Converter Interface

Now, what's in a converter? A converter is basicially an unlinked object module, created with a *cc -c <filename> -o <format.extension>.bcvt* system call, and possibly a *ld -r <source file>¼*, which ªpre-linksº a set of .o files and libraries. The only realy requirement is that the converter must always be first in the final mach-o file.

The object is of type Converter and all object of this type must respond to certain messages in a predescribed way. Meeting these specifications fully will allow programs to easily access many types of bitmap formats. You can find a template for writing a converter object in ¼/GraphicsWorkship/Converters/template.[hm].

The converters are stored in library folders about the file system. They will be using in the following order: ~/Library/Converters is first, followed by a converter in /LocalLibrary/Converters, which is followed by /NextLibrary/Converters. All recognized converters should have the *.bcvt* suffix. The name of the converter is also important as it's used to get the file type. Therefore, a TIFF converter would be called *tiff.bcvt*.