

Overview

257522_PixelRule.tiff ↗

You might also want to know what this program does, I suppose. Well, it's sort of a wrapper that fits around an NXBitmapImageRep, thus the object name NXBitmapImageRepControl. Its purpose is to make the NXBitmapImageRep a more useful object by supporting more types of graphics formats. It does this through calls to *objc_loadModules()* and *objc_unloadModules()* (NeXStep Reference, Volume 2, page 3-157). So, when you request it to load a module, it looks out on disk for a converter (called thus since it converts the format to the internal NeXT format and back again). It reverses the process when saving an image.

Part of the goal of these objects was to allow the most flexibility in upgrading the objects with the least pain to the programmer. To this end, the only object actually linked into the program at compile time is the ConvertLoader object. Messaging/instantiating this object loads a Control object off the disk. This is currently only available for bitmaps, but may yet become available for other file formats, like sounds.

Once the Control object is linked, it links in the ImageControl object,

which is used by converters to convert between various bitmap formats, and to get pixel information out of a bitmap. It also scans the library folders and makes a list of all known converters and their file types.