

---

# NSEPSImageRep

<b>Inherits From:</b>	NSImageRep : NSObject
<b>Conforms To:</b>	NSCoding (from NSImageRep) NSCopying (from NSImageRep) NSObject (from NSObject)
<b>Declared In:</b>	AppKit/NSEPSImageRep.h

## Class Description

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

Like most other kinds of NSImageReps, an NSEPSImageRep is generally used indirectly, through an NSImage object. An NSImage must be able to choose between various representations of a given image. It also needs to provide an off-screen cache of the appropriate depth for any image it uses. It determines this information by querying its NSImageReps.

Thus to work with an NSImage, an NSEPSImageRep must be able to provide some information about its image. The size of the object is set from the bounding box specified in the EPS header comments. Use these methods, inherited from the NSImageRep class, to set the other attributes of the NSEPSImageRep:

```
setColorSpaceName:  
setAlpha:  
setPixelsHigh:  
setPixelsWide:  
setBitsPerSample:
```

Note that if these attributes aren't set, and an NSEPSImageRep is used in an NSImage with other representations, NSImage won't be able to select between them. In actual practice, this usually isn't a problem.

## Method Types

Creating an NSEPSImageRep	+ imageRepWithData: – initWithData:
Getting image data	– boundingBox – EPSRepresentation
Drawing the image	– prepareGState

## Class Methods

### **imageRepWithData:**

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

Creates a new NSEPSImageRep instance and then invokes **initWithData:** to initialize it with the contents of *epsData*. If the new object can't be initialized for any reason (for example, *epsData* doesn't contain EPS code), this method frees the receiver and returns **nil**. Otherwise, it returns **self**.

The size of the object is set from the bounding box specified in the EPS header comments.

## Instance Methods

### **EPSRepresentation**

– (NSData \*)**EPSRepresentation**

Returns the EPS representation of the image.

### **boundingBox**

– (NSRect)**boundingBox**

Returns the rectangle that bounds the image. The rectangle is obtained from the “%%BoundingBox:” comment in the EPS header when the NSEPSImageRep is initialized.

**See also:** + **imageRepWithData:**, – **initWithData:**

### **initWithData:**

– (id)**initWithData:**(NSData \*)*epsData*

Initializes the receiver, a newly allocated NSEPSImageRep object, with the contents of *epsData*. If the new object can't be initialized for any reason (for example, *epsData* doesn't contain EPS code), this method frees the receiver and returns **nil**. Otherwise, it returns **self**.

The size of the object is set from the bounding box specified in the EPS header comments.

---

## **prepareGState**

– (void)**prepareGState**

Implemented by subclasses to initialize the graphics state before the image is drawn. NSEPSImageRep's **draw** method sends a **prepareGState** message just before rendering the EPS code. The default implementation of **prepareGState** does nothing.