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# CIPlugInRegistration Protocol Reference

[Cocoa > Graphics & Imaging](#)



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# CIPlugInRegistration Protocol Reference

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<b>Adopted by</b>	CIPlugIn
<b>Framework</b>	Library/Frameworks/QuartzCore.framework
<b>Availability</b>	Mac OS X v10.4 and later
<b>Declared in</b>	CIPlugInInterface.h
<b>Companion guides</b>	Image Unit Tutorial Core Image Programming Guide

## Overview

The `CIPlugInRegistration` protocol defines a method for loading Core Image image units. The principal class of an image unit bundle must support this protocol.

## Tasks

### Initializing Plug-ins

- [load:](#) (page 5)  
Loads and initializes an image unit, performing custom tasks as needed.

## Instance Methods

### **load:**

Loads and initializes an image unit, performing custom tasks as needed.

- (BOOL)load:(void \*)*host*

#### **Parameters**

*host*

Reserved for future use.

**Return Value**

Returns `true` if the image unit is successfully initialized

**Discussion**

The `load` method is called once by the host to initialize the image unit when the first filter in the image unit is instantiated. The method provides the image unit with an opportunity to perform custom initialization, such as a registration check.

**Availability**

Mac OS X v10.4 and later.

**Declared In**

`CIPlugInInterface.h`

# Document Revision History

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This table describes the changes to *CIPlugInRegistration Protocol Reference*.

Date	Notes
2006-12-07	Added link to the image unit tutorial.
2006-05-23	First publication of this content as a separate document.
	Added parameter descriptions.

## REVISION HISTORY

### Document Revision History



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