

README

Visible View

This program is used as a teaching aid in the NeXT Developer Camp. Its purpose is to demonstrate the features of the View class, a class that provides access to PostScript, knows how to draw itself on the screen and handles events.

To use the program, bring up any of the Tool panels and watch the results of your manipulations of the View's various components.

- The Frame panel—the location of the View in its superview's coordinates space.

- The Coordinates panel¶its own coordinates space, the area in which you draw.
- The Appearance panel¶add a grid to the View, showing its own coordinate space, to composite in an image as the background (compositing is a very fast way to paint existing bitmaps into a View), make the superview transparent.
- The Statistics panel¶a readout of the values of several important instance variables of the View.

The Status panel gives on-going information about the events the View is receiving as well as other actions the View might be taking in response to an event.

You can mouse down in the View to test its response to events. It will beep on mouse down and display the location of the mouse in the view's coordinates on mouse up, even when you drag the mouse outside the View's frame.

NOTES ON IMPROVEMENTS FROM VISIBLEVIEW-01 TO VISIBLEVIEW-02

A separate nib file for the info panel

The VisibleView-01 Sounds suitcase in the main nib file contains several sounds in addition to the standard ones, but they are never used in the program.

It's a good thing to check your Sounds or Icons suitcases for unneeded sounds or images, that could be left there by accident in the course of your project development. In the VisibleView-02, these sounds were taken out, which significantly reduced the nib size, and consequently also improved the start time.