# **MimeTypes**

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## What is a MimeType?

- In general a standard identifier indicating the type of data
- In MITK they provide meta-data about a specific data format
- Rule of thumb
  - If it has the same binary representation but different extensions it is the same MimeType
  - If it has a different binary representation it is not (even if you are using the same reader/writer for it)



## Why do I need it?

- Every reader/writer instance needs an associated MimeType
- Used for categorizing data formats/GUI strings



#### How do I use it?

```
mitk::PointSetReaderService::PointSetReaderService()
    : AbstractFileReader(IOMimeTypes::POINTSET_MIMETYPE_NAME(), "MITK Point Set Reader")
{
    RegisterService();
}
```

- Use X\_MIMETYPE\_NAME() instead of X\_MIMETYPE() to use a registered one
- Can also use SetMimeType(const CustomMimeType& mimeType) but most Reader/Writer register in constructor



## How to create my own?

```
CustomMimeType DiffusionIOMimeTypes::CONNECTOMICS MIMETYPE()
 CustomMimeType mimeType(CONNECTOMICS MIMETYPE NAME());
  std::string category = "Graphs";
 mimeType.SetComment("Connectomics Networks");
 mimeType.SetCategory(category);
 mimeType.AddExtension("cnf");
  return mimeType;
```

```
std::string DiffusionIOMimeTypes::CONNECTOMICS MIMETYPE NAME()
 static std::string name = IOMimeTypes::DEFAULT BASE NAME() + ".graphs.connectomics-networks";
 return name;
```

```
std::vector<CustomMimeType*> DiffusionIOMimeTypes::Get()
 std::vector<CustomMimeType*> mimeTypes;
 // order matters here (descending rank for mime types)
 mimeTypes.push back(CONNECTOMICS MIMETYPE().Clone());
 return mimeTypes;
```

You do not need your own IOMimeTypes class, your reader/writer/IO can also create it itself



## How do create my own?

```
class DiffusionModuleActivator : public us::ModuleActivator
public:
  void Load(us::ModuleContext* context)
    us::ServiceProperties props;
    props[ us::ServiceConstants::SERVICE_RANKING() ] = 10;
    m MimeTypes = mitk::DiffusionIOMimeTypes::Get();
    for (std::vector<mitk::CustomMimeType*>::const iterator mimeTypeIter = m MimeTypes.begin(),
      iterEnd = m MimeTypes.end(); mimeTypeIter != iterEnd; ++mimeTypeIter)
      context->RegisterService(*mimeTypeIter, props);
    /* Reader/Writer creation here */
  void Unload(us::ModuleContext*)
    for (unsigned int loop(0); loop < m MimeTypes.size(); ++loop)</pre>
      delete m MimeTypes.at(loop);
    /* Reader/Writer uncreation here */
```

High ranking = override previously registered MimeTypes



But I need to do really complicated stuff because my files are only valid if it is Tuesday and there are at least three of them and you have internet connection via low-orbit satellite. So the extension alone won't work for me. Please help?

```
class DiffusionImageNrrdMimeType : public CustomMimeType
{
  public:
    DiffusionImageNrrdMimeType();
    virtual bool AppliesTo(const std::string &path) const;
    virtual DiffusionImageNrrdMimeType* Clone() const;
};
```

You can derive your own MimeType which can check whether it applies







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