900385_PixelRule_Gray.tiff ¬

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Fone.app (v1.0)

This is a simple example to demonstrate how to draw within an application's icon. Basically,   here's what you do... 1] Get the application's icon window content view, 2] Composite an NXAppTile image at 0,0 of that content view,   3] Do any other drawing/compositing centered within that content view.

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Important Files...

paste.tiff ¬ FoneController.[hm] manages the display of the application icon.

The following code is relevant:

(in appDidInit:) - how to get the application's icon window content view...

```
        appIconContentView = [[NXApp appIcon] contentView];
```

- how to get the NXAppTile image...

```
        appTile = [NXImage findImageNamed: "NXAppTile"];
```

(in _display:)   - drawing (location of composite is the significant thing here)...

```
        [appIconContentView lockFocus];
                              [appTile composite:NX_SOVER
toPoint:&contentViewOrigin]; // 0,0

                          [anImage composite:NX_SOVER toPoint:&centerPoint];   //
centered
                          [appIconContentView unlockFocus];
                          [appIconContentView display];
```

Notes…

519441_paste.tiff ¬ From DeveloperReleaseNotes / AppKit.rtf...   A new named image, **NXAppTile**,   has been added to allow apps to draw in their application icon without destroying the standard look. Developers who want to draw in their application icons should find this image with **findImageNamed:** and composite it at the lower left corner of the content view of the window. Then any custom drawing should be done above, *centered* on this image.

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