
NSCachedImageRep

Inherits From:	NSImageRep : NSObject
Conforms To:	NSCoding (from NSImageRep) NSCopying (from NSImageRep) NSObject (from NSObject)
Declared In:	AppKit/NSImageRep.h

Class Description

NSCachedImageRep, a subclass of NSImageRep, defines an object that stores its source data as a rendered image in a window, typically a window that stays off-screen. The only data that's available for reproducing the image is the image itself. Thus an NSCachedImageRep differs from the other kinds of NSImageReps defined in the Application Kit, all of which can reproduce an image from the information originally used to draw it. Instances of this class are generally used indirectly, through an NSImage object.

See “Caching Representations” in the NSImage class description for more information.

Method Types

Initializing an NSCachedImageRep	– initWithSize:depth:separate:alpha: – initWithWindow:rect:
Getting the representation	– rect – window

Instance Methods

initWithSize:depth:separate:alpha:

– (id) **initWithSize:**(NSSize)*size* **depth:**(NSWindowDepth)*depth* **separate:**(BOOL)*flag*
alpha:(BOOL)*alpha*

Initializes a new NSCachedImageRep for an image of the specified size and depth. *flag* indicates whether the image will get its own unique cache, instead of possibly sharing one with other images. For best

performance (although it's not essential), *alpha* should be set according to whether the image will have a channel for transparency information.

See also: – **setAlpha:** (NSImageRep), – **setBitsPerSample:** (NSImageRep),
– **setCacheDepthMatchesImageDepth:** (NSImage), – **setCachedSeparately** (NSImage)

initWithWindow:rect:

– (id)**initWithWindow:**(NSWindow *)*aWindow* **rect:**(NSRect)*aRect*

Initializes the receiver, a new NSCachedImageRep instance, for an image that will be rendered within the *aRect* rectangle in the window *aWindow*, and returns the initialized object. The rectangle is specified in *aWindow*'s base coordinate system. The size of the image is set from the size of the rectangle. The window is retained.

You must draw the image in the rectangle yourself; there are no NSCachedImageRep methods for this purpose.

See also: – **size** (NSImageRep)

rect

– (NSRect)**rect**

Returns the rectangle where the image is cached.

See also: – **size** (NSImageRep)

window

– (NSWindow *)**window**

Returns the window where the image is cached.