NSCachedImageRep Class Reference

Cocoa > Graphics & Imaging

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NSCachedImageRep Class Reference

Inherits from	NSImageRep : NSObject
Conforms to	NSCoding (NSImageRep) NSCopying (NSImageRep) NSObject (NSObject)
Framework	/System/Library/Frameworks/AppKit.framework
Availability	Available in Mac OS X v10.0 and later.
Companion guide	Cocoa Drawing Guide
Declared in	NSCachedImageRep.h

Overview

An `NSCachedImageRep` object store image data in a form that can be readily transferred to the screen. An `NSCachedImageRep` object differs from other image representation objects in that it simply stores the already rendered image, whereas other image representation objects generally have knowledge about how to render the image from source data.

You typically do not use this class directly. Instead, `NSImage` and its other image representation objects create instances of `NSCachedImageRep` as needed to cache versions of the rendered image. This caching speeds up screen-based drawing for existing images during subsequent rendering operations. Cached image representations are also used to capture drawing commands for images created programmatically by locking focus on an image.

Tasks

Initializing an NSCachedImageRep

`- initWithSize:depth:separate:alpha:` (page 6)
Returns an `NSCachedImageRep` object initialized with the specified image characteristics.

`- initWithWindow:rect:` (page 6)
Returns an `NSCachedImageRep` object initialized for drawing in the specified window.

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Getting the Representation

- `rect` (page 7)
  Returns the rectangle where the receiver is cached.
- `window` (page 7)
  Returns the window where the receiver is cached.

Instance Methods

initWithSize:depth:separate:alpha:

Returns an `NSCachedImageRep` object initialized with the specified image characteristics.

```
- (id)initWithSize:(NSSize)size depth:(NSWindowDepth)depth separate:(BOOL)flag
    alpha:(BOOL)alpha
```

Parameters

size
  The size of the image, measured in points.

depth
  The bit depth of the image. Specify 0 if you want the image to be the same depth as the deepest screen on the current system.

flag
  `YES` if the receiver should use a separate offscreen window to store the image; otherwise, `NO` if the receiver should use a shared window.

alpha
  `YES` if the image includes transparency information; otherwise, `NO`.

Return Value
The initialized `NSCachedImageRep` object or `nil` if the object could not be initialized.

Availability
Available in Mac OS X v10.0 and later.

See Also
- `setAlpha:` (NSImageRep)
- `setBitsPerSample:` (NSImageRep)
- `setCacheDepthMatchesImageDepth:` (NSImage)
- `setCachedSeparately:` (NSImage)

Declared In
`NSCachedImageRep.h`

initWithWindow:rect:

Returns an `NSCachedImageRep` object initialized for drawing in the specified window.

```
- (id)initWithWindow:(NSWindow *)aWindow rect:(NSRect)aRect
```


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Parameters

aWindow

The window (typically offscreen) in which the image is to be rendered. The window is retained by the receiver.

aRect

The position and size of the image in the specified window. This rectangle should be specified in the base coordinate system of the window.

Discussion

You must draw the image yourself in the designated part of the window. There are no `NSCachedImageRep` methods for this purpose.

Availability

Available in Mac OS X v10.0 and later.

See Also

`- size` (NSImageRep)

Declared In

`NSCachedImageRep.h`

rect

Returns the rectangle where the receiver is cached.

```
- (NSRect)rect
```

Return Value

The rectangle in the associated offscreen window where the receiver's image is located.

Availability

Available in Mac OS X v10.0 and later.

See Also

`- size` (NSImageRep)

Declared In

`NSCachedImageRep.h`

window

Returns the window where the receiver is cached.

```
- (NSWindow *)window
```

Return Value

The window (typically offscreen) used to store the image.

Availability

Available in Mac OS X v10.0 and later.

Declared In

`NSCachedImageRep.h`

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Document Revision History

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

Date	Notes
2007-01-15	Updated for Mac OS X v10.5.
2006-05-23	First publication of this content as a separate document.

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