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# **The MiscKit ClassDecoder**

by Stephan Wacker

This palette offers a MiscClassDecoder object and some GUI elements grouped in a Box.

The MiscClassDecoder object acquires the definition of a given class from the Objective-C run-time system. The class definition is decoded, translated into a form similar to an @interface definition and

displayed in a window.

The MiscClassDecoder example application has a bundle that can be loaded into any other application. You can then analyze all classes in that application!!! I used this to make a palette for objects in some .nib files that I wanted to translate into German. Without such a palette the .nib files could not be loaded into IB. When the MiscClassDecoder was finished, all I had to do was copy the @interface-s into .h files and add some dummy .m implementation files.

This is also a good example of what you can do with

the Objective-C run-time system. I don't think I would have had a chance if NeXTSTEP was based on some other popular OO dialect of the C language. ;)

The `class-dump' utility by Eric P. Scott can do the same (or even better) job. I believe he reads the definitions directly from the object code, whereas I use Objective-C run-time functions.

Enjoy

Stephan  
1994

26-Nov-

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*Stephan Wacker  
Simrockstraße 16  
80997 München  
Germany  
e-mail: [stephan@rodion.muc.de](mailto:stephan@rodion.muc.de)*

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Bug reports, suggestions and fan mail are welcome  
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