

Q: I have allocated an instance of `NXBitmapImageRep` and am reusing the instance in my application with repeated calls to

```
-initWithData:pixelsWide:pixelHigh:bitsPerSample:samplesPerPixel:  
      hasAlpha:isPlanar:colorSpace:bytesPerRow:bitsPerPixel:
```

each time passing a new chunk of raw image data. However my application is crashing. Is my use of `-initWithData` legal?

Q: Once I have allocated an object in the AppKit can I then reinitialize it repeatedly?

A: The `init` methods should **never** be called twice on the same `alloc'd` instance. Some classes allow you to reuse an instance by resetting key values using a `setFoo:`

method. However this is not possible with the NXBitmapImageRep class. In this case, the overhead of the `alloc` is very small; the required implementation is to free the previous instance and allocate a new one on the fly each time you need to perform an `initData`.

QA663

Valid for 2.0, 3.0