

IconView

INHERITS FROM
DECLARED IN

View
IconView.h

CLASS DESCRIPTION

An *IconView* is a *View* which accepts Icons dropped onto it from applications like Workspace Manager.

To activate an *IconView*, send it a **beginListening** message (this can only be done from Objective-C code). To control whether files are accepted or rejected by an *IconView*, implement the delegate method **±(int)willAcceptIcon:sender ok:(int*)flag**.

INSTANCE VARIABLES

inherited from Object

Class

isa;

Declared in IconView

id

myImage;

id

myListener;

id

delegate;

char

*filePath;

myImage

Image used to display icons associated with the receiver.

myListener

Listener which detects drops within the receiver's window.

filePath

a tab-separated list of pathnames contained by the receiver.

METHOD TYPES

Initializing a new IconView object	-initWithFrame:
freeing an IconView object	-free
Setting the IconView delegate	-setDelegate: -delegate
Activating an IconView object	-beginListening
Setting and retrieving filenames	-setFilename:andRedraw: -filename -clear

INSTANCE METHODS

initWithFrame:

± **initWithFrame:(const NXRect *)frame**

Initializes the receiver.

beginListening

± **beginListening**

Instructs the receiver to initialize itself and begin allowing the user to drag items into its window.

see also: **± (int)willAcceptIcon::**

setFilename:andRedraw:

± setFilename:(char *)filename andRedraw:(BOOL)redraw

Sets the filename associated with the receiver to *filename*. If *redraw* is set to **YES**, then the receiver attempts to obtain icon information from Workspace Manager.

Be sure not to call this method with *redraw* set to **YES** while inside an **iconEntered:::.....**, an **iconDropped:::** or an **± (int)willAcceptIcon::** method as deadlock will result.

see also: **± (int)willAcceptIcon::**

clear

- **clear**

Clears the receiver. This method is the equivalent of sending a **± setFilename:NULL andRedraw:YES** message to the receiver.

filename:

-(const char *)**filename**

Returns the filename associated with the receiver, a tab-separated list of pathnames.

See also: - **copy**

setDelegate:

- **setDelegate:anObject**

Sets *anObject* to be the receiver's delegate.

see also: **± (int)willAcceptIcon::**

delegate:

- **delegate**

Returns the receiver's delegate.

METHODS IMPLEMENTED BY THE DELEGATE**willAcceptIcon::**

- (int)**willAcceptIcon:sender ok:(int *)flag**

This method implemented by the delegate is called whenever a drop associated with *sender* is about to occur. The delegate can disallow the drop by setting the value of *flag* to **NO**. The default action of the `IconView` class is to accept all icon drops.

See also: **`setDelegate:`**, - **delegate**