initFrame:

RenderMan drawing render

Frame counters setFrameNumber:
frameNumber
setStartFrame:endFrame:incrementFramesBy:
startFrame
endFrame
frameIncrement

Interactive display displayMovie

Rendering photorealistically renderAsEPS (N3DCamera)
renderAsTIFF (N3DCamera)
cropInRects:nRects:
getRect:forPage:

Setting up pages knowsPagesFirst:last:
numCropWindows

Reading and writing read:
write:
awake

awake

Performs additional initialization of the receiver after unarchiving. Returns self.

read:, write:

displayMovie

Displays the frames in the movie beginning with the start frame and ending with the end frame by
display on self. If a frame increment was specified, skips that number of frames between each disp
class description for a more complete discussion of playing a movie. Returns self.

(int)endFrame

Returns the movie's last frame number. By default, the last frame is set to 0.

 frameNumber,

(int)frameIncrement

Returns the amount by which the frame counter is incremented between frames when playing a mo
frame increment is set to 1.

(int)frameNumber

Returns the current frame number. By default, the frame number is set to 0.

(BOOL)getRect:(NXRect *)theRect forPage:(int)thePage

Returns YES if thePage corresponds to one of the frames in the camera's movie. Also returns, by
the camera's bounds. This method, which is defined in View and invoked by the Application Kit
overridden by N3DMovieCamera to ensure that movies print correctly.

 knowsPagesFirst:last:

(BOOL)knowsPagesFirst:(int *)firstPage last:(int *)lastPage

Returns YES. Also returns, by reference in firstPage and lastPage, the beginning and ending fram
movie. Overridden to assure that an N3DMovieCamera can return a rectangle specifying the regio
displayed to print a specific frame.

read:(NXTypedStream *)stream

Reads the receiver from stream. Returns self.

write:, awake

render (N3DCamera class)

(int)startFrame

Returns the first frame of the movie.

write:(NXTypedStream *)stream

Writes the receiver to stream. Returns self.

read:, awake