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# CGPDFStream Reference

Graphics & Animation: 2D Drawing



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Apple Inc.  
1 Infinite Loop  
Cupertino, CA 95014  
408-996-1010

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# CGPDFStream Reference

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<b>Derived From:</b>	None
<b>Framework:</b>	ApplicationServices/ApplicationServices.h
<b>Companion guide</b>	Quartz 2D Programming Guide
<b>Declared in</b>	CGPDFStream.h

## Overview

The `CGPDFStreamRef` opaque type represents a PDF stream. A PDF stream consists of a dictionary that describes a sequence of bytes. Streams typically represent objects with potentially large amounts of data, such as images and page descriptions.

This opaque type is not derived from `CType` and therefore there are no functions for retaining and releasing it.

## Functions

### CGPDFStreamCopyData

Returns the data associated with a PDF stream.

```
CFDataRef CGPDFStreamCopyData (
    CGPDFStreamRef stream,
    CGPDFDataFormat *format
);
```

#### Parameters

*stream*

A PDF stream.

*format*

On return, contains a constant that specifies the format of the data returned—[CGPDFDataFormatRaw](#) (page 7), [CGPDFDataFormatJPEGEncoded](#) (page 7), or [CGPDFDataFormatJPEG2000](#) (page 7).

#### Return Value

A `CFData` object that contains a copy of the stream data. You are responsible for releasing this object.

#### Availability

Available in Mac OS X version 10.3 and later.

**Declared In**

CGPDFStream.h

**CGPDFStreamGetDictionary**

Returns the dictionary associated with a PDF stream.

```
CGPDFDictionaryRef CGPDFStreamGetDictionary (
    CGPDFStreamRef stream
);
```

**Parameters***stream*

A PDF stream.

**Return Value**

The PDF dictionary for the specified stream.

**Availability**

Available in Mac OS X version 10.3 and later.

**Declared In**

CGPDFStream.h

## Data Types

**CGPDFStream**

An opaque type that represents a PDF stream.

```
typedef struct CGPDFStream *CGPDFStreamRef;
```

**Availability**

Available in Mac OS X v10.3 and later.

**Declared In**

CGPDFStream.h

## Constants

**CGPDFDataFormat**

The encoding format of PDF data.

```
enum CGPDFDataFormat {
    CGPDFDataFormatRaw,
    CGPDFDataFormatJPEGEncoded,
    CGPDFDataFormatJPEG2000
};
typedef enum CGPDFDataFormat CGPDFDataFormat;
```

### Constants

CGPDFDataFormatRaw

**The data stream is not encoded.**

Available in Mac OS X v10.3 and later.

Declared in CGPDFStream.h.

CGPDFDataFormatJPEGEncoded

**The data stream is encoded in JPEG format.**

Available in Mac OS X v10.3 and later.

Declared in CGPDFStream.h.

CGPDFDataFormatJPEG2000

**The data stream is encoded in JPEG-2000 format.**

Available in Mac OS X v10.4 and later.

Declared in CGPDFStream.h.

### Availability

Available in Mac OS X version 10.3 and later.

### Declared In

CGPDFStream.h



# Document Revision History

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This table describes the changes to *CGPDFStream Reference*.

Date	Notes
2008-10-15	Added a note about not retaining and releasing this object.
2006-12-22	Made minor editorial changes.
2006-05-23	Updated "Derived From" information.
2006-04-04	Updated the Introduction.
2005-04-29	Revised introduction.
2004-02-26	First version of this document. An earlier version of this information appeared in <i>Quartz 2D Reference</i> .

## REVISION HISTORY

### Document Revision History

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CGPDFDataFormatJPEGEncoded **constant** [7](#)

CGPDFDataFormatRaw **constant** [7](#)

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CGPDFStreamCopyData **function** [5](#)

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