NSBitmapImageRep

Inherits From: NSImageRep : NSObject

Declared In: appkit/NSBitmapImageRep.h

Allocating and Initializing a New NSBitmapImageRep object

+ (id)**imageRepWithData:**(NSData *)*tiffData*   Creates and returns an initialized NSBitmapImageRep corresponding to the first image in *tiffData*.

+ (NSArray *)**imageRepsWithData:**(NSData *)*tiffData*
Creates and returns initialized NSBitmapImageRep objects for all the images in *tiffData*.

- (id)**initWithData:**(NSData *)*tiffData*   Initializes a newly allocated NSBitmapImageRep from the first TIFF header and image data found in *tiffData.*

- (id)**initWithFocusedViewRect:**(NSRect)*rect*   Initializes the new object using data read from the image contained in the rectangle *rect*.

- (id)**initWithBitmapDataPlanes:**(unsigned char **)*planes*
    pixelsWide:(int)*width*   Initializes the new object from raw bitmap data in the
    pixelsHigh:(int)*height*   *planes* data buffers. As the data is raw, the other
    bitsPerSample:(int)*bps*   arguments specify its attributes.
    samplesPerPixel:(int)*spp*
    hasAlpha:(BOOL)*alpha*
    isPlanar:(BOOL)*config*

colorSpaceName:(NSString *)*colorSpaceName*
bytesPerRow:(int)*rowBytes*
bitsPerPixel:(int)*pixelBits*

Getting Information about the Image

- (int)**bitsPerPixel**   Returns how many bits are needed to specify one pixel.
- (int)**samplesPerPixel**   Returns the number of samples (components) in the data.
- (BOOL)**isPlanar**   Returns YES if in planar configuration, NO if meshed.
- (int)**numberOfPlanes**   Returns the number of data planes.
- (int)**bytesPerPlane**   Returns the number of bytes in each data plane.
- (int)**bytesPerRow**   Returns the number of bytes in a scan line.

Getting Image Data

- (unsigned char *)**bitmapData**   Returns a pointer to the bitmap data. If the data is planar, returns a pointer
                                                                     to the first plane.

- (void)**getBitmapDataPlanes:**(unsigned char **)*data*
                                                                     Provides pointers to each plane of bitmap data.

Producing a TIFF Representation of the Image

+ (NSData *)**TIFFRepresentationOfImageRepsInArray:**(NSArray *)*anArray*
                                                                     Returns a TIFF representation of the images in the specified NSArray, using
                                                                        the compression that's returned by **getCompression:factor:** (if
                                                                        applicable).
+ (NSData *)**TIFFRepresentationOfImageRepsInArray:**(NSArray *)*anArray*
    usingCompression:(NSTIFFCompression)*compressionType*
    factor:(float)*factor*   Returns a TIFF representation of the images in the specified NSArray, which
                                                                        are compressed using *compressionType* and *factor*. If the specified

compression isn't applicable, no compression is used.

- (NSData *)**TIFFRepresentation** Returns a TIFF representation of the image, using the compression that's returned by **getCompression:factor:** (if applicable).
- (NSData *)**TIFFRepresentationUsingCompression:**(NSTIFFCompression)*compressionType*
 factor:(float)*factor* Returns a compressed TIFF representation of the image*,* having the specified compression type and compression factor. If the specified compression isn't applicable, no compression is used.

Setting and Checking Compression Types

+ (void)**getTIFFCompressionTypes:**(const NSTIFFCompression **)*list*
 count:(int *)*numTypes* Returns all available compression types.
+ (NSString *)**localizedNameForTIFFCompressionType:**(NSTIFFCompression)*compression*
 Returns the localized name for the compression type.
- (BOOL)**canBeCompressedUsing:**(NSTIFFCompression)*compression*
 Returns YES if the image can be compressed using the specified type of compression.
- (void)**getCompression:**(NSTIFFCompression *)*compression*
 factor:(float *)*factor* Returns, in its arguments, the compression type and compression factor.
- (void)**setCompression:**(NSTIFFCompression)*compression*
 factor:(float)*factor* Sets the compression type and compression factor.