MiscImageView

Inherits From:	MiscDragView : View : Responder : Object
Declared In:	misckit/MiscImageView.h
Protocols:	none

Class Description

MiscImageView is a simple View that allows the display of a single NXImage. If the image is too small for the view it is automatically centered; if the view is too small for the image, the image is scaled while preserving the original aspect ratio. You can also surround the view with the same border types that are used for appkit's **Box** class**.** The default is NX_BEZEL. The background color of the view is also changeable, and the default is NX_COLORLTGRAY.

Though it does inherit from DragView, it does not override any of the methods necessary to do either source or destination dragging. Therefore, used as is, it will allow an image to be set through either **setImage:** or **setImageByFilename:** only.

Instance Variables

id **ivImage**;
NXSize **ivSize**;
NXSize **scaledSize**;
NXColor **backgroundColor**;
int **border**;
BOOL **drawBackground;**

ivImage   Pointer to an NXImage that is displayed in the view.

ivSize   The original size of the NXImage.

scaledSize   The scaled size of the NXImage (if it is scaled).

backgroundColor   The background color of the MiscImageView.

border   The current border type surrounding the view.

drawBackground   Determines if the background is drawn along with the image.

Method Types

Initializing a MiscImageView   ± initFrame:

Setting an image   ± setImage:
                                ± setImageByFilename:
                                ± image

Setting characteristics   ± setBackgroundColor:

± backgroundColor
± setBorderType:
± borderType
± setDrawBackground:
± drawBackground

Displaying the view   ±drawSelf::

Saving to a file   ± read:
                                   ± write:

Instance Methods

backgroundColor
   - (NXColor)**backgroundColor**

Returns the current background color of the view.

See also: **-setBackgroundColor**

borderType
   - (int)**borderType**

Returns one of NX_NOBORDER, NX_BEZEL, NX_LINE, NX_GROOVE depending upon which is the current border surrounding the view.

See also: **-setBorderType**

drawBackground
   - (BOOL)**drawBackground**

Returns YES if during a **display** message, the border and the background color are drawn, along with the image.

See also: **-setDrawBackground**

drawSelf
   - drawSelf: (const NXRect *)*rects* **:**(int)*rectcount*

If drawBackground is YES, the chosen border is drawn, then the background is filled with the current color. If the image needs scaling, all the scaling is calculated, and the image is composited. I did have the scaling code in **sizeTo::**, but view did not seem to always call it when it was needed. I should move it though, so the scaling can be easily overridden (just in case you happen to have a better scaling algorithm). Returns **self**.

image
   - (NXImage *)**image**

Returns the current image displayed in the view or **nil** if there is no current image.

See also: **-setImage**, **-setImageByFilename**

initFrame:
   - initFrame: (NXRect *)*frameRect*

Calls super initFrame, then initializes the instance variables. The defaults are listed in the Class Description.

See also: **-awake**

read:
   - read:(NXTypedStream *)*stream*

Reads an archive MiscImageView from a stream.

See also: **-write:**

setBackgroundColor:
   - setBackgroundColor: (NXColor)*someColor*

Sets the view's background to *someColor.* The view is updated immediately to reflect the change. Returns **self**.

See also: **-backgroundColor**

setBorderType:
   - setBorderType: (int)*aType*

Sets the border type to *aType,* which should be one of NX_BEZEL (the default), NX_LINE, NX_GROOVE, or NX_NOBORDER. The **display** method is called immediately to update any change in the border type. Returns **self**.

See also: **-borderType**

setDrawBackground:
   - setDrawBackground: (BOOL)*aBool*

Sets whether or not the background and border should be drawn. This is useful if you use a method like **writePSCodeInside::** and would only like to capture the image within the view. Returns **self**.

See also: **-drawBackground**

setImage:
    - setImage: (NXImage *)*anImage*

Sets the image to *anImage* if it is not **nil,** and frees the previous image. This method also does some messing around because of the dragImage image from MiscDragView. It tries to take care of cases where ivImage has been set to NULL (which happens when retainData is NO) but the old image still has to be freed. If anyone has any better ideas, please let me know. Returns   **self**.

See also: **-image**

setImageByFilename
    - setImageByFilename: (char *)*aFilename*

Allows the image to be set by giving an absolute filename. Though it uses the **initFromFile:** method from NXImage, which states it will accept either relative or absolute filenames, I recommend sticking to absolute, as I did have problems using relative pathnames. Returns **self**.

See also: **-setImage**

write
    - write:(NXTypedStream *)*stream*

Archives the MiscImageView to a stream.

See also: **-read**