

Q: I'm writing an application which can open either EPS or TIFF images using the NXImage class. How can I determine what kind of file I've opened without hacking the file name?

A: You can use the isKindOf: method from the Object class:

```
id myNXImage, myImageRep;

myNXImage = [[NXImage alloc] initWithFile: fileName];
myImageRep = [myNXImage lastRepresentation];
if ([myImageRep isKindOf: [NXBitmapImageRep class]])
{
    /* then I'm a TIFF file! */
}
else if ([myImageRep isKindOf: [NXEPSImageRep class]])
{
    /* then I'm an EPS file! */
}
```

The key here is that the NXImage instance itself does not understand EPS or TIFF information per se. NXImage manages the *representation* classes (one NXImage may have multiple

representations) which do understand EPS and TIFF information.

Of course, it is reasonable to extract this information from the fileName as well. The following code snippet can be used to do this:

```
char *fileType = rindex(fileName, '.');

if (!fileType)
{
    /* then I'm not an appropriate file! */
}
else if (!strcmp(fileType, ".tiff"))
{
    /* then I'm a TIFF file! */;
}
else if (!strcmp(fileType, ".eps"))
{
    /* then I'm an EPS file! */
}
```

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Valid for 2.0, 3.0