

Grabber

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Overview

This example shows how to create a TIFF file by reading the bits of a rectangular region from the screen. This is accomplished using methods of the `NXBitmapImageRep` class.

To run Grabber: position and re-size the window so that it covers the screen area you wish to TIFFify. Select "Grab" from the menu. A TIFF file called "screenshot.tiff" will appear in your current directory. You may continue to select "Grab" and each time the screenshot.tiff file will be overwritten. [Note: a good enhancement to this example would be to replace this mechanism with a `SavePanel`.]

Program Organization

How to build the nib files

The nib file for Grabber consists of the main window 'Grabber' and the main menu. The 'grabberWindow' outlet of the Grabber class is connected to the window via the File's Owner icon in the project window. This is possible since the Grabber class is a subclass of `Application`. Likewise the "Grab" menu button is connected to the `grab:` method of the Grabber class via the File's Owner icon.

How does all this grab ya? :-)

Class[es] in the Application

Grabber Subclass of `Application` and only class in the example. There are two methods in this class: The `setGrabberWindow:` method is a good example of how to perform an explicit outlet initialization -- in this case the window used to define the region

