NS_DEV_DOCFOR:objc_class:NXCustomImageRep;,NXCustomImageRep

Inherits From:	NXImageRep : Object
Declared In:	appkit/NXCustomImageRep.h

Class Description

An NXCustomImageRep is an object that uses a delegated method to render an image.   When called upon to produce the image, it sends a message to have the method performed.

Like most other kinds of NXImageReps, an NXCustomImageRep is generally used indirectly, through an NXImage object.   To be useful to the NXImage, it must be able to provide some information about the image.   The following methods, inherited from the NXImageRep class, inform the NXCustomImageRep about the size of the image, whether it can be drawn in color, and so on.   Use them to complete the initialization of the object.

    setSize:
    setNumColors:
    setAlpha:
    setPixelsHigh:
    setPixelsWide:
    setBitsPerSample:

Instance Variables

SEL **drawMethod**;
id **drawObject**;

drawMethod	The method that draws the image.
drawObject	The object that receives messages to perform the **drawMethod**.

Method Types

Initializing a new NXCustomImageRep
- initDrawMethod:inObject:

Drawing the image	- draw
Archiving	- read:
	- write:

Instance Methods

NS_DEV_DOCFOR:objc_method:[NXCustomImageRep-draw];,draw

- (BOOL)**draw**

Sends a message to have the image drawn.   Returns YES if the message is successfully sent, and NO if not.   The message will not be sent if the intended receiver is **nil** or it can't respond to the message.

See also: - **drawAt:** (NXImageRep), - **drawIn:** (NXImageRep)

NS_DEV_DOCFOR:objc_method:[NXCustomImageRep-init];,   init

Generates an error message.   This method cannot be used to initialize an NXCustomImageRep. Use **initDrawMethod:inObject:** instead.

See also: - **initDrawMethod:inObject:**

NS_DEV_DOCFOR:objc_method:[NXCustomImageRep-initDrawMethod:inObject:];,   initDrawMethod:inObject:

- **initDrawMethod:**(SEL)*aSelector* **inObject:***anObject*

Initializes the receiver, a newly allocated NXCustomImageRep instance, so that it delegates responsibility for rendering the image to *anObject*.   When the NXCustomImageRep receives a **draw** message, it will in turn send a message to *anObject* to perform the *aSelector* method.   The *aSelector* method should take only one argument, the **id** of the NXCustomImageRep.   It should draw the image at location (0.0, 0.0) in the current coordinate system.

Returns **self**.

NS_DEV_DOCFOR:objc_method:[NXCustomImageRep-read:];,   read:

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

Reads the NXCustomImageRep from the typed stream *stream*.

See also: - **write:**

NS_DEV_DOCFOR:objc_method:[NXCustomImageRep-write:];,   write:

- **write:**(NXTypedStream *)*stream*

Writes the NXCustomImageRep to the typed stream *stream*.   The object that's delegated to draw the image is not explicitly written.

See also: - **read:**