
IKImageEditPanel Class Reference

Graphics & Animation: 2D Drawing



2009-08-25



Apple Inc.
© 2009 Apple Inc.
All rights reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, mechanical, electronic, photocopying, recording, or otherwise, without prior written permission of Apple Inc., with the following exceptions: Any person is hereby authorized to store documentation on a single computer for personal use only and to print copies of documentation for personal use provided that the documentation contains Apple's copyright notice.

The Apple logo is a trademark of Apple Inc.

Use of the "keyboard" Apple logo (Option-Shift-K) for commercial purposes without the prior written consent of Apple may constitute trademark infringement and unfair competition in violation of federal and state laws.

No licenses, express or implied, are granted with respect to any of the technology described in this document. Apple retains all intellectual property rights associated with the technology described in this document. This document is intended to assist application developers to develop applications only for Apple-labeled computers.

Every effort has been made to ensure that the information in this document is accurate. Apple is not responsible for typographical errors.

Apple Inc.
1 Infinite Loop
Cupertino, CA 95014
408-996-1010

Apple, the Apple logo, Mac, Mac OS, Objective-C, and Quartz are trademarks of Apple Inc., registered in the United States and other countries.

Simultaneously published in the United States and Canada.

Even though Apple has reviewed this document, APPLE MAKES NO WARRANTY OR REPRESENTATION, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THIS DOCUMENT, ITS QUALITY, ACCURACY, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. AS A RESULT, THIS DOCUMENT IS PROVIDED "AS IS," AND YOU, THE READER, ARE ASSUMING THE ENTIRE RISK AS TO ITS QUALITY AND ACCURACY.

IN NO EVENT WILL APPLE BE LIABLE FOR DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY

DEFECT OR INACCURACY IN THIS DOCUMENT, even if advised of the possibility of such damages.

THE WARRANTY AND REMEDIES SET FORTH ABOVE ARE EXCLUSIVE AND IN LIEU OF ALL OTHERS, ORAL OR WRITTEN, EXPRESS OR IMPLIED. No Apple dealer, agent, or employee is authorized to make any modification, extension, or addition to this warranty.

Some states do not allow the exclusion or limitation of implied warranties or liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Contents

UIImageEditPanel Class Reference 5

- Overview 5
- Tasks 5
 - Creating an Image Editing Panel 5
 - Getting the User Adjustments and Effects 5
 - Getting, Setting, and Reloading Data 5
- Properties 6
 - dataSource 6
 - filterArray 6
- Class Methods 6
 - sharedImageEditPanel 6
- Instance Methods 7
 - reloadData 7

Document Revision History 9

IKImageEditPanel Class Reference

Inherits from	NSPanel : NSWindow : NSResponder : NSObject
Conforms to	NSUserInterfaceValidations (NSWindow) NSAnimatablePropertyContainer (NSWindow) NSCoding (NSResponder) NSObject (NSObject)
Framework	System/Library/Frameworks/Quartz.framework/ImageKit.framework
Availability	Available in Mac OS X v10.5 and later.
Declared in	IKImageEditPanel.h

Overview

The `IKImageEditPanel` class provides a panel, that is, a utility window that floats on top of document windows, optimized for image editing.

Tasks

Creating an Image Editing Panel

- + [sharedImageEditPanel](#) (page 6)
Creates a shared instance of an image editing panel.

Getting the User Adjustments and Effects

- [filterArray](#) (page 6) *property*
Returns the current array of user adjustments to effects. (read-only)

Getting, Setting, and Reloading Data

- [dataSource](#) (page 6) *property*
Specifies the edit panel's `dataSource`.
- [reloadData](#) (page 7)
Reloads the data from the data associated with an image editing panel.

Properties

For more about Objective-C properties, see “Properties” in *The Objective-C Programming Language*.

dataSource

Specifies the edit panel’s dataSource.

```
@property(assign) id<IKImageEditPanelDataSource> dataSource
```

Availability

Available in Mac OS X v10.6 and later.

Declared In

IKImageEditPanel.h

filterArray

Returns the current array of user adjustments to effects. (read-only)

```
@property(readonly) NSArray *filterArray
```

Availability

Available in Mac OS X v10.6 and later.

Declared In

IKImageEditPanel.h

Class Methods

sharedImageEditPanel

Creates a shared instance of an image editing panel.

```
+ (IKImageEditPanel *)sharedImageEditPanel
```

Return Value

An `IKImageEditPanel` object.

Availability

Available in Mac OS X v10.5 and later.

Declared In

IKImageEditPanel.h

Instance Methods

reloadData

Reloads the data from the data associated with an image editing panel.

```
- (void)reloadData
```

Availability

Available in Mac OS X v10.5 and later.

Declared In

IKImageEditPanel.h

Document Revision History

This table describes the changes to *IKImageEditPanel Class Reference*.

Date	Notes
2009-08-25	Updated for Mac OS X v 10.6. Changed dataSource to a property. Added filterArray property.
2006-12-06	New document that describes the class that provides a panel optimized for image editing.

REVISION HISTORY

Document Revision History