

Release 1.0 (Developed under NeXTStep 3.0 Pre-release 2) Copyright 1992 by Georges CHAN.

## GifDecode

INHERITS FROM     Object

DECLARED IN       GifDecode.h

### CLASS DESCRIPTION

GifDecode is an abstract class for reading a GIF<sup>2</sup> (version 87a or 89a) file. By incorporating the GifDecode class to an application, it will enable such application to read a GIF<sup>2</sup> file without requiring any prior conversion of the input GIF<sup>2</sup> file. The image(s) decoded

from the GIF<sup>2</sup> file are stored into either an array of NXBitmapImageRep or an array of NXImage.

## METHOD TYPES

Initializing a new GifDecode instance  
- `initWithFile:`

## INSTANCE METHODS

### **initWithFile:**

- **initWithFile:**(const char \*)*filename*  
    **bitList:** (id \*) *mapList*  
        **maxiNo:** (int) *maxi*  
    **noOfFrame:** (int \*) *noImage*  
        **winSize:** (NXSize \*) *screenSize*

**useOrCoord:** (*int*) *useOr*

Initializes the receiver, an array of `NXBitmapImageRep` (i.e. *mapList*) of size *maxi*, with the image specified in *filename*, which can be a full or relative pathname. The file should be a GIF<sup>2</sup> file of version 87a or 89a. The total number of images decoded from the GIF<sup>2</sup> is stored in *noImage*. If *maxi* is set to 1, then only the first image of a multiple images GIF<sup>2</sup> file is fetched otherwise the decoder will fetch up to *maxi* numbers of image from a GIF<sup>2</sup> file (if exist). The size of each `NXBitmapImageRep` is set as the same as the one found in the GIF<sup>2</sup> file. The size of the screen, as found in the GIF<sup>2</sup> file, is returned through *screenSize*.

By setting *useOr* to YES (or 1), the decoder will use the starting point (i.e. upper left corner) of the image as it is described in the GIF<sup>2</sup> file. On the other hand, if *useOr* is set to NO (or 0) then the starting point of the image will be forced to be at the upper left corner of the window.

After finishing the initialization, this method returns **self**. However, if the new

instance can't be initialized or an error occurred during the decoding process, and **nil** is returned.

- **initFromFile:**(const char \*)*filename*  
    **imageList:** (id \*) *imList*  
        **maxiNo:** (int) *maxi*  
        **noOfFrame:** (int \*) *noImage*  
        **winSize:** (NXSize \*) *screenSize*  
        **useOrCoord:** (int) *useOr*

Does the same thing as the previous **initFromFile** method except that the receiver is an array of NXImage (i.e. *imList*) and of size *maxi*.

**Note:** For GIF<sup>2</sup> file of version 89a, only the images are processed, i.e. all extension blocks are skipped.

<sup>2</sup>GIF is the copyright property of CompuServe Inc.,  
GIF (sm) is a service mark property of CompuServe Inc.