

RTFExampleClass

Inherits From: Object
Declared In: RTFExampleClass.h

Class Description

Now this is a simple example class that should show you how RTF source can look like so that it still remains parsable.

The ClassEditor application must be able to read the method definitons without any RTF command char noise inside. Sometime the first char in a line must match a certain character (like: '{', '-', '+'). If you set a font especially of that line it will very like not work. But as you can see from the **initialize** method¼colorizing makes no harm in this case.

Try it on your own. In the worst case ClassEditor will ignore your code and you are not able to browse it.

With ASCII colorization RTF source has gotten a lot more useless.

Note: This documentation is typeset in the old style which gets no longer produced by ClassEditor. Anyway¼don't take any of the text in here too serious¼this is a dummy class.

Instance Variables

id **name**;
id **selectorName**;

name	Used to store the full method name.
selectorName	No description.

Method Types

- free
- init
- initWithText:
- + initialize
- isInstanceOfMethod
- name
- selectorName

Class Methods

initialize
+ **initialize**

Just sets the version of the class.

See also:

Instance Methods

doNothing:butWithSpeed:
- (void *)**doNothing:(int)***right*
butWithSpeed:*forTesting*

Just to test a mulit line method. And it will work !
But this kind of method will no be created by the auto-document feature. You have to copy/paste the rulers on your own!

See also:

free

- **free**

Frees the object and all its properties.

See also:

init

initWithText:

- **init**
- **initWithText:***theLine*

This is a multimethod documentation. It serves the **init** and **initWithText** method.

See also:

isInstanceOf

- (BOOL)**isInstanceOf**

Returns NO if this method is an instance method of the given class.

See also:

name

- (char *)**name**

Returns the name of the method.

See also:

selectorName

- (char *)**selectorName**

Returns a character pointer to the selector name. Selector names are the shortened versions of the method names. E.g: **addObjectAtIndex:** or **move:::** . Don't modify the provided object !

See also:

