

Filters

Filters are dynamic bundles that give Wood the ability to import arbitrary data that can be represented as a tree.

684996_PixelRule.tiff ↗

Filters for Wood have the extension *woodfilter* and should be in /LocalLibrary/Wood, in ~/Library/Wood or in the application bundle if Wood is supposed to find them automatically on startup. You can also load filters after startup from an arbitrary location. Filters are loaded lazily.

Shipped with Wood are four filters (complete with sources):

146690_CheckMark.tiff ↗ **Unix.woodfilter**: filters in unix file hierarchies.

172630_CheckMark.tiff ↗ **MMA.woodfilter**: filters in trees described by Mathematica™ type nested lists. With this filter and a perl script, which is also included in Wood, you can import Objective-C

class hierarchies. For further details look in the filter documentation.

17126_CheckMark.tiff ↪ **MiscTree.woodfilter**: filters in trees in the MiscTree *.tree file format used in the TreeView and MiscTree_Browser examples of the MiscKit.

134005_CheckMark.tiff ↪ **LispDoc.woodfilter**: A filter which assists in the documentation of special Lisp functions. Used internally. Included here only as an example.

You can also write your own filters or you can contact me if you want a particular filter written.

;LoadFilter.rtf;;↪

1PixelDottedRulePadded.tiff ↪

Load a filter.

;UseFilter.rtf;;↪

Use a filter.

;WriteFilter.rtf;;↪

Write your own filter.