

## NSCachedImageRep

**Inherits From:** NSImageRep : NSObject

**Declared In:** appkit/NSCachedImageRep.h

### Initializing an NSCachedImageRep

- **initWithSize:**(NSSize)*size*  
    **depth:**(NSWindowDepth)*depth*  
    **separate:**(BOOL)*separate*  
    **alpha:**(BOOL)*alpha*

Initializes a new NSCachedImageRep for an image of the specified size and depth. The *separate* argument specifies 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), the *alpha* argument should be set according to whether the image will have a channel for transparency information.

- (id)**initWithWindow:**(NSWindow \*)*aWindow*  
    **rect:**(NSRect)*aRect*

Initializes the new NSCachedImageRep for an image to be drawn in the rectangle *aRect* of the specified window. This method retains *aWindow*.

### Getting the Representation

- (NSRect \*)**rect**  
- (NSWindow \*)**window**

Returns the rectangle where the image is cached.  
Returns the NSWindow where the image is cached.