–)initWithData:(NSData *)tiffData	Initializes a newly allocated NSBitmapImageRep from the first TIFF header and image data found in tiffData.
–)initWithFocusedViewRect:(NSRect)rect	Initializes the new object using data read from the image contained in the rectangle rect.

```
–)initWithBitmapDataPlanes:(unsigned char **)planes
    pixelsWide:(int)width
    pixelsHigh:(int)height
    bitsPerSample:(int)bps
    samplesPerPixel:(int)spp
    hasAlpha:(BOOL)alpha
    isPlanar:(BOOL)config
    colorSpaceName:(NSString *)colorSpaceName
    bytesPerRow:(int)rowBytes
    bitsPerPixel:(int)pixelBits
```

Initializes the new object from raw bitmap data in the planes data buffers. As the data is raw, the other arguments specify its attributes.

–)bitsPerPixel	Returns how many bits are needed to specify one pixel.
–)samplesPerPixel	Returns the number of samples (components) in the data.
–OOL)isPlanar	Returns YES if in planar configuration, NO if meshed.
–)numberOfPlanes	Returns the number of data planes.
–)bytesPerPlane	Returns the number of bytes in each data plane.
–)bytesPerRow	Returns the number of bytes in a scan line.

SData *)TIFFRepresentation   Returns a TIFF representation of the image, using the com
                                                              by getCompression:factor: (if applicable).

SData *)TIFFRepresentationUsingCompression:(NSTIFFCompression)compressionType
    factor:(float)factor   Returns a compressed TIFF representation of the image, h
                                                              compression type and compression factor. If the specif
                                                              applicable, no compression is used. Raises NSTIFFEx
                                                              made to create a TIFF representation using OpenStep
                                                              bitmaps.

OOL)canBeCompressedUsing:(NSTIFFCompression)compression
                                                              Returns YES if the image can be compressed using the sp
                                                              compression.

id)getCompression:(NSTIFFCompression *)compression
    factor:(float *)factor   Returns, in its arguments, the compression type and comp

id)setCompression:(NSTIFFCompression)compression
    factor:(float)factor   Sets the compression type and compression factor.