Application (MiscAppIcon)

Declared In: <misckit/MiscAppIcon.h>

Category Description

The MiscAppIcon category provides an easy way to modify your application's icon window.   In general, you'll use a off-screen buffered window to do your drawing; this category mediates between the window and the app icon.

Let's say you want to draw an image onto your app icon.   First, create a buffered hidden window.   We'll imagine that the window below is our hidden window:

216693_paste.tiff ¬

Next, copy the image of a blank tile into your window, using **cleanTileToWindow:**

paste.tiff ¬

Now, draw in the window to complete the image:

796364_paste.tiff ¬

And copy the window's image, 48x48, starting at (0 , 0) in the window, to the app icon using **windowToAppIcon:**

844498_paste.tiff ¬

A few more methods: use **cleanTileToAppIcon** to just splat a blank tile directly onto the application icon window. And use **appIconToWindow:** to copy the current app icon image into your background window.

By "image" we're referring to "drawn area", not "NXImage".   Anything in the 48x48 area will be copied verbatim.

Method Types

Copying an image to the app icon   ± windowToAppIcon:
                                  ± cleanTileToAppIcon

Copying an image to
a hidden window   ± appIconToWindow:
                                  ± cleanTileToWindow:

Instance Methods

defaultBoolValue:;¬ windowToAppIcon:
   - **windowToAppIcon**:(Window*)*thisWindow*

Copies the 48x48 image starting at (0 , 0) of   *thisWindow*'s contentView to the application's app icon.

appIconToWindow:

- **appIconToWindow**:(Window*)*thisWindow*

Copies the image on the application's app icon to (0 , 0) of *thisWindow*'s contentView.

cleanTileToWindow:
    - **cleanTileToWindow**:(Window*)*thisWindow*

Copies a "blank tile" image to (0 , 0) of *thisWindow*'s contentView.

cleanTileToAppIcon
    - **cleanTileToAppIcon**

Copies a "blank tile" image to the application's app icon.