kopieren 401
- Bundle-Verzeichnisse 522
- Button 92
  - des Debuggers 56
  - Inspector-Fenster 93
  - positionieren 98

**C**

- C++ Dynamic Library 532
- C++ Standard Dynamic Library 532
- C++ Tool 531
- Cache Miss 493
- Call Stack
  - Data-mining 465
- Call Tree
  - mit Speicherlecks 355
- Carbon 537
- Carbon Application 528
- Carbon Bundle 531
- Carbon C++ Application 528
- Carbon C++ Standard Application 528
- Carbon Dynamic Library 532
- Carbon Events (Instruments) 498
- Carbon Framework 532
- Carbon Static Library 535
- carbon-dev (Mailing List) 542
- CFAppleHelpAnchor (Key) 194
- CFBundleAllowMixedLocalizations (Key) 195

- CFBundleDevelopmentRegion (Key) 193
- CFBundleDisplayName (Key) 194
- CFBundleDocumentTypes (Key) 193
- CFBundleExecutable (Key) 193, 236
- CFBundleGetInfoHTML (Key) 236
- CFBundleGetInfoString (Key) 192, 236
- CFBundleHelpBookFolder (Key) 194
- CFBundleHelpBookName (Key) 194
- CFBundleIconFile (Key) 192
- CFBundleIdentifier (Key) 192, 236
- CFBundleInfoDictionaryVersion (Key) 192
- CFBundleLocalizations (Key) 196
- CFBundleName (Key) 194
- CFBundlePackageType (Key) 192, 236
- CFBundleShortVersionString (Key) 193
- CFBundleSignature (Key) 193, 236
- CFBundleURLTypes (Key) 193
- CFBundleVersion (Key) 193, 236
- CFPlugIn Bundle 531
- CFPlugInDynamicRegisterFunction (Key) 196
- CFPlugInDynamicRegistration (Key) 196
- CFPlugInFactories (Key) 196
- CFPlugInTypes (Key) 196
- CFPlugInUnloadFunction (Key) 196
- CHUD 22, 24, 461
- CHUD Remover 477
- Class Browser-Fenster 386
- Class Modeler 386
- Clock-View (Trace Document) 482
- CloseBoxInsetX (Key) 197
- CloseBoxInsetY (Key) 197
- Cocoa 71, 538
  - Datentypen 151
  - Objektypen 151
- Cocoa Application 528
- Cocoa Automator Action 530
- Cocoa Bindings 107
- Cocoa Bundle 531
- Cocoa Document-Based Application 528
- Cocoa Dynamic Library 532
- Cocoa Events (Instruments) 498
- Cocoa Framework 532
- Cocoa Simulator 95
- Cocoa Static Library 535
- CocoaCheerleaders 544
- cocoa-dev (Mailing List) 542
- CocoaHeads 544
- Cocoa-Python Application 529
- Cocoa-Python Core Data Application 529
  - Cocoa-Python Core Data Document-Based Application 529
  - Cocoa-Python Document-Based Application 529
  - Cocoa-Ruby Application 529
  - Cocoa-Ruby Core Data Application 529
  - Cocoa-Ruby Core Data Document-Based Application 529
  - Cocoa-Ruby Document-Based Application 529
- Code
  - im Debugger korrigieren 59
  - optimieren 509
  - toter 363
- Code Analysis-Button 472
- Code Completion 160, 370
- Code Focus 374
- Code Focus Ribbon 374
- Code Sense 160, 370, 458
- Command Line Utility 531
- Compiler
  - Aufgabe 64
  - Predictive Compilation 436
- Compiler-Einstellungen 522
- Computer Hardware Understanding Developer 461
- Concurrent Versions System 124
- Condensed-Layout 391
- CONFIGURATION (Build-Variable) 520
- Console (Debugger-Button) 56
- CONTENTS\_FOLDER\_PATH (Build-Variable) 522
- Continue (Debugger-Button) 56
- Controller 213
  - erstellen 103
  - hinzufügen 106
  - Property List 159
- Controller-Architektur 107
- Controller-Objekt 72, 74
- Copy Files Target 539
- Copyright-Zusatz ändern 82
- Core Data 277, 327
  - Metadaten 331
- Core Data (Instruments) 492
- Core Data (Template) 502
- Core Data Application 529
- Core Data Cache Misses (Instruments) 493
- Core Data Document-Based Application 529
- Core Data Document-Based Application mit Spotlight Importer 529
- Core Data Faults (Instruments) 493

- Core Data Fetches (Instruments) 492
- Core Data Saves (Instruments) 492
- Core Foundation
  - Datentypen 151
  - Objekttypen 151
- CoreFoundation Tool 531
- Core-Foundation-Plugin 322
- CoreServices Tool 531
- Counterparts 373
- CPU Monitor (Instruments) 498
- CPU Sampler (Template) 502
- Credits.rtf-Datei 340
- Cross-Development 303
- CSResourcesFileMapped (Key) 193
- Custom Instruments (Instruments) 498
- CVS 19, 124

**D**

- Dashcode.mpkg 22
- Data (Datentyp) 151
- Data-mining
  - im Call Stack 465
- DataPoint-Klasse 80
- DataPoints (Array-Controller) 111
- Datativ 19, 432
- Date (Datentyp) 151
- Dateien
  - rote 146
- Dateireferenzen 510
- Dateivergleichsfenster 139
- Datenmodell 72
  - Editor 386
  - entwerfen 279
  - erweitern 294
- Datenmodell kompilieren 405
- Datentyp 151
  - Markup 151
- Datumsformat 301
- Dead Code Stripping 365
- Debug (Ausführungsoption) 55
- Debugger
  - Buttons 56
  - Code korrigieren 59
  - Toolbar 56
  - von Xcode 50
- Debugger-Fenster 55
  - Aufbau 50
  - Stack-Liste 50
- Debugger-Konsole 49
- Debugger-Leiste 375

- Debugging 413
  - aktives 53
  - All-in-One-Layout 391
  - einfaches 50
  - Globals 415
  - In-Editor-Debugger 429
  - Infos 433
  - Konsolenfenster 414
  - Legacy-Projekt 459
  - Mini-Debugger 429
  - Techniken 413
- Debugging-Panel 48
- Debug-Konfiguration 362
- Dedicated Network Builds 437, 439
- Definition Bundle 530
- Delegate-Design-Pattern 220
- Dependency 78, 182, 393
- Dependency-Analyse 394
- Dependent Test 209
- Deployment 524
- DEPLOYMENT\_POSTPROCESSING (Build-Variable) 524
- DERIVED\_FILE\_DIR (Build-Variable) 521
- Design-Pattern 71
- Destination-Verzeichnisse 521
- Developer Documentation 542
- Developer Tools Essentials 24
- DEVELOPER\_APPLICATIONS\_DIR (Umgebungsvariable) 519
- DEVELOPER\_BIN\_DIR (Umgebungsvariable) 519
- DEVELOPER\_DIR (Umgebungsvariable) 519
- DEVELOPER\_FRAMEWORKS\_DIR (Umgebungsvariable) 519
- DEVELOPER\_SDK\_DIR 315
- DEVELOPER\_TOOLS\_DIR (Umgebungsvariable) 519
- DEVELOPER\_USR\_DIR (Umgebungsvariable) 519
- DEVELOPERSDK\_DIR (Umgebungsvariable) 519
- Diagramm-Modus 485
- Dictionary
  - Cocoa 152
- Dictionary (Datentyp) 151
- Directory I/O (Instruments) 493
- Disk Monitor (Instruments) 498
- Distributed Builds 436, 437
- Distributed Builds-Panel 437
- DocSet 263

docSet.dsidx-Datei 264  
 docSet.skidx 264  
 DocSet-Bundle 264  
 Docset-Target 268  
 Document (Objekt-Controller) 108  
 Documentation-Fenster 542  
 Dokument  
   mit Instrumenten bestücken 487  
 Dokumentation  
   API 272  
   in Xcode 253  
   Updates 512  
   Versionskontrolle 264  
 Dokumentationsset 263  
 Doxygen 253  
 Drei-Wege-Merge-Operation 143  
 Dribin, Dave 543  
 DWARF 416  
 Dynamic Library 68, 235, 531, 537, 538  
 Dynamic Linkage 68  
 Dynamic Loading 68

**E**

Edit User Scripts-Fenster 261  
 Editing-Seite 391  
 Editor  
   Makrofunktion 167  
   Navigationsleiste 372  
 Editor-Bereich  
   Gutter 46  
   im Organizer 447  
 Editor-Fenster 37  
 Editor-Modi 375  
 Editor-Panes 369  
 Einstellungen  
   für ein Target zu ändern 78  
 Emacs 510, 544  
 Empty Project 535  
 Entwicklung  
   Architekturen 313  
   für andere Mac-OS-X-Versionen 303  
   Prozessoren 313  
 Entwicklungszyklus  
   beschleunigen 435  
 Entwurfsmuster 71  
 DEVELOPER\_LIBRARY\_DIR (Umgebungsvariable) 519  
 EXECUTABLE\_FOLDER\_PATH (Build-Variable) 522  
 EXECUTABLE\_NAME (Build-Variable) 520  
 EXECUTABLE\_PATH (Build-Variable) 522

EXECUTABLE\_PREFIX (Build-Variable) 520  
 EXECUTABLE\_SUFFIX (Build-Variable) 520  
 Executables-Gruppe 382  
 External Target 539  
 External-Build-System 454, 535  
   Grenzen 459  
 External-Build-System-Projekt 443

**F**

Fat Bundle 190  
 Fault 493  
 Favoritenleiste 378  
 Fenstergröße 506  
 File Activity (Instruments) 493  
 File Activity (Template) 502  
 File Attributes (Instruments) 493  
 File Locks (Instruments) 493  
 File System (Instruments) 493  
 File Types-Panel 510  
 File's Owner 103  
   Identity-Inspektor 104  
 FileMerge 143  
   Control-Panel 143  
   Editor 144  
 First Responder 157  
   mit Menübefehl verknüpfen 159  
 FLUSH\_GRAPHICS 232  
 Font (Key) 197  
 Formular  
   positionieren 98  
 Foundation Tool 531  
 Foundation.framework 246  
 Framework 235, 532, 537, 538  
   benutzen 243  
   im Anwendungs-Bundle 249  
   Speicherort 246  
   von Apple 245  
 Framework-Layout 242  
 FRAMEWORKS\_FOLDER\_PATH (Build-Variable) 521  
 Framework-Struktur 242  
 Frameworks-Verzeichnis 190  
 Framework-Target 235  
 Free Software Foundation 24

**G**

Garage Band 479  
 Garbage Collection 204  
 Garbage Collection (Instruments) 494  
 GC Total (Instruments) 494

- gcc 509
  - Debugging-Informationen 416
  - Optionen einstellen 396
- GCC\_ENABLE\_OBJC\_GC (Build-Variable) 523
- GCC\_PREPROCESSOR\_DEFINITIONS (Build-Variable) 522
- GCC\_VERSION (Build-Variable) 522
- gcc-Compiler-Suites 24
- gdb 414
  - drucken 418
- gdb (GNU-Debugger) 50
- Generic C++ Plugin 531
- Generic Kernel Extension 533, 539
- Getter-Methode 81
- Getting Started (Tab) 32
- Globals 60
  - Debugging 415
- Globals Browser 414
- GNU make 443
- GNU-Debugger 50
- Go (Ausführungsoption) 55
- Google Groups 543
- Grafische Benutzerschnittstelle 71
- Graph-Fenster 213
  - anzeigen 228
- Graphical User Interface 18
- Graphics (Instruments) 494
- GraphWindow.xib 216, 344
- Groß/Kleinschreibung 503
- GROUP (Umgebungsvariable) 519
- Groups & Files-Liste 78, 84, 379
  - konfigurieren 385
- GUI 18
- Gutter 46, 374
  
- H**
- Has-a-Beziehung 282
- Hat-ein-Beziehung 282
- Header
  - Mehrdeutigkeit 504
  - vorkompilierte 435, 506
- HEADER\_SEARCH\_PATHS (Build-Vari-  
able) 523
- HeaderDoc 253
- Heads-up Display 105
- Heap 479
- Height (Key) 197
- Hello, World! (Projekt) 33
  
- HFS+ 503
- HOME (Umgebungsvariable) 519
- Home-Verzeichnis 125
- Hotspot 461
- HUD 105
  
- I**
- IB 89
- IBAction 114
- IDE 19
- Image Unit Plug-In für Objective-C 533
- Importer
  - für Spotlight 322
- Index-Templates 440
- Indizierung
  - eines Projekts 439
- In-Editor-Debugger 429, 433
- Info.plist-Datei 190, 191, 236, 264, 507
  - bearbeiten 119
  - Lokalisierung 344
- Info-Fenster
  - für ein Target 78
- Info-Inspektor 512
- InfoPlist.strings-Datei 344
- INFOPLIST\_FILE (Build-Variable) 521
- INFOPLIST\_PREPROCESS (Build-Variable) 524
- INI-Dateien 126
- Input Output Unit 493
- Input/Output (Instruments) 494
- INPUT\_FILE\_BASE (Build-Variable) 397
- INPUT\_FILE\_DIR (Build-Variable) 397
- INPUT\_FILE\_NAME (Build-Variable) 397
- INPUT\_FILE\_PATH (Build-Variable) 397
- Inspector-Fenster 91
  - eines Buttons 93
- INSTALL\_DIR (Build-Variable) 524
- INSTALL\_GROUP (Build-Variable) 524
- INSTALL\_MODE\_FLAG (Build-Variable) 524
- INSTALL\_OWNER (Build-Variable) 524
- INSTALL\_PATH (Build-Variable) 524
- INSTALL\_ROOT (Build-Variable) 524
- Installation
  - Legacy-Projekt 451
- Installer Plugin 534
- Instrument 479
  - Aufzeichnung starten 490
  - ausführen 488
  - konfigurieren 488

- Instruments 352, 473, 479
    - ausführen 480
    - Dokument 358
    - Instrumente 492
    - Speicherlecks 354
  - Instruments-Fenster
    - Clock-View 482
    - Controls 487
    - Detail-Pane 484
    - Extended-Detail-Pane 486
    - Toolbar 482
    - Track-Pane 483
  - Integrierte Entwicklungsumgebung 19
  - Intel 310
  - Intel-Mac 313
  - Interface Builder 20, 89, 90, 103
    - als Layout-Werkzeug 92
    - Parsing 503
  - Interface Builder Plugin 534
  - Intrinsische Libraries 505
  - IOKit Driver 533, 539
  - IOU 493
  - Iteration 205
- J**
- Java 532
  - Java Applet 532
  - Java Application 532
  - Java JNI Application 532
  - Java Signed Applet 532
  - Java Tool 533
  - Java Web Start Application 533
  - JavaDoc 256
  - JavaThread (Instruments) 498
- K**
- Kernel Extension 533, 539
  - kext 533, 539
  - Key
    - Anwendungen 193
    - Bundles 192
    - Dashboard Widgets 197
    - Java 196
    - Plugins 196
    - Preference Panes 197
  - Key-Value-Coding 74
  - Klasse (Begriff) 83
  - Klassenmodell 386
  - Kompatibilität 315
  - Kompilierung 63
- Konfiguration**
- Debug-Konfiguration 362
  - Groups & Files-Liste 385
  - Legacy-Projekt 450
  - Release-Build 361
- Konfigurationsdatei**
- von Xcode 411
- Konfigurationsverzeichnis**
- Subversion 126
- Konfliktmarker** 142
- Konsole** 389
- Konsolenfenster** 38
- Debugging 414
  - Eingabe beenden 59
- Korrelationskoeffizient** 42
- KVC** 74
- KVO** 416
- L**
- Landeseinstellungen 340
  - Latest-Version 140
  - Launch-Verhalten 194
  - Layout 92
    - der Benutzerschnittstelle 89
    - eines Projekts 388
  - Lazy Symbol Loading 424
  - Leak-Analyse 351
  - Leaks 496
  - Leaks (Template) 502
  - Legacy-Projekt 443
    - Ausführung 453
    - Debugging 459
    - Installation 451
    - Konfiguration 450
    - Vorbereitung 444
  - Legacy-Target 535
  - Legacy-Technologien 69
  - Leopard 19
  - Library 66
    - ausführen 186
    - untersuchen 183
  - LIBRARY\_SEARCH\_PATHS (Build-Vari-  
able) 523
  - LIBRARY\_STYLE (Build-Variable) 521
  - Library-Design 177
  - Library-Fenster 91, 487
  - Library-Links 504
  - Linear
    - mit Subversion kontrollieren 134
  - Linear.app 87

- Lineare Regression 43
  - Linear-Projekt 76
    - Versionskontrolle 130
  - Linkage 404, 405
  - Linkage Editing 67
  - Linken 67
  - Linker 67
  - Linrg (Projekt) 44
  - Linrg-Projekt 71
  - Loadable Bundle 538
  - LOCAL\_ADMIN\_APPS\_DIR (Umgebungsvariable) 519
  - LOCAL\_APPS\_DIR (Umgebungsvariable) 519
  - LOCAL\_DEVELOPER\_DIR (Umgebungsvariable) 519
  - LOCAL\_LIBRARY\_DIR (Umgebungsvariable) 519
  - Localizable.strings-Datei 349
  - Lokalisierung 340
    - testen 346
    - und Versionskontrolle 343
  - LSBackgroundOnly (Key) 194
  - LSEnvironment (Key) 194
  - LSExecutableArchitectures (Key) 194
  - LSGetAppDiedEvents (Key) 195
  - LSHasLocalizedDisplayName (Key) 194
  - LSMinimumSystemVersion (Key) 195
  - LSMinimumSystemVersionByArchitecture (Key) 195
  - LSMultipleInstancesProhibited (Key) 195
  - LSPrefersCarbon (Key) 195
  - LSRequiresCarbon (Key) 195
  - LSRequiresClassic 195
  - LSRequiresNativeExecution (Key) 195
  - LSUIElement (Key) 195
  - LSUIPresentationMode (Key) 195
  - LSVisibleInClassic (Key) 195
- M**
- Mac OS X
    - Entwicklung für andere Versionen 303
    - Versionskompatibilität 315
  - Mac OS X 10.4 277, 313
  - Mac OS X 10.5 19
  - MAC\_OS\_X\_VERSION\_ACTUAL (Umgebungsvariable) 520
  - MAC\_OS\_X\_VERSION\_MAJOR (Umgebungsvariable) 520
  - MAC\_OS\_X\_VERSION\_MINOR (Umgebungsvariable) 520
  - MacOS-Verzeichnis 190
  - MACOSX\_DEPLOYMENT\_TARGET (Build-Variable) 524
  - macosx-dev (Mailing List) 542
  - MainHTML (Key) 197
  - MainMenu.xib 89
    - beim ersten Öffnen 155
    - Lokalisierung 341
  - Makefile 393, 443
  - Makro 167
    - eigenes Makro schreiben 168
    - im Editor 167
    - zum Testen 200
  - MallocDebug 351, 473, 479
  - Managed-Object-Model-Datei 279
  - Maschinensprache 64
  - Master Tracks (Instruments) 494
  - Memory (Instruments) 495
  - Memory Monitor (Instruments) 497
  - Menüs anpassen 337
  - Message Invocation 83
  - Metadaten 319
    - Core Data 331
  - MetaLinear-Projekt 323
  - Mini-Debugger 19, 429
  - Model
    - Property List 152
  - Model (Objekt-Controller) 109
  - Modeling-View 388
  - Model-Objekte 71
  - Model-View-Controller 71
  - Modern Bundles 190
  - MVC 71
    - Controller 74
    - Modell 72
    - Views 75
  - MVC-Pattern 72
  - MyDocument.xib 89, 90, 103
    - Lokalisierung 342
  - MyDocument-Klasse 89, 106, 116
- N**
- NaN 53
  - NATIVE\_ARCH (Umgebungsvariable) 519
  - NATIVE\_ARCH32\_BIT (Umgebungsvariable) 519
  - NATIVE\_ARCH64\_BIT (Umgebungsvariable) 519
  - Navigation
    - in Xcode 369
  - Navigationsleiste 372
  - Network Activity Monitor (Instruments) 497
  - New Data Model File-Assistent 280

- New File-Assistent 80
  - NeXTStep 71
  - NIB-Dateiformate 309
  - NIB-Kompatibilität 307
  - NIBs
    - und XIBs 506
  - nm-Tool 183
  - Nodes.xml-Datei 264
  - NSAppleScriptEnabled (Key) 196
  - NSArrayController 113, 114
  - NSAssert-Makros 224
  - NSBundle-Klasse 87
  - NSCoder Night 544
  - NSCoding-Protokoll 82
  - NSDateFormatter 301
  - NSDocument-Klasse 74
  - NSException 428
  - NSForm 94
  - NSGraphicsContext-Klasse 231
  - NSHumanReadableCopyright (Key) 194, 236
  - NSJavaNeeded (Key) 196
  - NSJavaPath (Key) 196
  - NSJavaRoot (Key) 196
  - NSMainNibFile (Key) 196
  - NSManagedObject 282
  - NSMatrix 94, 506
  - NSNumberFormatter 292
  - NSObjectController 107
  - NSPrefPanelIconFile (Key) 197
  - NSPrefPanelIconLabel (Key) 197
  - NSPrincipalClass (Key) 193
  - NSScrollView 94
  - NSServices (Key) 196
  - NSSplitView 100
  - NSTableView 94
  - NSView 215
  - NSZombieEnabled 428
  - Number (Datentyp) 151
- O**
- O3-Optimierung 509
  - Object Allocations (Template) 502
  - Object File 537, 538
  - OBJECT\_FILE\_DIR (Build-Variable) 522
  - OBJECT\_FILE\_DIR\_normal (Build-Variable) 522
  - ObjectAlloc 356, 473, 495
  - ObjectGraph (Instruments) 495
  - Objective-C 71, 83
    - Protokolle 220
  - Objective-C 2.0 19
    - Projekte umstellen 204
    - Properties 214
  - Objekt-Controller 108
  - Objektdatei 66
  - Objekt-Persistenz-Framework 277
  - OBJROOT (Build-Variable) 521
  - Omni Group 319
  - OmniOutliner 3 317
  - OpenGL Driver (Instruments) 494
  - OpenStep 71
  - Optimieren
    - einer Anwendung 468
  - Ordered List (Datentyp) 151
  - Ordnerreferenzen 508
  - Organizer-Fenster 445, 446
  - Organizer-Toolbar 447
  - Other 539
  - OTHER\_CFLAGS (Build-Variable) 523
  - OTHER\_CFLAGS\_normal (Build-Variable) 523
  - Others 535
  - oTool-Tool 184
  - Outlets 114
  - Outline-Modus 485
- P**
- Package 187
  - PACKAGE\_TYPE (Build-Variable) 520
  - Packages (Ordner) 22
  - Pause (Debugger-Button) 56
  - PDFKit.framework 245
  - PER\_ARCH\_CFLAGS\_ppc (Build-Variable) 523
  - Perforce 19, 124
  - Perforce Software 124
  - Performance
    - von Xcode 32
  - Performance-Tool 461, 472
  - Perl 261
  - Phase 394
  - PLE 164
  - plist.xcxtmacro-Datei 169
  - Plugin
    - für Spotlight erstellen 317
    - Packaging 330
  - Plugin (Key) 197
  - PowerPC 310
  - Präferenzen 508
  - Prebinding 69
  - prebound 69
  - Predictive Compilation 436

- PreferencePane 534
  - Prefix Header (Build-Einstellung) 435
  - Private Framework 242, 249
  - Process (Instruments) 497
  - PRODUCT\_NAME (Build-Variable) 520
  - Profiler 461
  - Profile-Tabelle 467
  - Programm
    - mit Shark analysieren 463
  - Programmiersprache 63
  - Project Find-Fenster 376
  - Project Symbols Smart Group 385
  - PROJECT\_DIR (Build-Variable) 521
  - PROJECT\_FILE\_PATH (Build-Variable) 521
  - PROJECT\_NAME (Build-Variable) 520
  - Project-Header 242
  - Projekt 34
    - auf Objective-C 2.0 umstellen 204
    - Favoritenleiste 378
    - indizieren 439
    - Layout 388
    - Legacy-Projekt 443
    - starten 76
    - Suchen in einem Projekt 376
    - Symbole 385
  - Projektfenster 36
    - Standardlayout 388
  - Projektgruppe 379
  - Projekt-Kompatibilität 315
  - Projekt-Templates 527
  - Properties
    - einer Anwendung 119
    - eines Targets 119
    - in Objective-C 2.0 214
  - Properties-Panel 119
  - Property List 151
    - als Text anzeigen 162
    - ASCII-Format 166
    - Binärformat 167
    - Controller 159
    - Editor 164
    - Model 152
    - untersuchen 162
    - View 155
    - XML-Format 163
  - Property List Editor 162
  - Property-List-Dateien 152
  - Protokoll
    - in Objective-C 220
  - Prozessoren 313
  - Public Framework 242, 248
  - Python 261, 529
- Q**
- Quartz Composer Application 530
  - Quartz Composer Core Data Application 530
  - Quartz Composer Plug-In 534
  - Quartz Composer Plug-In With Internal Settings And User Interface 534
  - Quartz Debug 474
  - Quartz Extreme 475
  - Quartz.framework 245
  - QuartzComposer.framework 245
  - Quellcode 63
  - Quell-Verzeichnisse 521
  - Quick Look Plug-In 534
- R**
- RAM 65
  - Random Access Memory 65
  - Reads/Writes (Instruments) 494
  - Refactoring 19, 203
  - Referenzzähler 151
  - Reggie 473
  - Regression berechnen 41
  - Regression-Klasse 84
  - Regressionslinie 41
  - Release-Build-Konfiguration 361
  - Released-Pointer Aliasing 426
  - Release-Verzeichnis 38
  - Rentzsch, Jonathan 543
  - Repositories-Fenster 131, 148
  - Repository 124
    - Base-Version 140
    - für Xcode erstellen 128
    - Latest-Version 140
  - Research Assistant 20, 211, 275, 276
  - Resource File 538
  - Resource Fork 187
  - Resources-Verzeichnis 190
  - Responder Chain 157
  - Ressource 187
    - für Xcode 541
  - Ressourcendatei 187
  - Restart (Debugger-Button) 56
  - Revisionen 136
  - Revisionsnummer 135
  - Rez-Source 538
  - Rich Text File Directory 188
  - Rollback 146
  - Rosetta-PowerPC-Emulator 212
  - Rote Dateien 146
  - Xcode News 32
  - RSS-Feed 32

- RTDF 188
- Ruby 261, 532, 539
- Ruby Extension 532
- Run (Ausführungsoption) 55
- Run Script 382
- Run Script-Build-Phase 397
- Run Script-Phase 443
- S**
- Safari 534
- Sampler 473
- Sampler (Instruments) 497
- Saturn 473
- schema.strings-Datei 327
- schema.xml-Datei 324
- Schnappschuss 205
- SCM 51, 123
  - und Lokalisierung 343
- SCM Results-Fenster 390
- SCM-Status 135
- Screen Saver 534
- Script-Editor-Sheet 449
- Scroll-View
  - positionieren 99
- SDKROOT (Build-Variable) 521
- SenTestCase-Klasse 200
- SenTestingKit-Framework 200
- Setter-Methode 81
- sh 261
- Shared Libraries-Fenster 425
- Shared Memory (Instruments) 495
- Shared Workgroup Builds 437, 438
- Shark 24, 69, 461, 479
  - Analyse mit Shark 463
- Shark User Guide 542
- Shell Script Automator Action 530
- Shell Script Target 268, 539
- Shell Tool 537, 538
- Size Inspector 97
- Size-Panel 96
- Skript
  - in Build-Phase ausführen 401
- Skriptsprachen 19
- Smart Groups 383
- Snapshots 205
  - und Versionskontrolle 207
- Snapshots-Fenster 206
- Software Configuration Management System
  - 123
- Source Trees 524
- Sourcecode 63, 64
- Sourcecode-Managementsystem 51
- Sourcecode-Verwaltung 19
- Sourcen
  - kompilieren 402, 404
- Source-Verzeichnisse 521
- Speicherleck 351, 496
- Speicherverbrauch prüfen 350
- Spin Control 476
- Spin Monitor (Instruments) 497
- SpindownHD 473
- Spotlight 19
  - Importer 322
  - Plugin 322
  - Plugin erstellen 317
- Spotlight Plug-In 534
- SRCROOT (Build-Variable) 521
- Stack-Listing 50
- Standard Apple Plug-Ins 533
- Standard Tool 531
- Standard-Libraries 505
- Startverhalten 194
- Static Library 535, 537, 538
  - Einschränkungen 235
  - erstellen 175
- Static Linkage 68
- Static-Modell 386
- Statistischer Profiler 461
- Step Into (Debugger-Button) 56
- Step Out (Debugger-Button) 56
- Step Over (Debugger-Button) 56
- Stevenson, Scott 544
- String (Datentyp) 151
- Stripping 363
- SubEthaEdit 544
- Subversion 19, 124
  - Branching 277
  - Konfigurationsdatei 125
  - Konfigurationsverzeichnis 126
  - Linear kontrollieren 134
- Suchen
  - in einem Projekt 376
- Suchpfade 523
- Symbolische Links 505
- Symboltabelle 183, 364
- SYMROOT (Build-Variable) 521
- Sync Schema 534
- Syntaxkolorierung 19
- System (Instruments) 496
- System Tools 24
- System-Frameworks 245

**T**

Tabellen-Modus 485  
 Tagging 147  
 Tail Recursion 417  
 Tarball 443  
 Target 34, 394  
   aktives 176  
   Einstellungen ändern 78  
   hinzufügen 175  
   Info-Fenster 78  
   Properties setzen 119  
   und Dependencies 182  
 TARGET\_BUILD\_DIR (Build-Variable) 521  
 TARGET\_NAME (Build-Variable) 520  
 Targets-Gruppe 381  
 Target-Templates 527, 536  
 Targettyp 394  
 Tasks (Debugger-Button) 56  
 Template 500, 527  
 TesseractOCR 443  
 Testen  
   Dependent Test 209  
   einer Anwendung 199  
   für verschiedene Architekturen 212  
   Makros 200  
 Test-Frameworks 199  
 Test-Suite für eine Klasse 201  
 Texteditoren 510, 544  
 TextMate 510, 544  
 Textsuche  
   boolesche 513  
 TextWrangler 544  
 Thread Viewer 476  
 Threads/Locks (Instruments) 498  
 Time Analysis-Fenster 463  
 Time Profile (WTF) 470  
 Time Profile-Fenster 465, 466  
 Timeline 20  
 Tokens.xml 264  
 Tokens.xml-Datei 272  
 Toll-free Bridging 429  
 Toolbar  
   Instruments-Fenster 482  
 Toter Code 363  
 touch-Befehl 406  
 Trace Document 480, 482  
   speichern 491  
 Tracking-Modell 387

**U**

UI Recorder (Template) 502  
 Umbrella Framework 245  
 Umbrella-Framework 246  
 Umgebungs-Variablen 519  
 Uniform Type Identifier 317, 320  
 Unit Test Bundle 199, 538  
 Unit-Testing 199  
 Unit-Tests  
   ausführen 207  
   Build Results-Bereich 208  
 Unit-Test-Target  
   hinzufügen 199  
 Universal Binary 310  
   erstellen 405  
 Universally Unique Identification 322  
 UNIX Development Support 24  
 UNLOCALIZED\_RESOURCES\_FOLDER\_P  
   ATH (Build-Variable) 521  
 Usenet  
   Google Groups 543  
   Xcode 543  
 USER (Umgebungsvariable) 519  
 User Interface (Instruments) 494, 498  
 User Scripts  
   in Xcode 259  
 UExportedTypeDeclarations (Key) 193  
 UTI 120, 317, 320  
 UTImportedTypeDeclarations (Key) 194  
 UUID 322

**V**

VALID\_ARCHS (Build-Variable) 522  
 Version  
   Kompatibilität 315  
 Versioned Bundles 190  
 Versionskontrolle 123  
   Dokumentation 264  
   und Lokalisierung 343  
   und Snapshots 207  
 Versionskontrollsystem 123  
 Verzweigung 277  
 vi 544  
 View 215  
   debuggen 231  
   für eine Anwendung 213, 222  
   Größe und Position 99  
   Layout 99  
   Property List 155  
 View-Schicht 75

Volltextsuche 263  
 Vorbereitung  
   Legacy-Projekt 444  
 Vorkompilierte Header 435, 506

**W**

-Wall (Compiler-Flag) 450  
 WARNING\_CFLAGS (Build-Variable) 523  
 Watchpoint 415  
 Weak Linking 306  
 WebKit Plug-In 534  
 WebObjects 22, 24  
 WebObjects.mpkg 22  
 Werte-Bindung 111  
 Width (Key) 197  
 Wortergänzung 160  
 WRAPPER\_NAME (Build-Variable) 521

**X**

Xcode 17, 19  
   als IDE 393  
   beschleunigen 435  
   Bücher 541  
   Build-System 393, 399, 517  
   Debugger 50  
   deinstallieren 25  
   Dokumentation 253, 512  
   Editor 510  
   herunterladen 21, 22  
   installieren 22  
   Konfigurationsdatei 411  
   Mailing Lists 542  
   Navigation 369  
   Performance 32  
   Preferences-Fensters 48  
   Repository erstellen 128  
   Ressourcen 541

  starten 31  
   Stolpersteine 503  
   Tools 545  
   Usenet 543  
   User Scripts 259  
   Versionen 26  
   Versionskontrolle 123  
   Websites 543  
 Xcode 2 26  
 Xcode 2.5 26  
 Xcode 3.0 18, 45  
 Xcode 3.1 20, 45  
 Xcode Tools (Ordner) 22  
 xcodebuild-Tool 406  
 Xcode-Datenmodell 279  
 xcode-select-Tool 27  
 XcodeTools.mpkg 22  
 xcode-users (Mailing List) 542  
 xed 20, 258  
 XIB-Datei 89, 400  
   als Archive 218  
   Info-Fenster 308  
   Links erstellen 105  
 XIB-Dateiformate 309  
 XIB-Fenster 157  
 XIBs  
   und NIBs 506  
 XIB-View 94  
 XML 163

**Z**

ZERO\_LINK (Build-Variable) 523  
 ZeroLink 69  
 Ziel-Verzeichnisse 521  
 Zombie-Objekt 428  
 Zombies 425