
NSEPSImageRep Class Reference

Graphics & Animation: 2D Drawing



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NSEPSImageRep Class Reference

Inherits from	NSImageRep : NSObject
Conforms to	NSCoding (NSImageRep) NSCopying (NSImageRep) NSObject (NSObject)
Framework	/System/Library/Frameworks/AppKit.framework
Availability	Available in Mac OS X v10.0 and later.
Companion guide	Cocoa Drawing Guide
Declared in	NSEPSImageRep.h

Overview

An `NSEPSImageRep` object can render an image from encapsulated PostScript (EPS) code.

Tasks

Creating an NSEPSImageRep

- + `imageRepWithData:` (page 6)
Creates and returns an `NSEPSImageRep` object initialized with the specified EPS data.
- `initWithData:` (page 7)
Returns an `NSEPSImageRep` object initialized with the specified EPS data.

Getting Image Data

- `boundingBox` (page 6)
Returns the rectangle that bounds the receiver.
- `EPSRepresentation` (page 7)
Returns the EPS representation of the receiver.

Drawing the Image

- [prepareGState](#) (page 7)

Implemented by subclasses to configure the graphics state prior to drawing.

Class Methods

imageRepWithData:

Creates and returns an `NSEPSImageRep` object initialized with the specified EPS data.

```
+ (id)imageRepWithData:(NSData *)epsData
```

Parameters

epsData

The EPS data representing the desired image.

Return Value

A new, initialized `NSEPSImageRep` object or `nil` if the object could not be initialized.

Discussion

The size of the receiver is set using the bounding box information specified in the EPS header comments.

Availability

Available in Mac OS X v10.0 and later.

Declared In

`NSEPSImageRep.h`

Instance Methods

boundingBox

Returns the rectangle that bounds the receiver.

```
- (NSRect)boundingBox
```

Return Value

The bounding box of the receiver. This rectangle is obtained from the “%%BoundingBox:” comment in the EPS header when the `NSEPSImageRep` object is initialized.

Availability

Available in Mac OS X v10.0 and later.

See Also

+ [imageRepWithData:](#) (page 6)

- [initWithData:](#) (page 7)

Declared In

NSEPSImageRep.h

EPSRepresentation

Returns the EPS representation of the receiver.

- (NSData *)EPSRepresentation

Return Value

A data object containing the EPS data for the image.

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSEPSImageRep.h

initWithData:

Returns an NSEPSImageRep object initialized with the specified EPS data.

- (id)initWithData:(NSData *)*epsData***Parameters***epsData*

The EPS data representing the desired image.

Return Value

The initialized NSEPSImageRep object or nil if the object could not be initialized

Discussion

The size of the receiver is set using the bounding box information specified in the EPS header comments.

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSEPSImageRep.h

prepareGState

Implemented by subclasses to configure the graphics state prior to drawing.

- (void)prepareGState

Discussion

The draw method of NSEPSImageRep sends this message to itself just before rendering the EPS code. The default implementation of this method does nothing. You can override it in your subclass to prepare the graphics state as needed.

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSEPSImageRep.h

Document Revision History

This table describes the changes to *NSEPSImageRep Class Reference*.

Date	Notes
2007-01-22	Updated for Mac OS X v10.5.
2006-05-23	First publication of this content as a separate document.

REVISION HISTORY

Document Revision History

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B

`boundingBox` [instance method 6](#)

E

`EPSRepresentation` [instance method 7](#)

I

`imageRepWithData:` [class method 6](#)

`initWithData:` [instance method 7](#)

P

`prepareGState` [instance method 7](#)