Plotter Source Listings

Plotter is created from a number of files, some that you write and some that are created by Interface Builder. The tables list and describe each of these files. You can find the complete source listing for most of these files on the pages that follow.

Plotter's source code can be used to create a Plotter application or a loadable palette. The application's executable file is named Plotter (or Plotter.debug, for the debugging version); the loadable palette file is named PlotterPalette.palette (or PlotterPalette.debug.palette, for the debugging version).

Files You Create

File Name	Description
PlotView.h	Declares the interface of the PlotView class
PlotView.m	Implements the PlotView class
PlotController.h	Declares the interface of the PlotController class
PlotController.m	Implements the PlotController class
drawingFuncs.psw	Contains PostScript drawing routines to be converted to C functions
cross.tiff†	Contains a TIFF image to be used as a cursor
Makefile.preamble	Instructs the link editor to create a Mach-O section that advertises services
services.txt	Contains text that advertises the Plotter service to other applications

Files Interface Builder Creates

File Name	Description
Plotter.nib†	Contains an archived version of Plotter's user interface objects
Plotter_main.m	Contains the application's **main()** function
drawingFuncs.h	Declares C functions that were derived from supplied PostScript routines
drawingFuncs.c†	Contains C functions that were derived from supplied PostScript routines
IB.proj†	Contains information Interface Builder uses to maintain the makefile
Makefile	Contains instructions for creating and maintaining the Plotter program
Plotter.iconheader†	Associates the application's icon with its executable file
PlotterIcon.tiff†	Contains a TIFF image that's used for the loadable palette's button

† The files marked with a dagger aren't listed either because they're in binary format or because, being machine-generated, they aren't easily readable.