NSCustomImageRep Class Reference

Cocoa > Graphics & Imaging

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NSCustomImageRep 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	NSCustomImageRep.h

Overview

An `NSCustomImageRep` object uses a delegate object to render an image. When called upon to produce an image, it sends a message to its delegate to do the actual drawing. You can use this class to support custom image formats without going to the trouble of subclassing `NSImageRep` directly.

Tasks

Initializing a New NSCustomImageRep

`- initWithDrawSelector:delegate:` (page 6)
Returns an `NSCustomImageRep` object initialized with the specified delegate information.

Identifying the Object

`- delegate` (page 6)
Returns the delegate object that renders the image for the receiver.

`- drawSelector` (page 6)
Returns the selector for the delegate's drawing method.

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Instance Methods

delegate

Returns the delegate object that renders the image for the receiver.

```
- (id)delegate
```

Return Value
The delegate object.

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

Declared In
`NSCustomImageRep.h`

drawSelector

Returns the selector for the delegate's drawing method.

```
- (SEL)drawSelector
```

Return Value
The selector for the delegate's drawing method.

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

Declared In
`NSCustomImageRep.h`

initWithDrawSelector:delegate:

Returns an `NSCustomImageRep` object initialized with the specified delegate information.

```
- (id)initWithDrawSelector:(SEL)aMethod delegate:(id)anObject
```

Parameters

aMethod

The selector to call when it is time to draw the image. The method should take a single parameter of type `id` that represents the `NSCustomImageRep` object that initiated drawing. The method must draw the image starting at the point (0, 0) in the current coordinate system.

anObject

The delegate object that responds to the selector in *aMethod*.

Return Value
An initialized `NSCustomImageRep` object, or `nil` if the object could not be initialized.

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Discussion
When the receiver is asked to draw the image, it sends the specified message to the selector, passing itself as a parameter to the delegate method. The delegate's drawing method should have the following form:

```
- (void)myCustomDrawMethod:(id)anNSCustomImageRep;
```

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

See Also
`- draw` (NSImageRep)

Declared In
`NSCustomImageRep.h`

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Document Revision History

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

Date	Notes
2007-01-19	Updated for Mac OS X v10.5.
2006-05-23	First publication of this content as a separate document.

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`drawSelector` instance method 6

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`initWithDrawSelector:delegate:` instance method 6

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