

Replacing Photoshop with NSString

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<http://cocoamine.net>

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Replacing Photoshop?



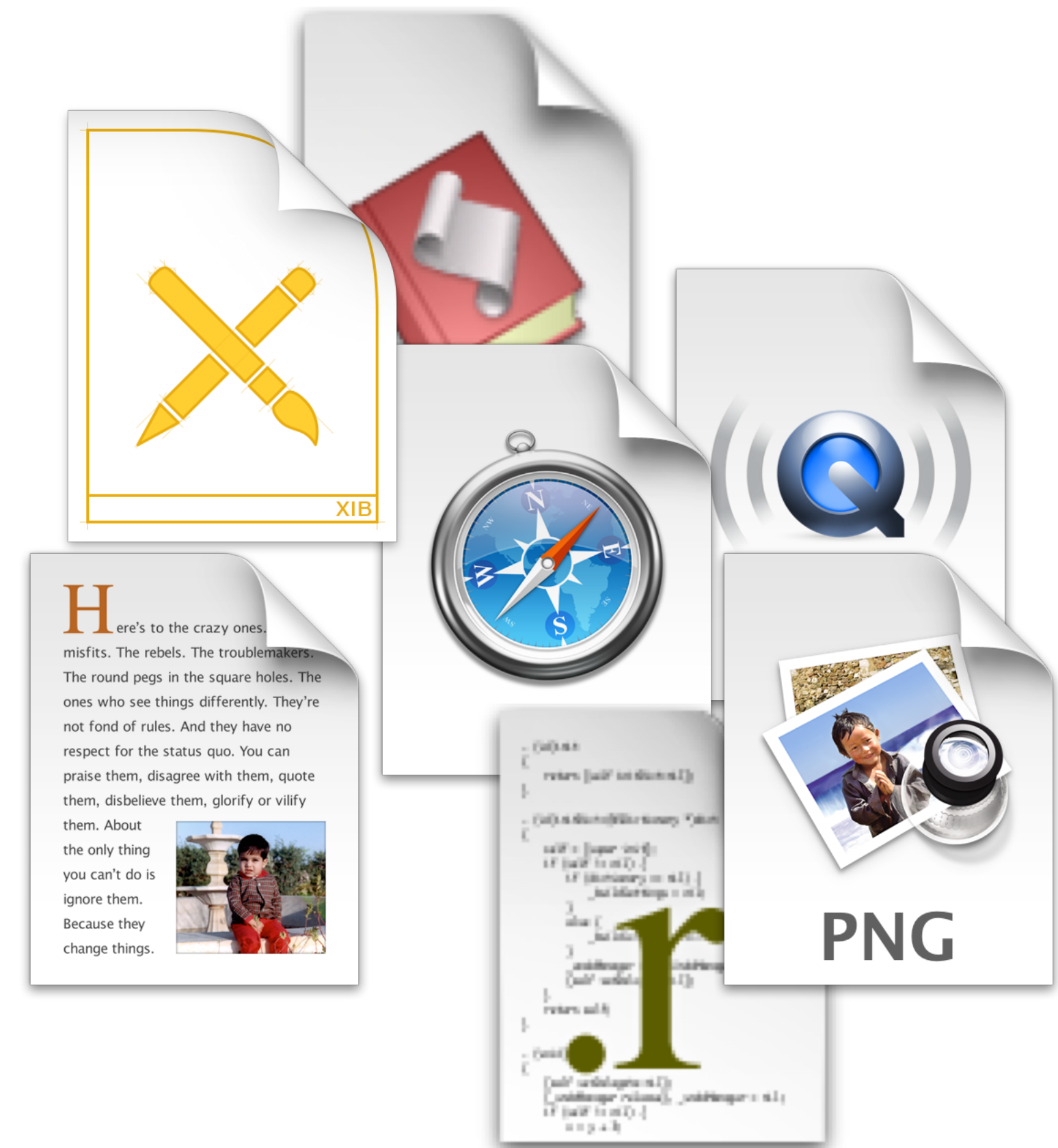
Replacing Acorn?!



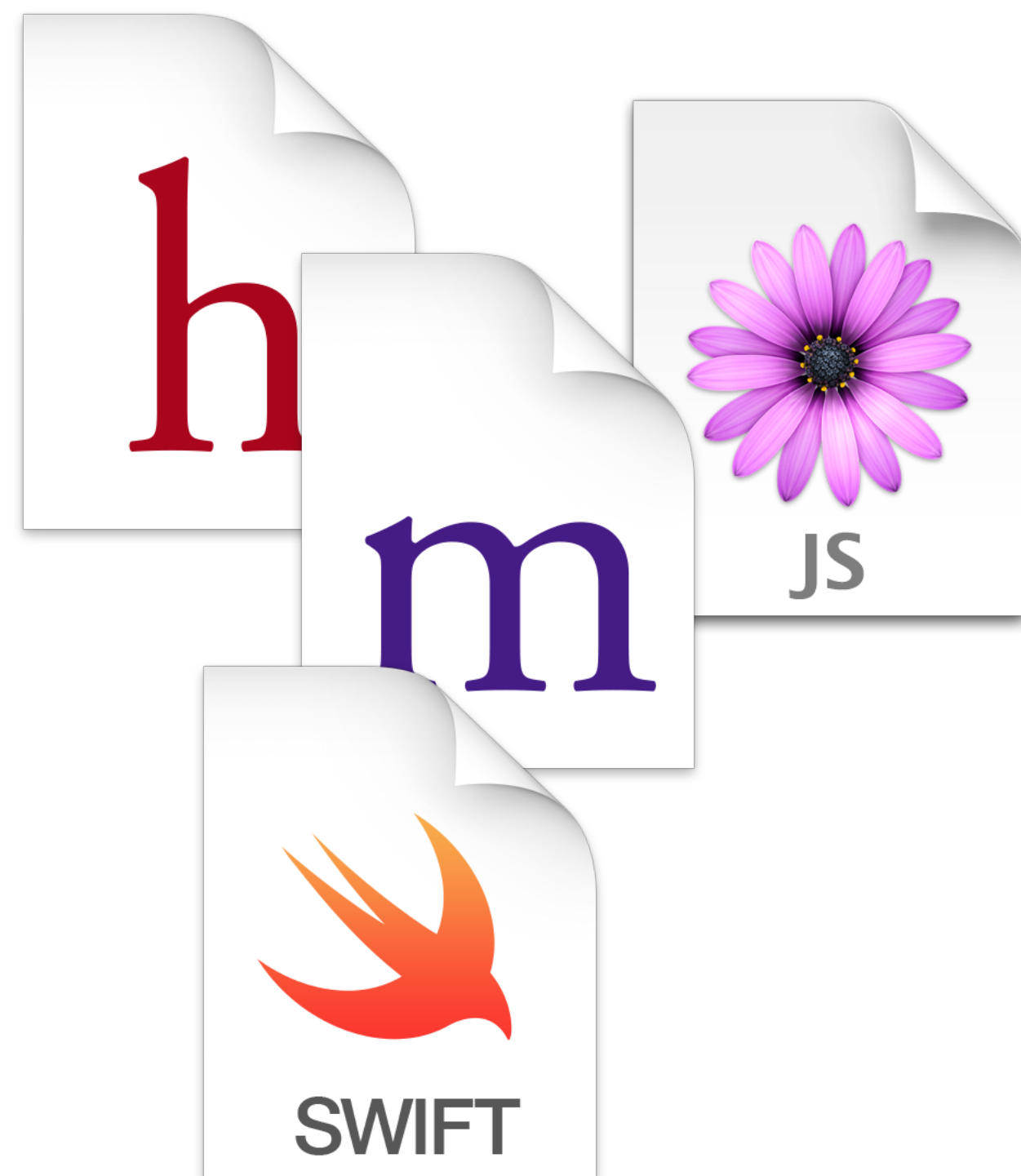
Replacing Marcello with NSString



Code and assets



Code and images



Managing images

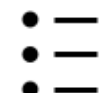


Managing images

@1x



@2x



@3x



Managing images

@1x



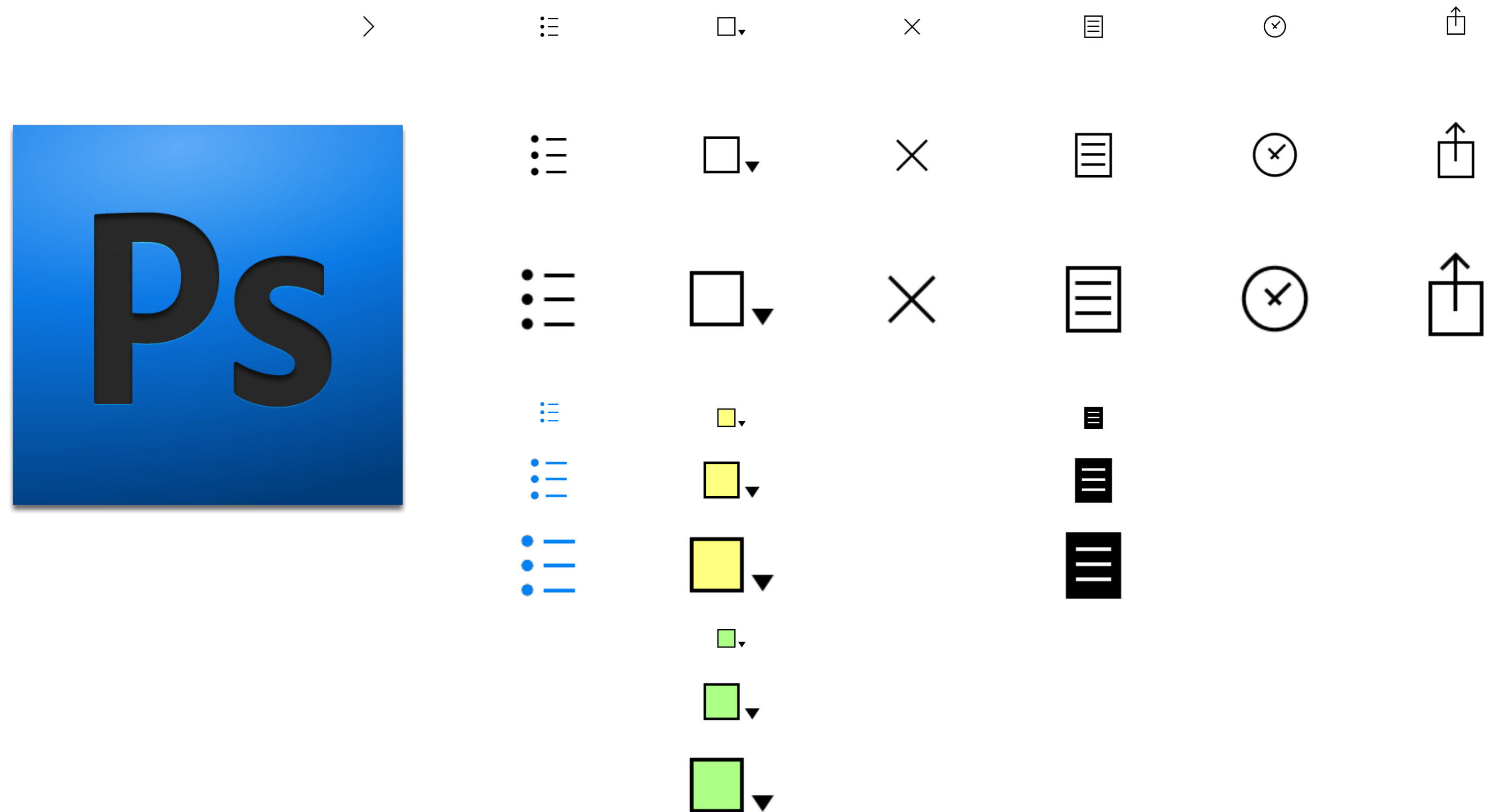
@2x



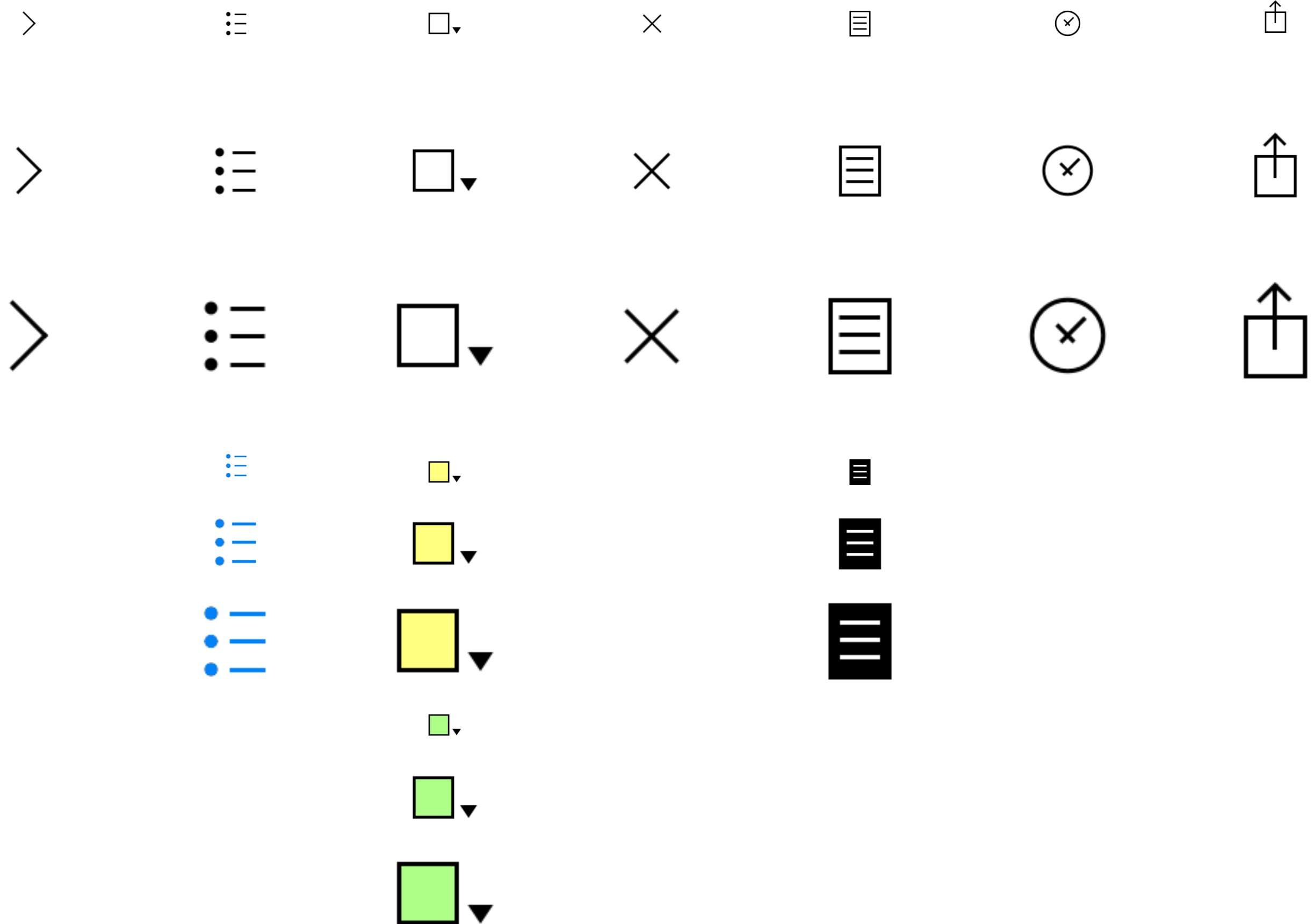
@3x



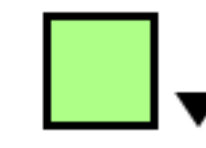
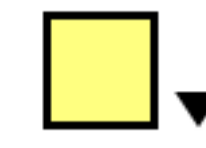
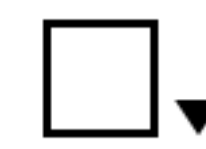
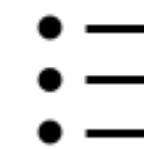
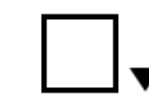
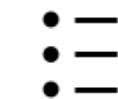
Managing images



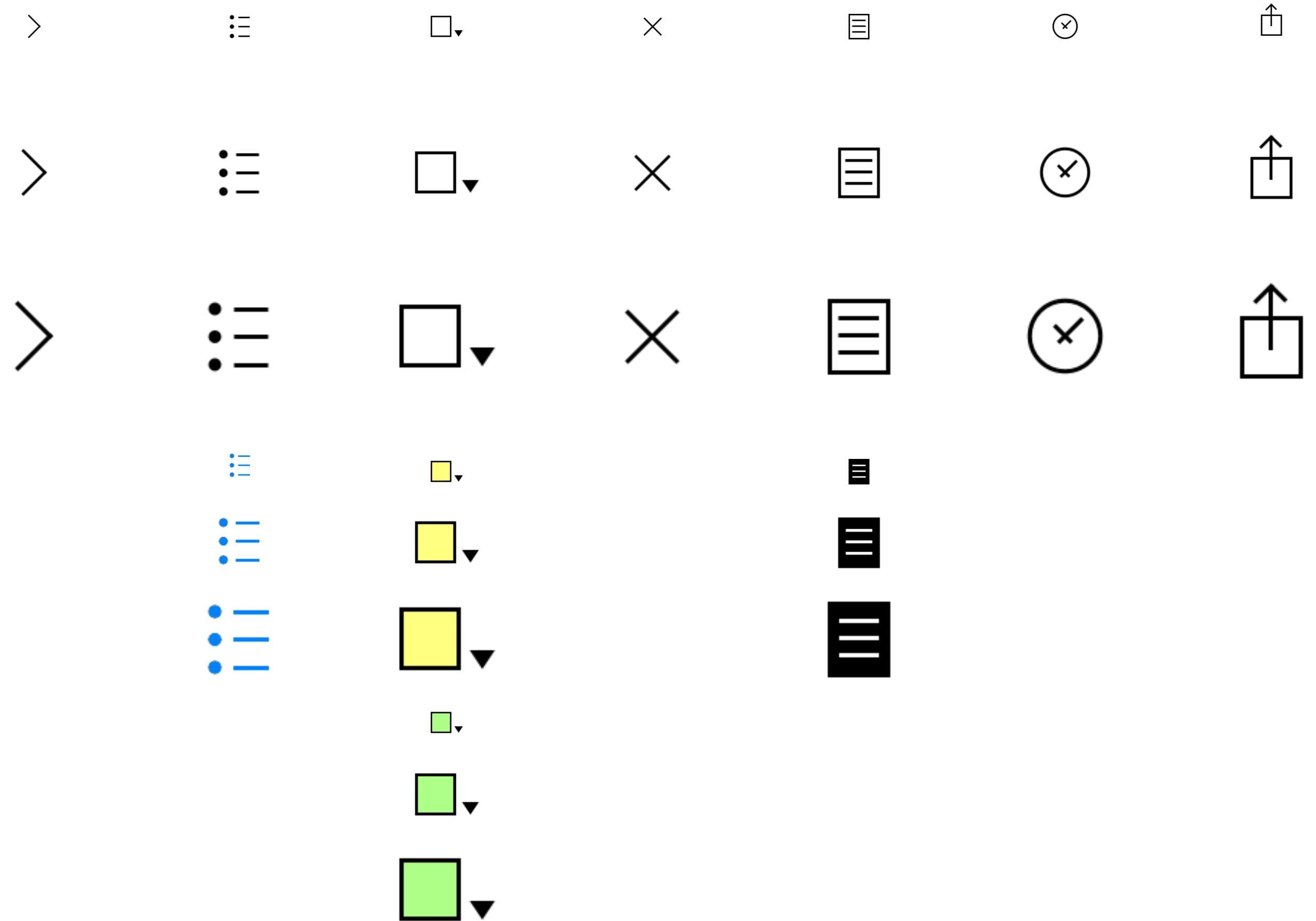
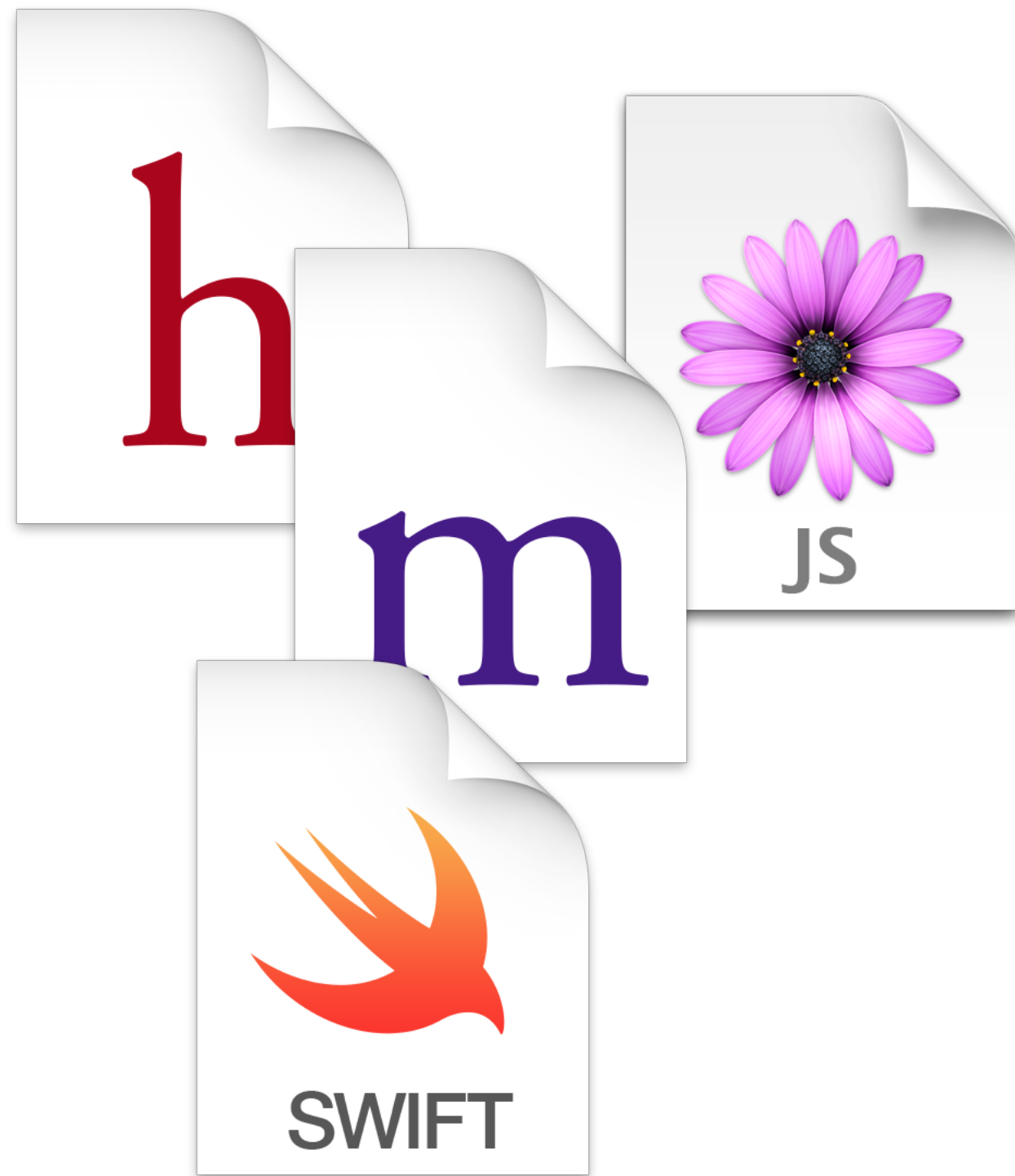
Managing images



Managing images



Draw images in code!

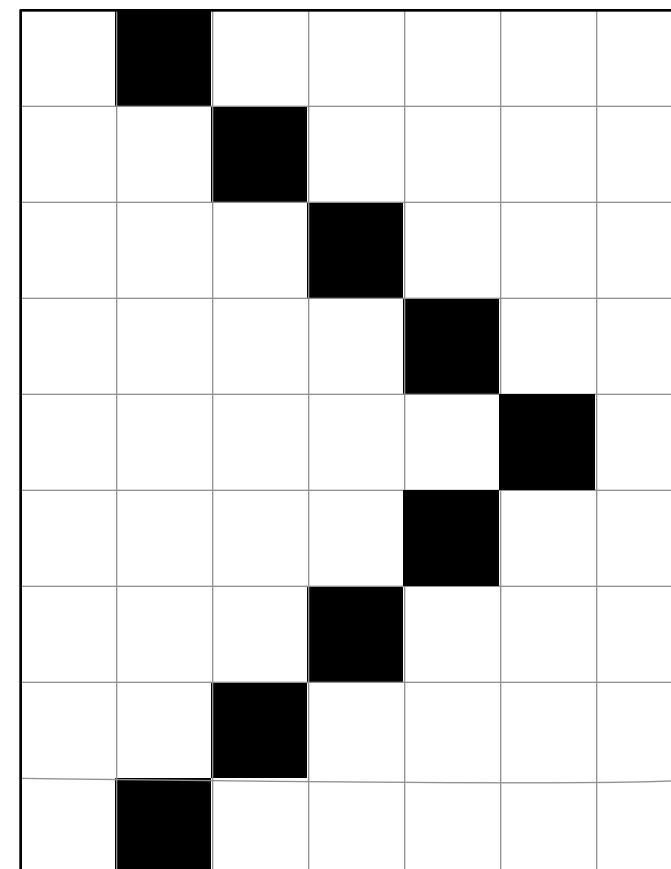


Draw an image in code

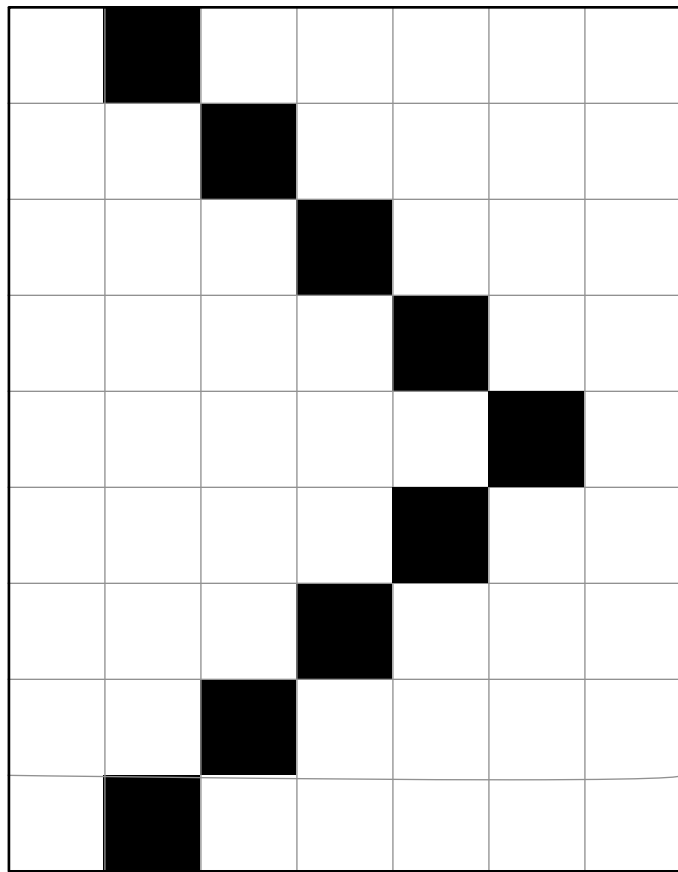
Draw an image in code

>

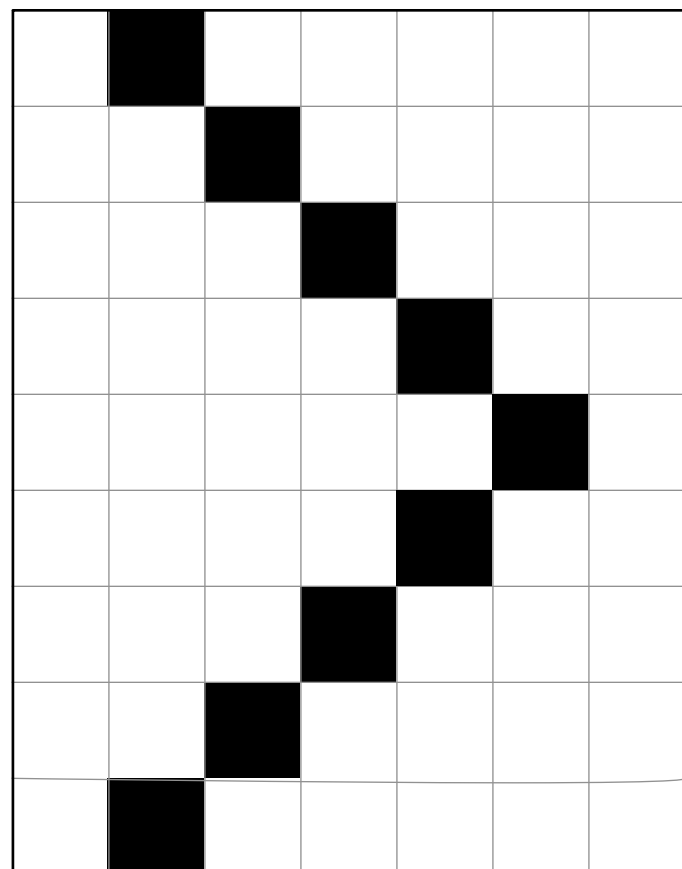
Draw an image in code



Draw an image in code



Draw an image in code

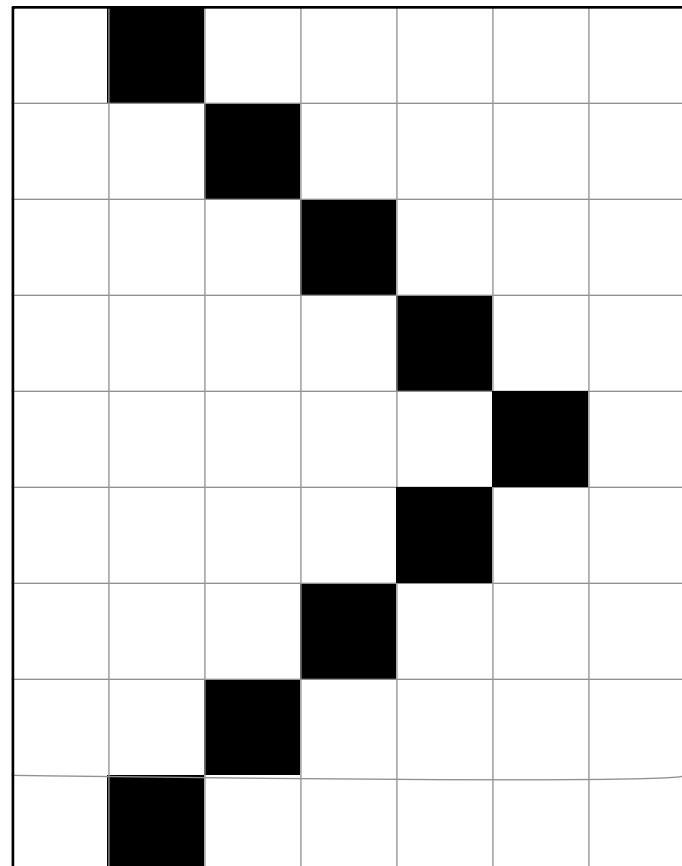


```
// A
//  #
//   #
//    #
//     #
//      #
//       #
// C
```

```
CGFloat rightMargin = 12.0;
CGFloat chevronHeight = 9.0; // then chevronWidth = chevronHeight/2
CGFloat lineWidth = 2.0;
CGRect bounds = [self bounds];
CGPoint middle = CGPointMake(NSMaxX(bounds)-rightMargin-lineWidth/2.0, (NSMinY(bounds)+NSMaxY(bounds))/2.0);
CGPoint top = middle;
top.x -= chevronHeight/2.0;
top.y += chevronHeight/2.0;
CGPoint bottom = top;
bottom.y -= chevronHeight;

// draw the chevron in grey
NSBezierPath *chevronPath = [NSBezierPath bezierPath];
[chevronPath setLineWidth:lineWidth];
[chevronPath setLineJoinStyle:NSMiterLineJoinStyle];
[chevronPath setLineCapStyle:NSButtLineCapStyle];
[chevronPath moveToPoint:top];
[chevronPath lineToPoint:middle];
[chevronPath lineToPoint:bottom];
NSColor *chevronColor = [NSColor colorWithCalibratedWhite:0.4 alpha:1.0];
[chevronColor set];
[chevronPath stroke];
```

Draw an image in code

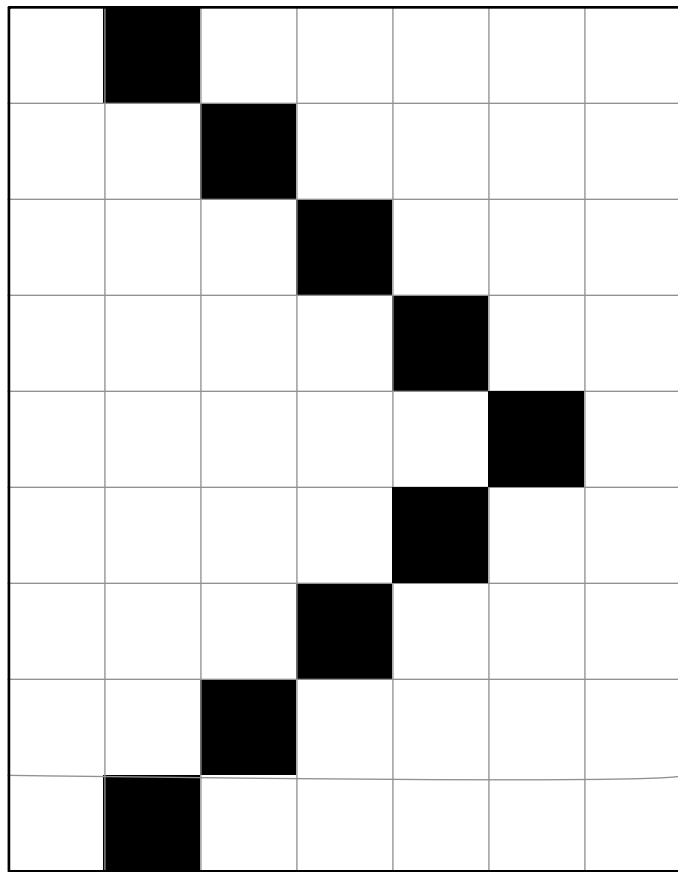


```
// A
//  #
//   #
//    #
//     #
//      #
//       #
//        #
//         #
//          #
// C

CGFloat rightMargin = 12.0;
CGFloat chevronHeight = 9.0; // then chevronWidth = chevronHeight/2
CGFloat lineWidth = 2.0;
CGRect bounds = [self bounds];
CGPoint middle = CGPointMake(NSMaxX(bounds)-rightMargin-lineWidth/2.0, (NSMinY(bounds)+NSMaxY(bounds))/2.0);
CGPoint top = middle;
top.x -= chevronHeight/2.0;
top.y += chevronHeight/2.0;
CGPoint bottom = top;
bottom.y -= chevronHeight;

// draw the chevron in grey
NSBezierPath *chevronPath = [NSBezierPath bezierPath];
[chevronPath setLineWidth:lineWidth];
[chevronPath setLineJoinStyle:NSMiterLineJoinStyle];
[chevronPath setLineCapStyle:NSButtLineCapStyle];
[chevronPath moveToPoint:top];
[chevronPath lineToPoint:middle];
[chevronPath lineToPoint:bottom];
NSColor *chevronColor = [NSColor colorWithCalibratedWhite:0.4 alpha:1.0];
[chevronColor set];
[chevronPath stroke];
```

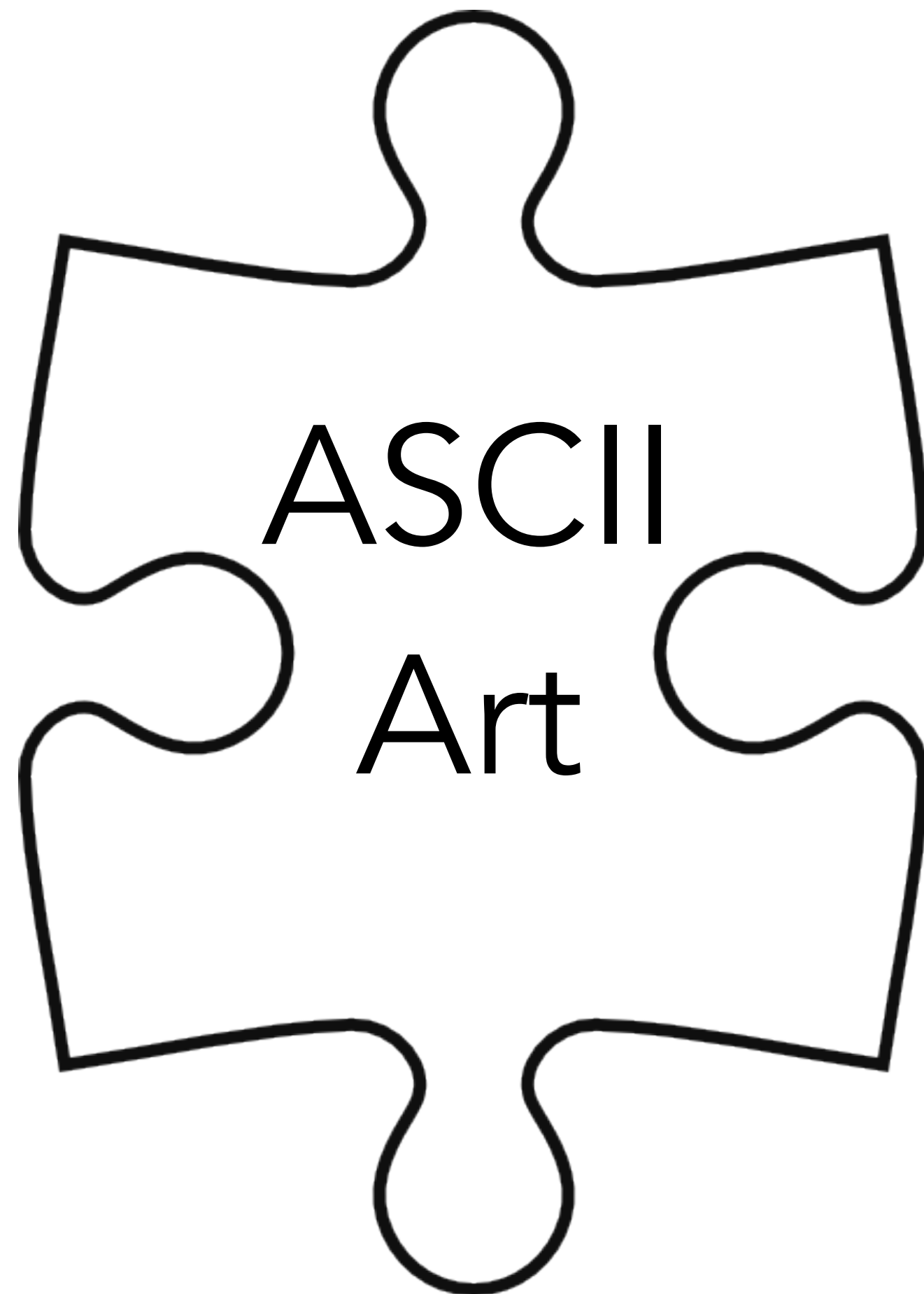
Draw an image in code



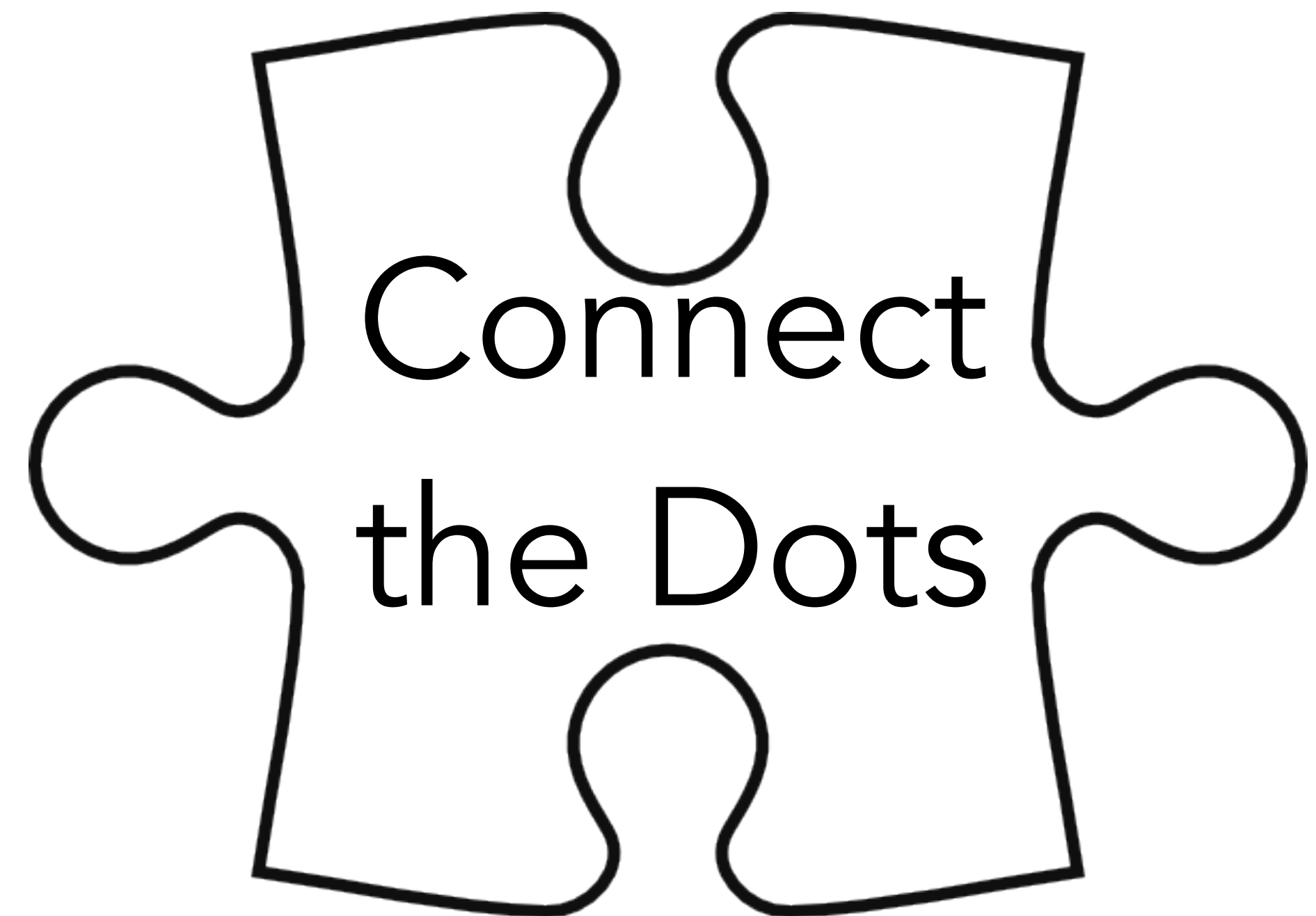
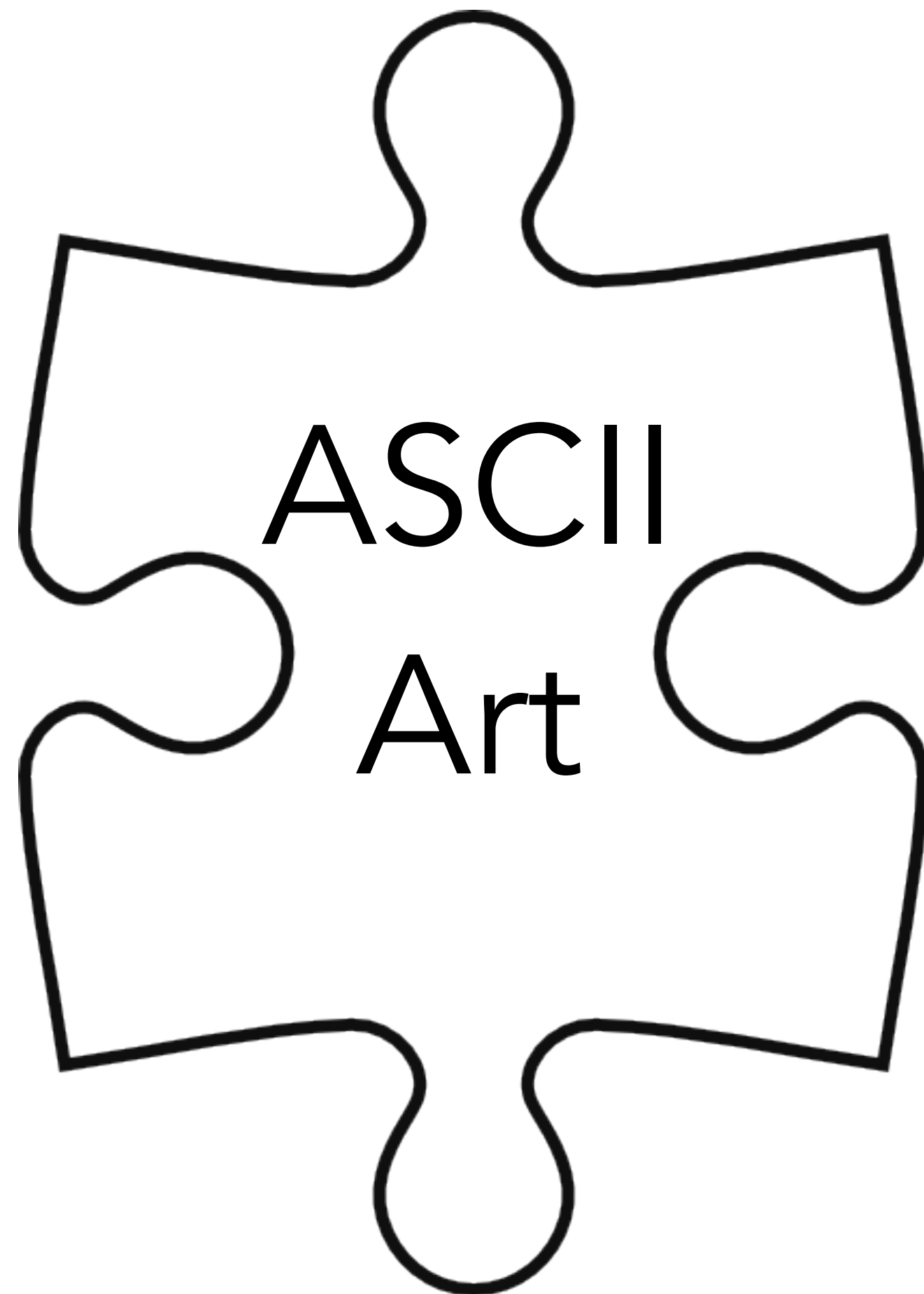
```
// A  
//  #  
//   #  
//    #  
//     #  
//      #  
//       #  
//        #  
// C
```


*Bringing together 2
revolutionary technologies*

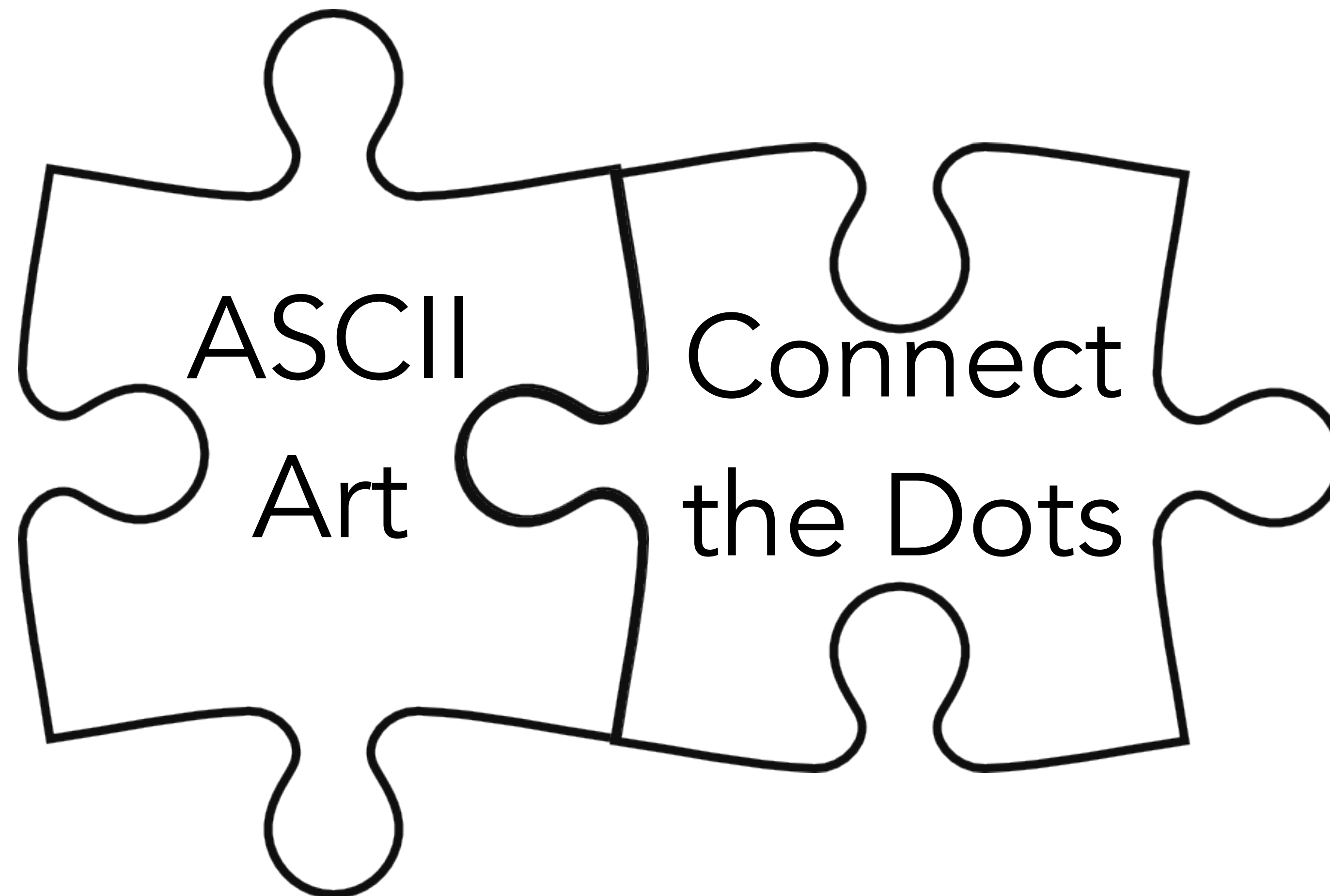
*Bringing together 2
revolutionary technologies*



*Bringing together 2
revolutionary technologies*



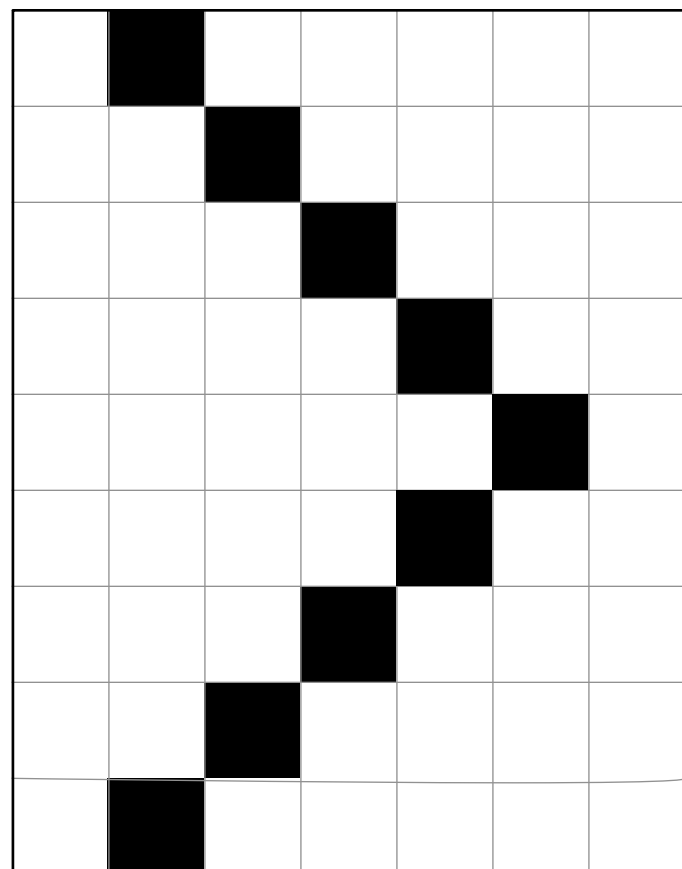
*Bringing together 2
revolutionary technologies*



*Bringing together 2
revolutionary technologies*

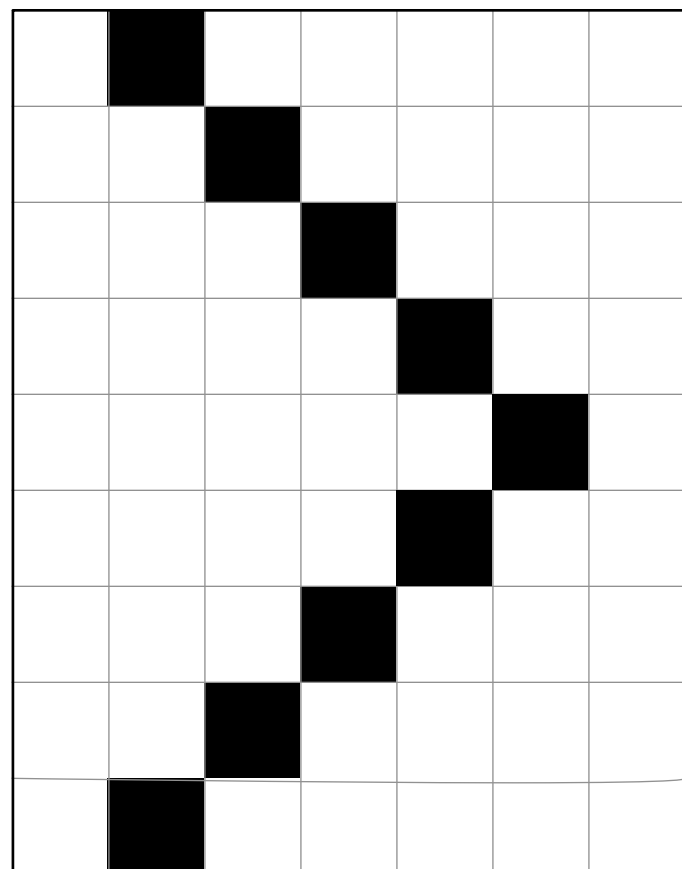
ASCIImage

Draw an image in code



```
NSArray *asciiRep =  
@[  
    @" . 1 . . . . .",  
    @" . . # . . . .",  
    @" . . . # . . .",  
    @" . . . . # . .",  
    @" . . . . . 2 .",  
    @" . . . . # . .",  
    @" . . . # . . .",  
    @" . . # . . . .",  
    @" . 3 . . . . .",  
];
```

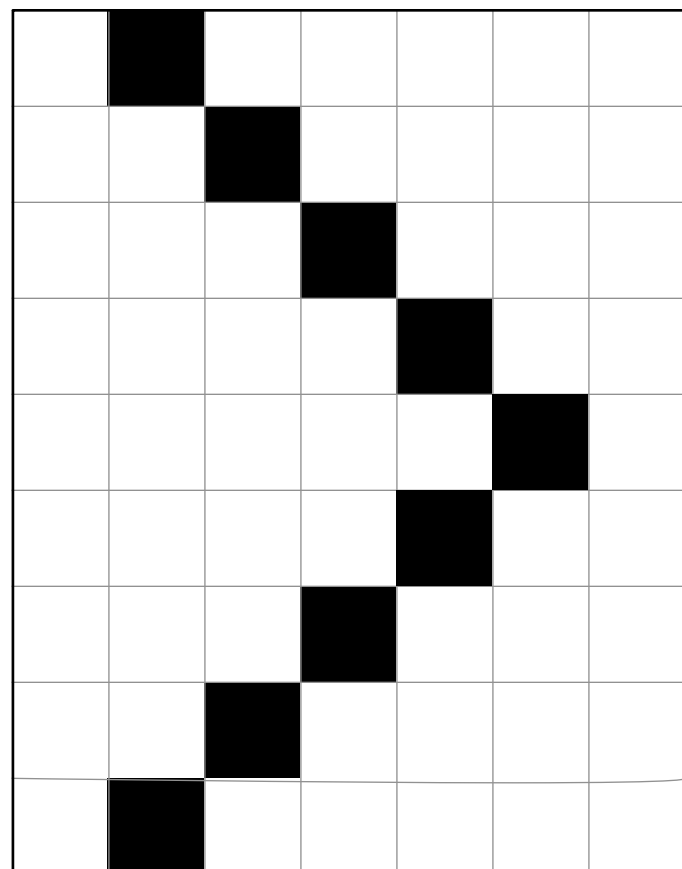
Draw an image in code



```
NSArray *asciiRep =
@[
    @" . 1 . . . . . ",
    @" . . # . . . . ",
    @" . . . # . . . . ",
    @" . . . . # . . . . ",
    @" . . . . . 2 . . ",
    @" . . . . # . . . . ",
    @" . . . # . . . . ",
    @" . . # . . . . . ",
    @" . 3 . . . . . ",
];

return [UIImage imageWithASCIIRepresentation:asciiRep
                contextHandler:^(NSMutableDictionary *context)
                {
                    context[ASCIIContextLineWidth] = @(1.0);
                    context[ASCIIContextStrokeColor] = [NSColor blackColor];
                }];
```

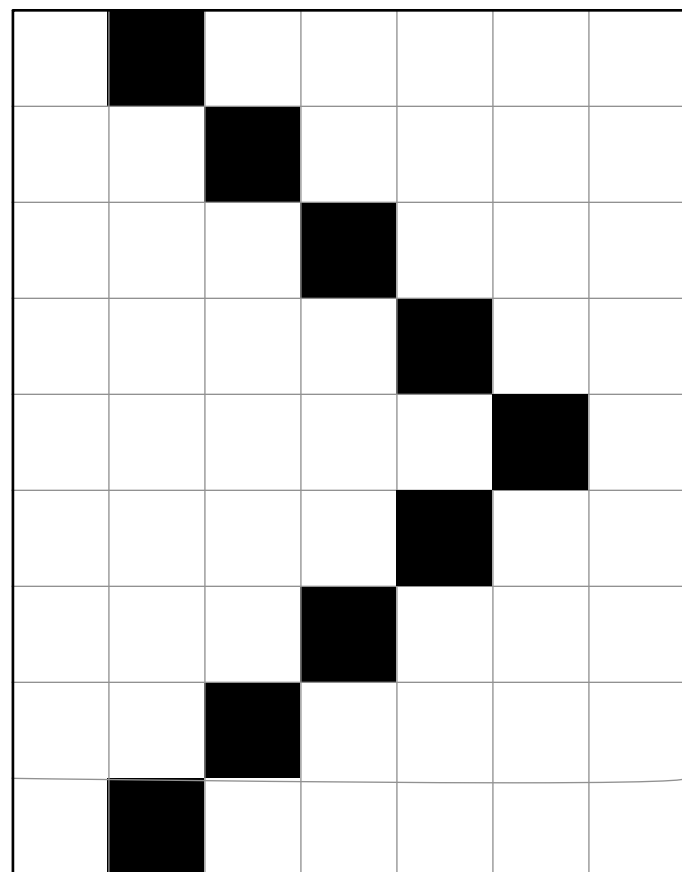

Draw an image in code



> > >
1x 2x 3x

```
NSArray *asciiRep =  
@[  
    @" . 1 . . . . .",  
    @" . . # . . . .",  
    @" . . . # . . .",  
    @" . . . . # . .",  
    @" . . . . . 2 .",  
    @" . . . . # . .",  
    @" . . . # . . .",  
    @" . . # . . . .",  
    @" . 3 . . . . .",  
];  
  
return [UIImage imageWithASCIIRepresentation:asciiRep  
           contextHandler:^(NSMutableDictionary *context)  
           {  
               context[ASCIIContextLineWidth] = @(1.0);  
               context[ASCIIContextStrokeColor] = [NSColor blackColor];  
           }];
```

Draw an image in code



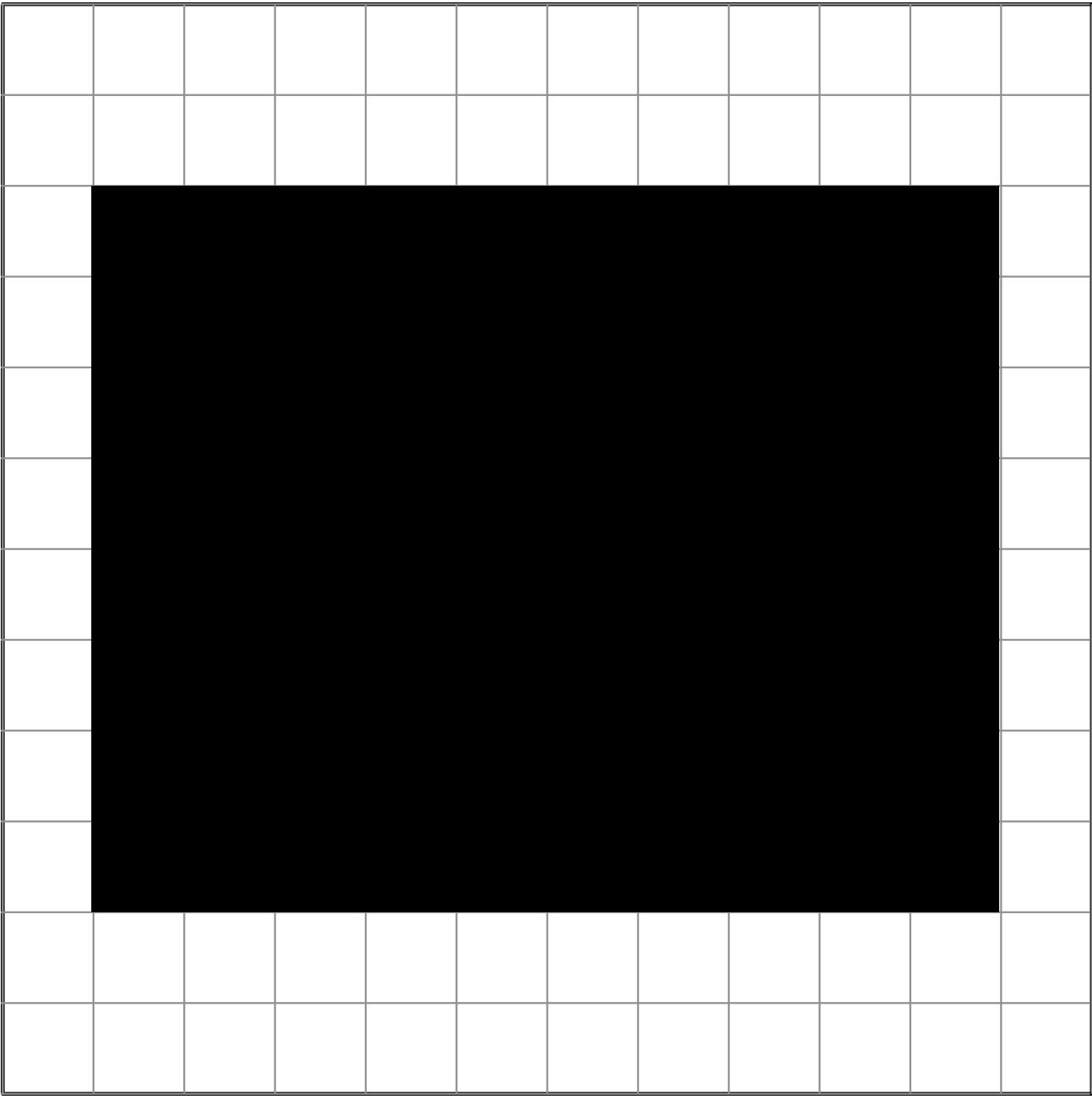
> > >
1x 2x 3x

```
NSArray *asciiRep =  
@[  
    @" . 1 . . . . .",  
    @" . . # . . . .",  
    @" . . . # . . .",  
    @" . . . . # . .",  
    @" . . . . . 2 .",  
    @" . . . . # . .",  
    @" . . . # . . .",  
    @" . . # . . . .",  
    @" . 3 . . . . .",  
];  
  
return [UIImage imageWithASCIIRepresentation:asciiRep  
            contextHandler:^(NSMutableDictionary *context)  
            {  
                context[ASCIIContextLineWidth] = @(1.0);  
                context[ASCIIContextStrokeColor] = [NSColor blackColor];  
            }];
```

UIImage

Quiz

@"	.	.	.	.	.	.	.	.	.	.	.	.	"	,
@"	.	.	.	.	.	.	.	.	.	.	.	.	"	,
@"	.	1	#	#	#	#	#	#	#	2	.	.	"	,
@"	.	#	.	.	.	.	.	.	.	#	.	.	"	,
@"	.	#	.	.	.	.	.	.	.	#	.	.	"	,
@"	.	#	.	.	.	.	.	.	.	#	.	.	"	,
@"	.	#	.	.	.	.	.	.	.	#	.	.	"	,
@"	.	#	.	.	.	.	.	.	.	#	.	.	"	,
@"	.	4	#	#	#	#	#	#	#	3	.	.	"	,
@"	.	.	.	.	.	.	.	.	.	.	.	.	"	,
@"	.	.	.	.	.	.	.	.	.	.	.	.	"	,



Quiz

[illegible]

Quiz

[illegible]

Quiz

[illegible]

Quiz

[illegible]

Quiz

@"	.	.	.	.	.	.	.	.	.	.	.	.	"	,
@"	.	.	.	.	.	.	2	.	.	.	.	1	"	,
@"	.	.	.	.	.	.	.	#	.	.	.	#	"	,
@"	.	.	.	.	.	.	.	.	#	.	.	#	"	,
@"	.	.	.	.	.	.	.	.	.	#	.	3	"	,
@"	4	#	#	#	#	#	#	#	#	#	#	4	"	,
@"	.	.	.	.	.	.	.	.	.	#	.	2	"	,
@"	.	.	.	.	.	.	.	.	#	.	.	#	"	,
@"	.	.	.	.	.	.	.	#	.	.	.	#	"	,
@"	.	.	.	.	.	.	3	.	.	.	.	1	"	,
@"	.	.	.	.	.	.	.	.	.	.	.	.	"	,
@"	.	.	.	.	.	.	.	.	.	.	.	.	"	,

→ 1x

→ 2x

→ 3x

Quiz

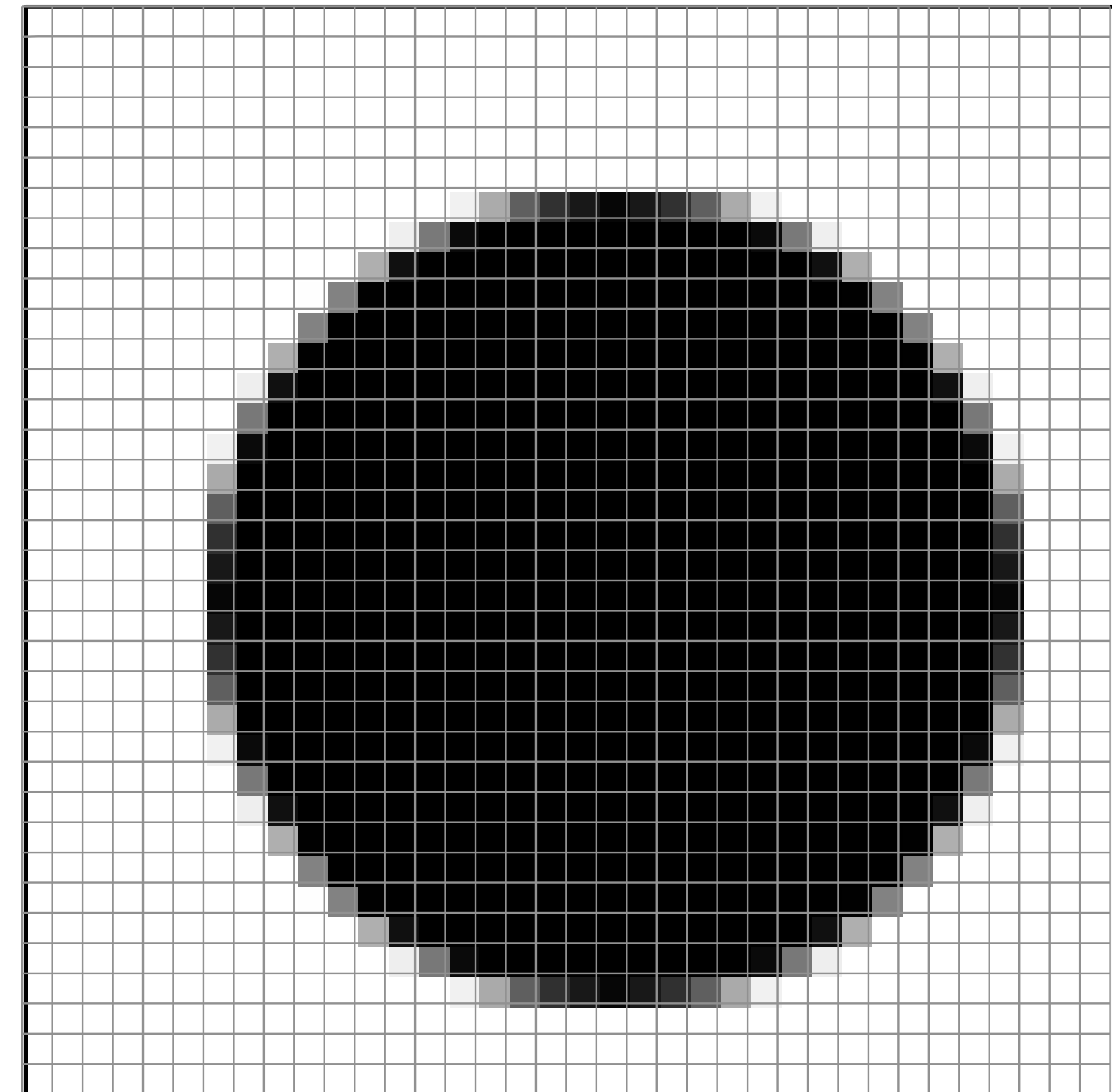
[illegible]

Quiz

[illegible]

Quiz

@"	.	.	.	.	.	.	.	.	.	.	.	.	"	,
@"	.	.	.	.	.	.	.	.	.	.	.	.	"	,
@"	.	.	.	.	.	1	.	.	.	.	.	.	"	,
@"	.	.	.	.	.	.	.	.	.	.	.	.	"	,
@"	.	.	.	.	.	.	.	.	.	.	.	.	"	,
@"	.	.	.	.	.	.	.	.	.	.	.	.	"	,
@"	.	.	1	.	.	.	.	.	.	1	.	.	"	,
@"	.	.	.	.	.	.	.	.	.	.	.	.	"	,
@"	.	.	.	.	.	.	.	.	.	.	.	.	"	,
@"	.	.	.	.	.	.	.	.	.	.	.	.	"	,
@"	.	.	.	.	.	1	.	.	.	.	.	.	"	,
@"	.	.	.	.	.	.	.	.	.	.	.	.	"	,



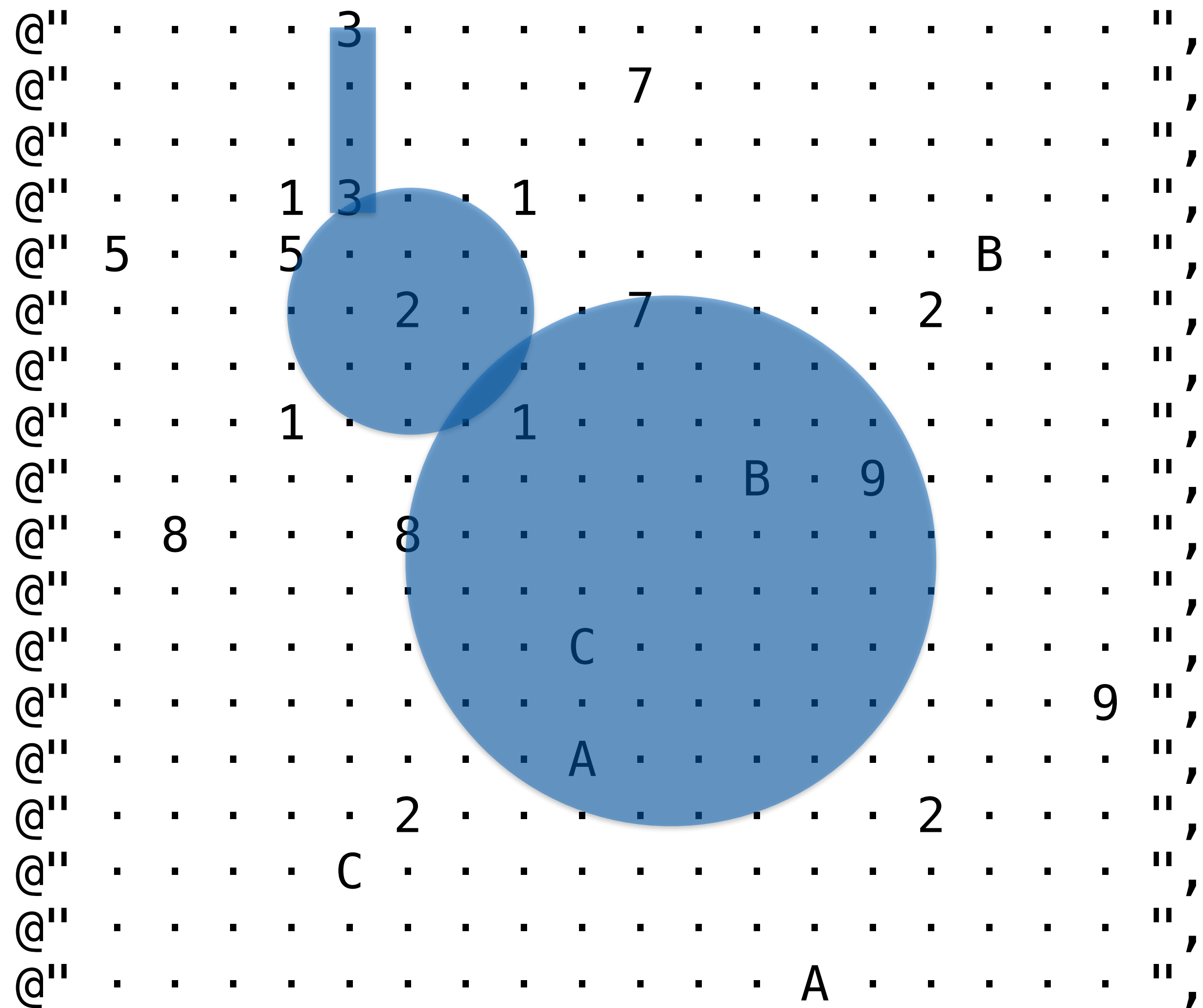
Quiz

0	.	.	.	.	3	.	.	.	.	.	.	.	.	.	.	.	.	.	.	"
0	.	.	.	.	.	.	.	.	.	7	.	.	.	.	.	.	.	.	.	"
0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	"
0	.	.	.	1	3	.	.	1	.	.	.	.	.	.	.	.	.	.	.	"
0	5	.	.	5	.	.	.	.	.	.	.	.	.	.	.	B	.	.	.	"
0	.	.	.	.	.	2	.	.	.	7	.	.	.	.	2	.	.	.	.	"
0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	"
0	.	.	.	1	.	.	.	1	.	.	.	.	.	.	.	.	.	.	.	"
0	.	.	.	.	.	.	.	.	.	.	.	B	.	9	.	.	.	.	.	"
0	.	8	.	.	.	8	.	.	.	.	.	.	.	.	.	.	.	.	.	"
0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	"
0	.	.	.	.	.	.	.	.	C	.	.	.	.	.	.	.	.	.	.	"
0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	9	"
0	.	.	.	.	.	.	.	.	A	.	.	.	.	.	.	.	.	.	.	"
0	.	.	.	.	.	2	.	.	.	.	.	.	.	.	2	.	.	.	.	"
0	.	.	.	.	C	.	.	.	.	.	.	.	.	.	.	.	.	.	.	"
0	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	.	"
0	.	.	.	.	.	.	.	.	.	.	.	A	.	.	.	.	.	.	.	"

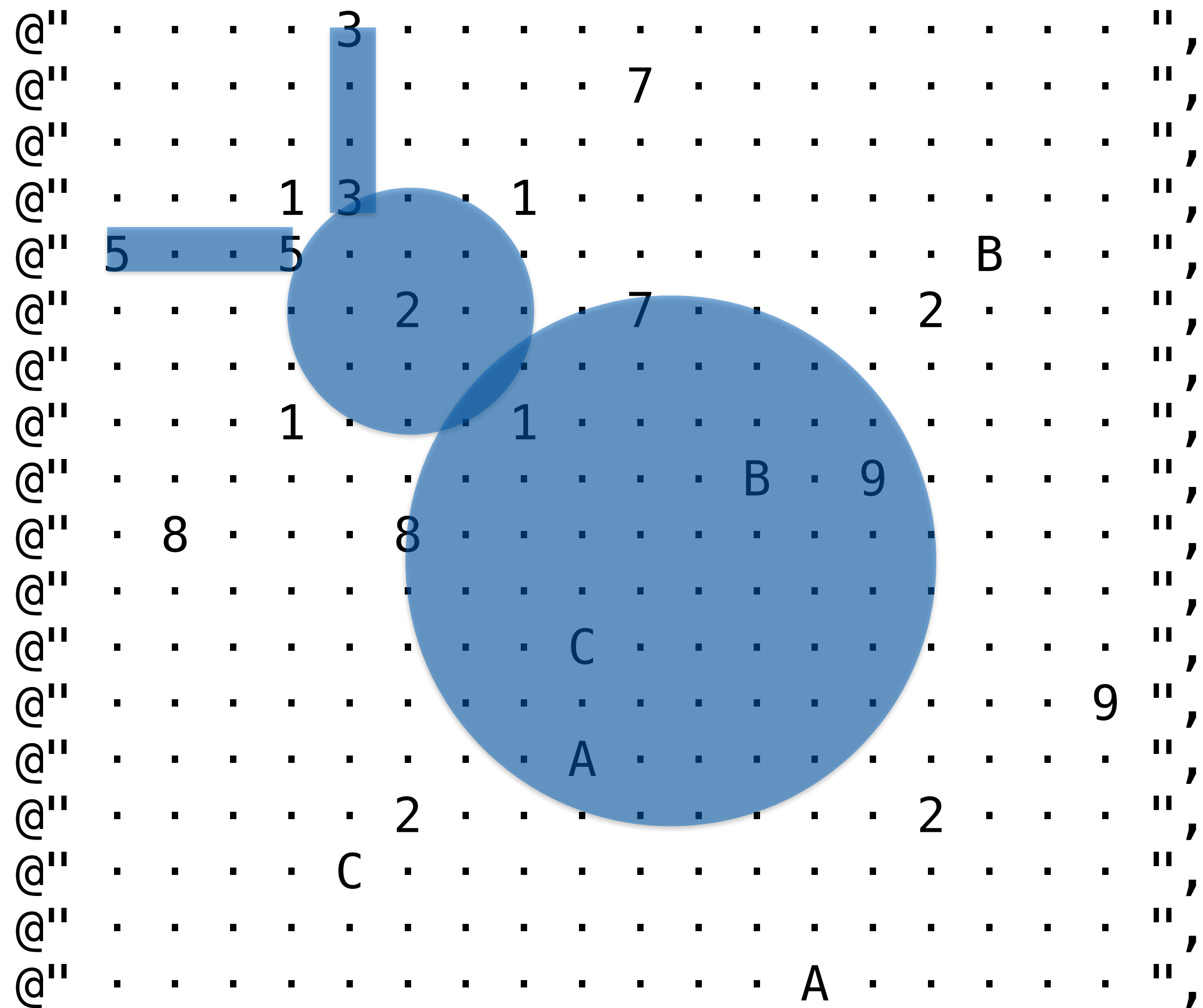
Quiz

Quiz

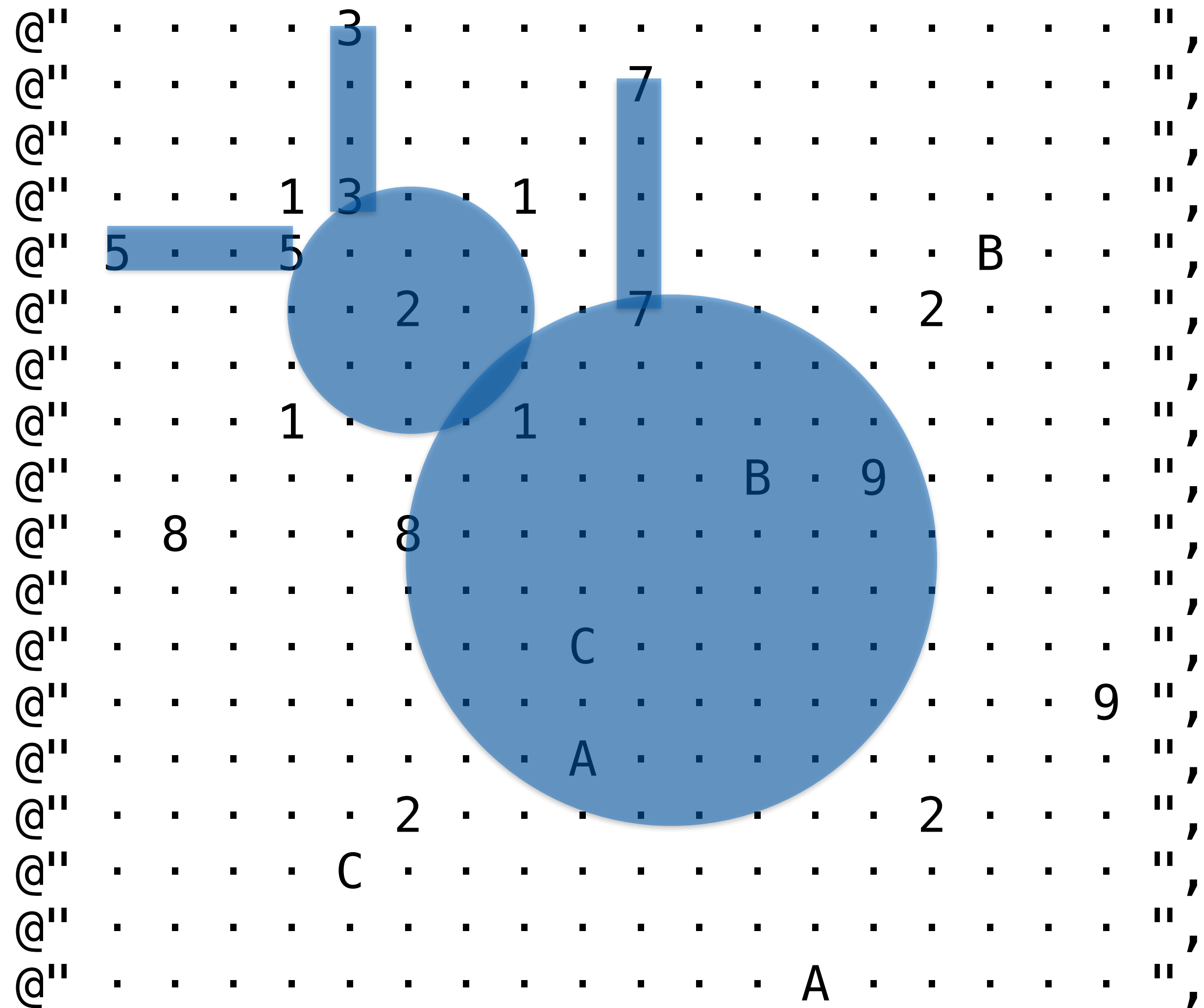
Quiz



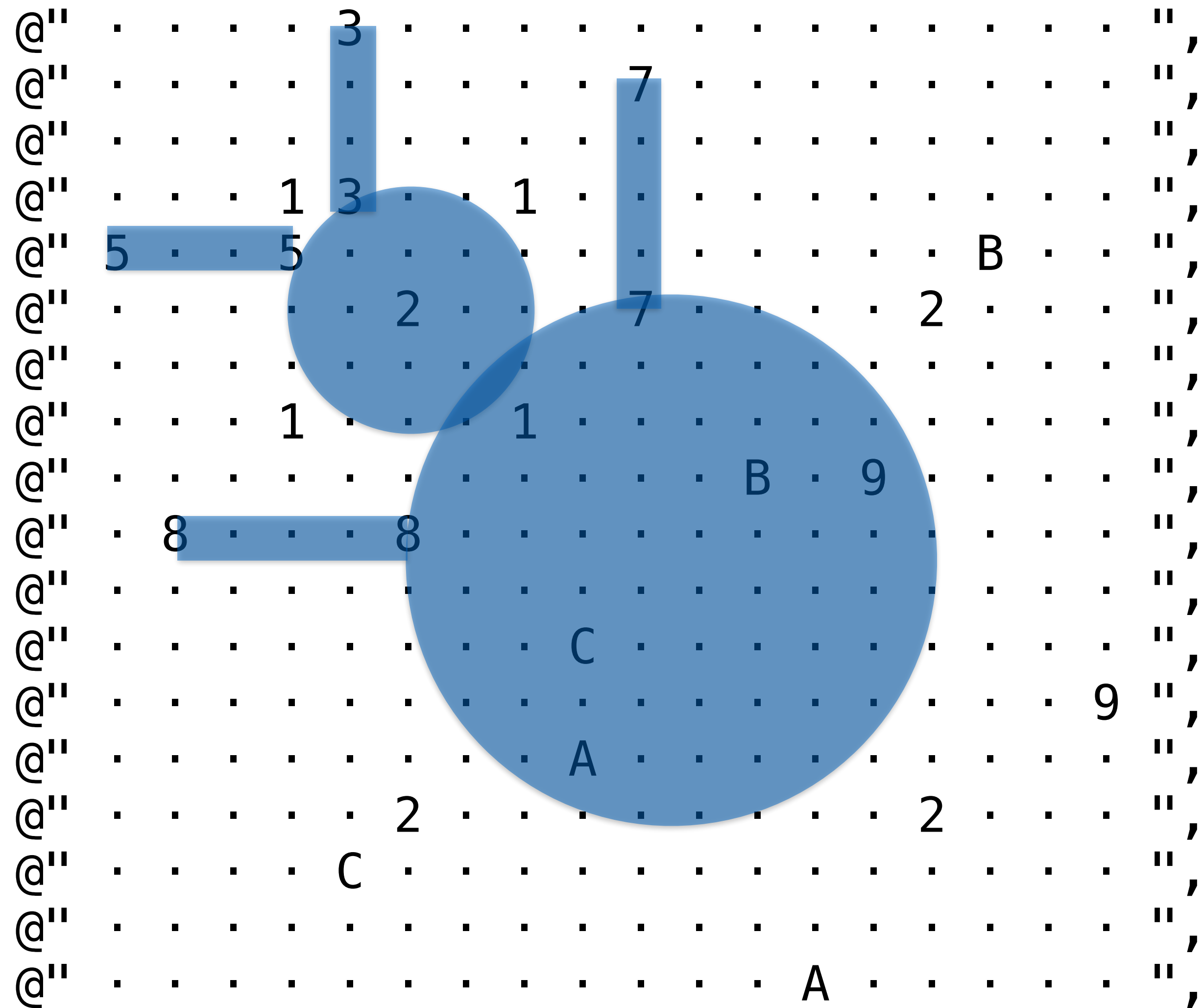
Quiz



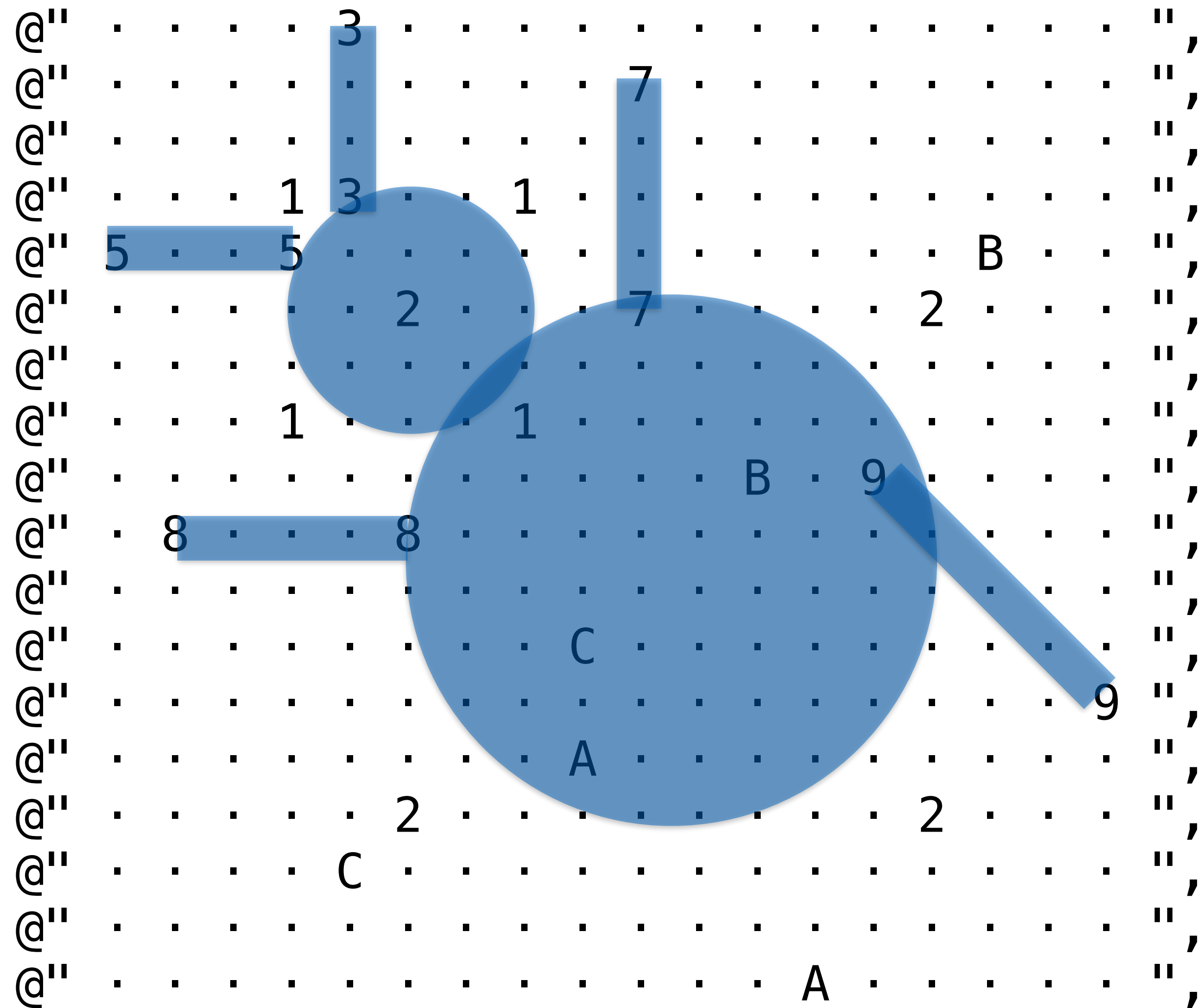
Quiz



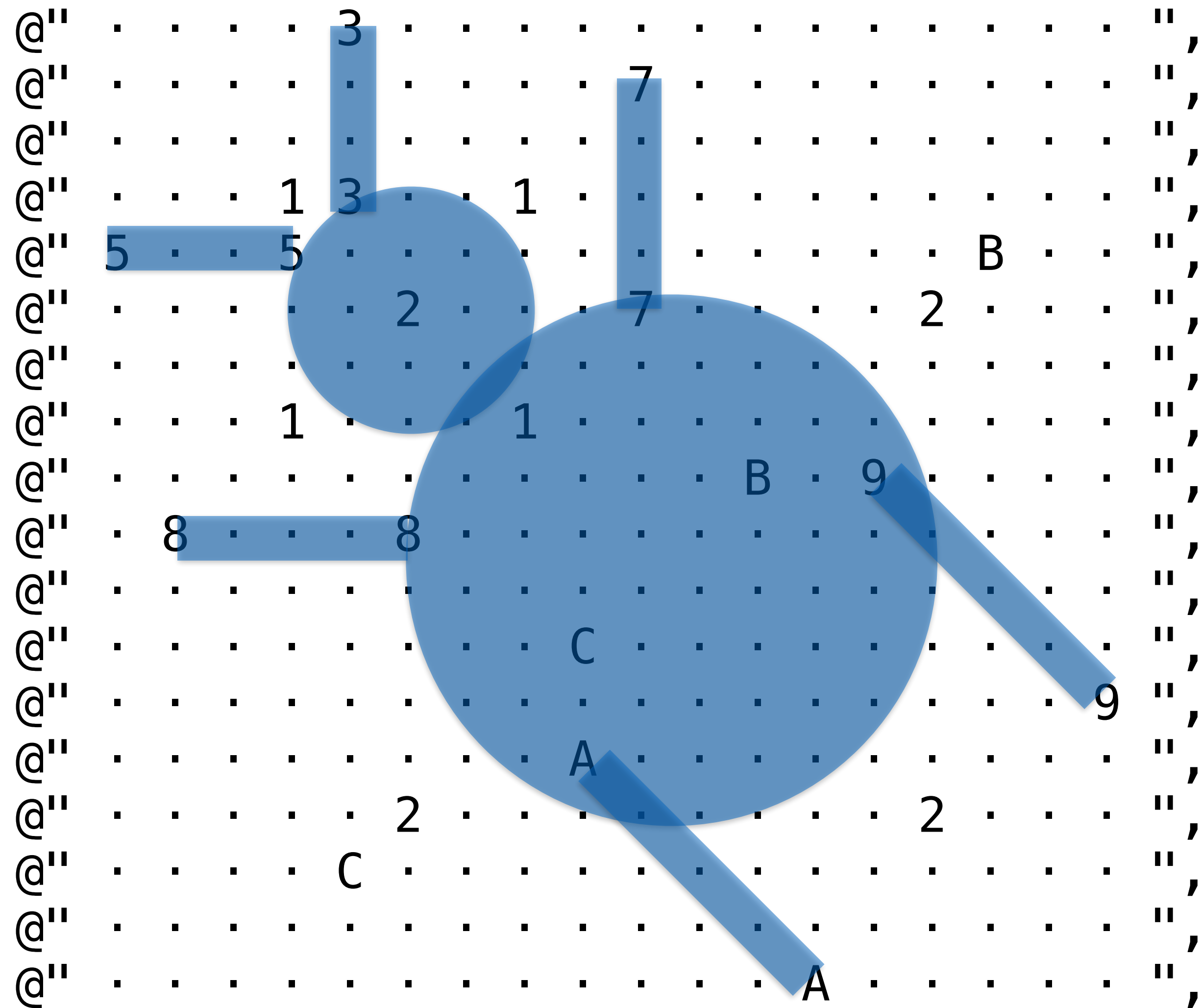
Quiz



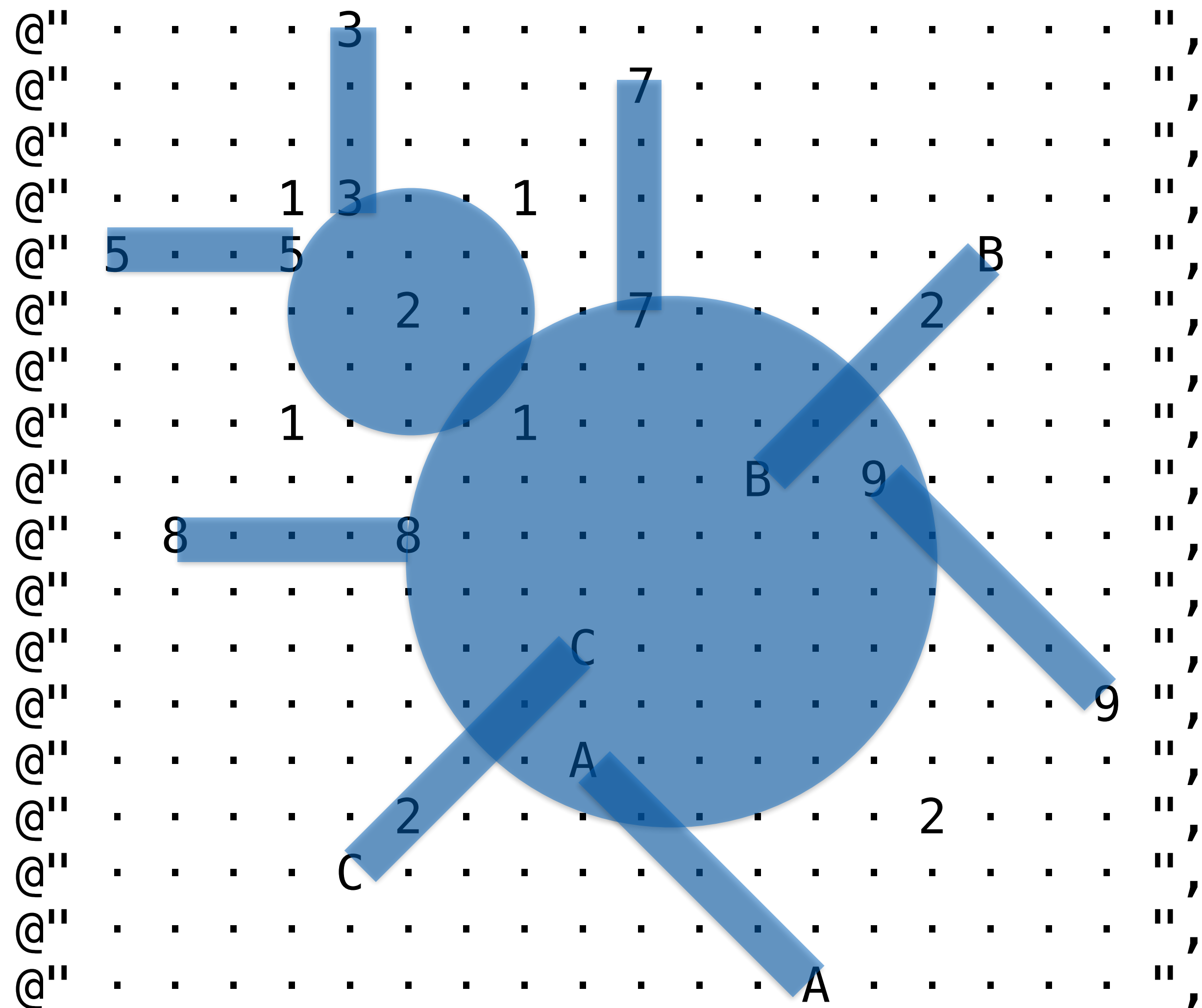
Quiz



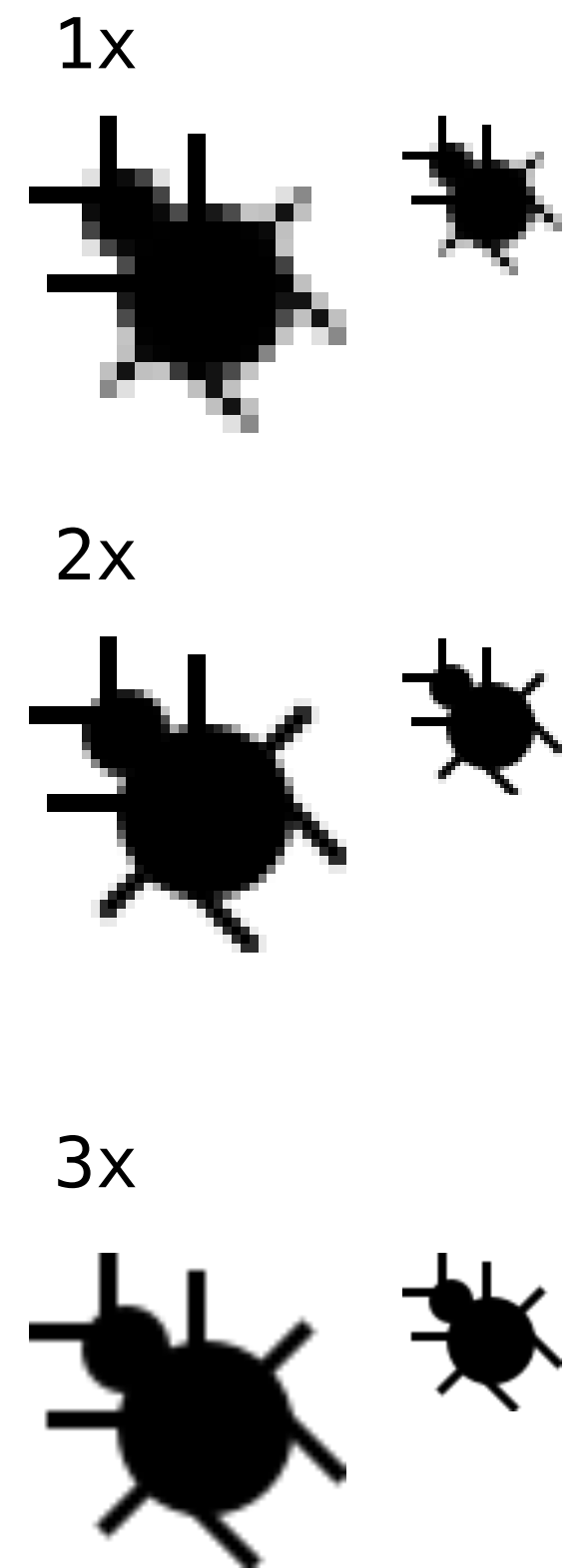
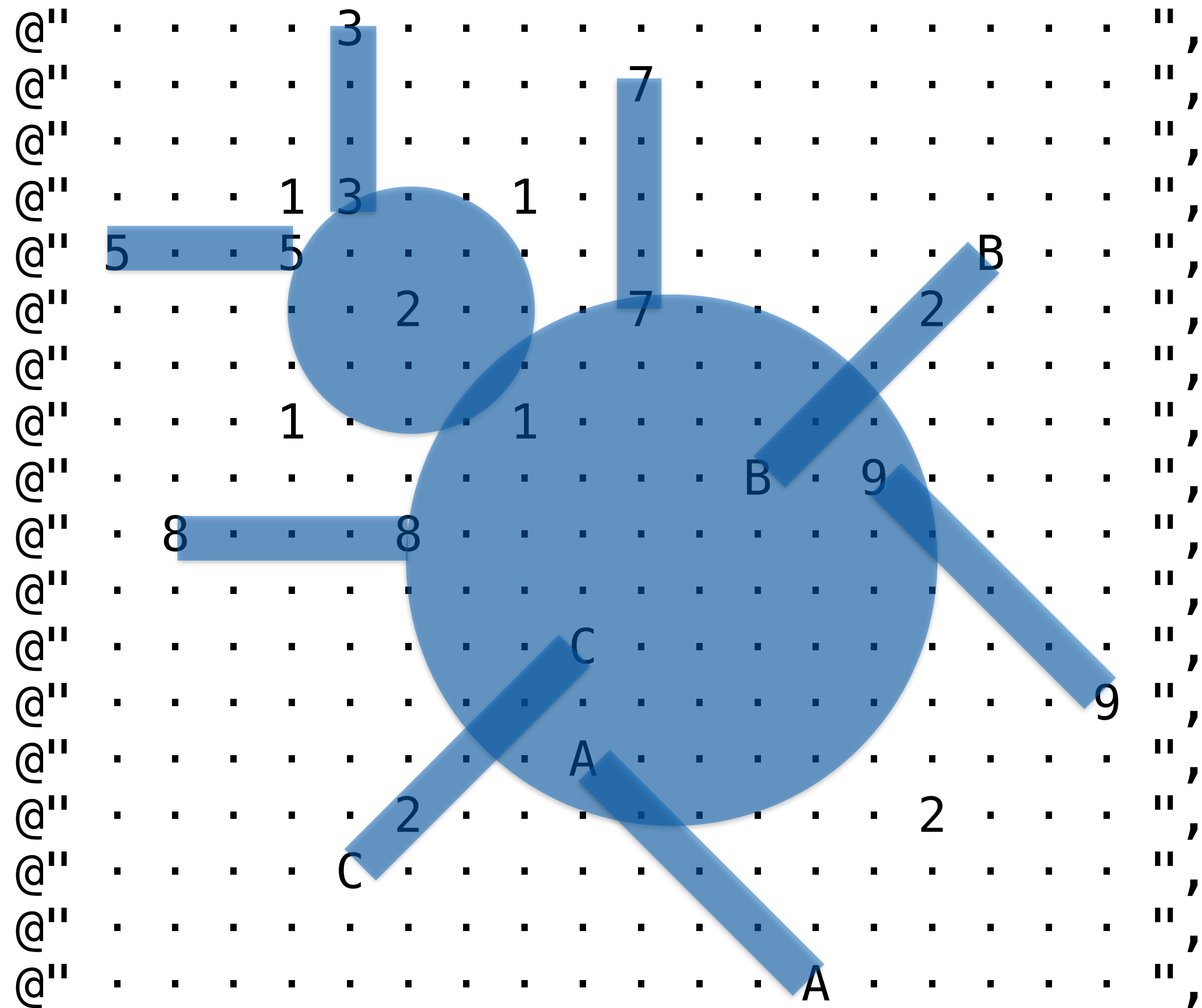
Quiz



Quiz



Quiz



The Guinea Pig in the Cocoa Mine

<http://cocoamine.net>

@cparnot

Charles Parnot

Findings

findingsapp.com

