

Pointers on Writing Converters

257522_PixelRule.tiff ↵

- You need not implement any of the routines, however, you must respond to all messages up to the version level you're programming.
- It's really kind of pointless to not implement Reading and Writing of single images to streams, however, should you wish to not do this, simply make sure to always return NO for the one not implemented.
- If you don't wish to implement the "all" routines, also return NO, however, it is preferable that this return a single image inside and NXImage object, if the format only supports one image per file. If it supports multiple images, this should definitely be implemented (of course, it's not for gif :-(), or any other routines for that matter).
- You only need to implement customSaveView and customOpenView if you'd like, but always return nil when you don't. The width parameter is the max width of the save panel. This helps when laying things out.
- Init and free are always called, however, they don't need to do anything unless you need to.
- The version method really needs to return something valid. It's assumed all converters will always respond to protocol level 1.0.

However, should new messages be implemented for `^unseen` bitmap features in the future, this protocol level may increase, which is why it's important that you return the string `^1.0`, as it's the only way that `NXBitmapImageRepControl` knows what not to send your converter in the future.

- The ability to handle errors has been made more robust. Please see sample code and header files for more details.