NSImage

Inherits From: NSObject

Declared In: appkit/NSImage.h

Initializing a New NSImage Instance

- (id)**init**   Initializes the new NSImage without setting its size.
- (id)**initByReferencingFile:**(NSString *)*filename* Initializes the new NSImage from the data in *filename*.   The file is assumed to persist and may be reread later if the NSImage is resized or otherwise modified.
- (id)**initWithContentsOfFile:**(NSString *)*filename*
                                                            Initializes the new NSImage from the data in *filename*.
- (id)**initWithPasteboard:**(NSPasteboard *)*pasteboard*
                                                            Initializes the new NSImage with the data in *pasteboard*.
- (id)**initWithData:**(NSData *)*data*   Initializes the new NSImage from *data*.
- (id)**initWithSize:**(NSSize)*aSize*   Initializes the new NSImage to the specified size.

Setting the Size of the Image

- (void)**setSize:**(NSSize)*aSize*   Sets the size of the image to *aSize* in base coordinates.
- (NSSize)**size**   Returns the size of the image.

Referring to Images by Name

- (BOOL)**setName:**(NSString *)*name*   Assigns *name* to be the receiver's name. Returns NO if *name* is already in use; otherwise, returns YES.

- (NSString *)**name**   Returns the receiver's name.

+ (id)**imageNamed:**(NSString *)*name*   Returns the NSImage object having *name*. Searches the main bundle for the image if necessary.

Specifying the Image

- (void)**addRepresentation:**(NSImageRep *)*imageRep*

        Adds *imageRep* to the receiver's list of representations.

- (void)**addRepresentations:**(NSArray *)*imageRepArray*

        Adds the *imageRep*s from *imageRepArray* to the receiver's list of representations.

- (void)**lockFocus**   Prepares for drawing in the best representation.

- (void)**lockFocusOnRepresentation:**(NSImageRep *)*imageRep*

        Prepares for drawing in *imageRep*.

- (void)**unlockFocus**   Balances a previous **lockFocus** or **lockFocusOn:**.

Using the Image

- (void)**compositeToPoint:**(NSPoint)*aPoint*   Composites the image to *aPoint* using the operation *op*.
       operation:(NSCompositingOperation)*op*

- (void)**compositeToPoint:**(NSPoint)*aPoint*   Composites the *aRect* portion of the image to *aPoint* using
       fromRect:(NSRect)*aRect*   the operation *op*.
       operation:(NSCompositingOperation)*op*

- (void)**dissolveToPoint:**(NSPoint)*aPoint*   Composites the image to *aPoint* using the **dissolve**
       fraction:(float)*aFloat*   operator. *aFloat* is a value from 0.0 to 1.0 that determines how much of the resulting composite comes from the receiver.

- (void)**dissolveToPoint:**(NSPoint)*aPoint*   Composites the *aRect* portion of the image to *aPoint* using
       fromRect:(NSRect)*aRect*   the **dissolve** operator. *aFloat* is a value from 0.0 to 1.0
       fraction:(float)*aFloat*   that determines how much of the resulting composite comes from the

receiver.

Choosing Which Image Representation to Use

- (void)**setPrefersColorMatch:**(BOOL)*flag*   Determines whether color matches are preferred.
- (BOOL)**prefersColorMatch**   Returns whether color matches are preferred.
- (void)**setUsesEPSOnResolutionMismatch:**(BOOL)*flag*
    Sets whether to use EPS representations on mismatch.
- (BOOL)**usesEPSOnResolutionMismatch**   Returns whether to use EPS representations on mismatch.
- (void)**setMatchesOnMultipleResolution:**(BOOL)*flag*
    Sets whether resolution multiples match.
- (BOOL)**matchesOnMultipleResolution**   Returns whether resolution multiples match.

Getting the Representations

- (NSImageRep *)**bestRepresentationForDevice:**(NSDictionary *)*deviceDescription*
    Returns the best representation for the device described by *deviceDescription*.   If *deviceDescription* is **nil**, the current device is assumed.   See **NSGraphics.h** for appropriate dictionary keys and values.
- (NSArray *)**representations**   Returns an array of all the representations.
- (void)**removeRepresentation:**(NSImageRep *)*imageRep*
    Removes *imageRep* from the receiver's list of representations.

Determining How the Image is Stored

- (void)**setCachedSeparately:**(BOOL)*flag*   Sets whether representations are cached separately.
- (BOOL)**isCachedSeparately**   Returns whether representations are cached separately.
- (void)**setDataRetained:**(BOOL)*flag*   Sets whether image data is retained by the object after the image is cached.
- (BOOL)**isDataRetained**   Returns whether image data is retained.
- (void)**setCacheDepthMatchesImageDepth:**(BOOL)*flag*
    Sets whether the default depth limit applies to caches.

- (BOOL)**cacheDepthMatchesImageDepth**   Returns whether the default depth limit applies to caches.

Determining How the Image is Drawn

- (BOOL)**isValid**   Returns YES to indicate that the receiver's image is valid.
- (void)**setScalesWhenResized:**(BOOL)*flag*   If flag is YES, representations are scaled to fit.
- (BOOL)**scalesWhenResized**   Returns whether representations are scaled to fit.
- (void)**setBackgroundColor:**(NSColor *)*aColor*   Sets the background color of the image to *aColor*.
- (NSColor *)**backgroundColor**   Returns the background color of the image.
- (BOOL)**drawRepresentation:**(NSImageRep *)*imageRep*
     inRect:(NSRect)*aRect*   Overridden to have *imageRep* draw the representation in *aRect*.
- (void)**recache**   Invalidates caches of all representations, so they will be redrawn.

Assigning a Delegate

- (void)**setDelegate:**(id)*anObject*   Makes *anObject* the delegate of the NSImage.
- (id)**delegate**   Returns the delegate of the NSImage.

Producing TIFF Data for the Image

- (NSData *)**TIFFRepresentation**   Returns a data object containing TIFF for all representations, using their
                                               default compressions.
- (NSData *)**TIFFRepresentationUsingCompression:**(NSTIFFCompression)*comp*
     factor:(float)*aFloat*   Returns a data object containing TIFF for all the representations.

Managing NSImageRep subclasses

+ (NSArray *)**imageUnfilteredFileTypes**   Returns an array of file types recognized by the NSImage
                                               without filtering.   This list comes from all registered NSImageReps.
+ (NSArray *)**imageUnfilteredPasteboardTypes**
                                               Returns an array of pasteboard types recognized by the NSImage.

Testing Image Data Sources

+ (BOOL)**canInitWithPasteboard:**(NSPasteboard *)*pasteboard*
Returns YES if the receiver can create a representation from *pasteboard*; otherwise, returns NO.

+ (NSArray *)**imageFileTypes**   Returns an array of supported image data file types.

+ (NSArray *)**imagePasteboardTypes**   Returns an array of supported pasteboard types.

Methods Implemented by the Delegate

- (NSImage *)**imageDidNotDraw:**(id)*sender* **inRect:**(NSRect)*aRect*
Responds to message that *image* couldn't be composited into *aRect*.