

```
//
// FILENAME: eTDocUI.h
// SUMMARY: Interface for the UI & Window management of eTDoc documents.
// SUPERCLASS: Object:eTDocUI
// PROTOCOLS: <DocNotification>, uses <Agent>
// INTERFACE: eTDocUI.nib
// AUTHOR: Rohit Khare
// COPYRIGHT: ©1993,94 California Institute of Technology, eText Project
//
// Description
// This is the document UI, and thus encapsulates NEXTSTEP-dependent
// behavior, especially interaction with the First Responder chain. It manages
// a document window, as designed in eTDoc.nib.
// The eText5 version is cognizant of issues in managing multiple types of
// documents; c.f. design discussions of eText vs. eDraw substrates.
// Design Note: Ideally, no class except eTDoc should talk to eTDocUI;
// but the window delegate's central role in message dispatch makes this
// difficult (and its accessibility within the drawing-loop).
//
// HISTORY
// 10/05/94: Revamped for eText5.
// 08/05/94: Removed ChangeManager, migrated to UndoManager. RK
// 05/13/94: Added support for etUIInfo, <DocNotification>
// 01/14/94: Revised extensively for eText4.0
// 08/20/93: Created.
//
// Imported Interfaces
//
// #import "eTextKernel.h"
// #import "eTContainerView.h"
//
// #define UIINFOFILE ".etUIInfo"
// #define UIINFOFILE2 ".etUIinfo"
//
// @interface eTDocUI:Object <DocNotification> {
//
// Instance Variables
//
// Window *theWindow;
// ScrollView *theScroller;
// NXSplitView *theSplitview;
// View *theContainer;
// PrintInfo *printInfo;
// eText *eTextObj;
// eTDoc *etDoc;
// id theAgent;
// int begin, end; // rendezvous globals; see docWillWrite:
//
// }
```

```

- init;
- free;
- awakeFromNib;
- setDoc:theDoc;

#####

FirstResponder Document UI Callbacks

- undo:sender;
- redo:sender;

- save:sender;
- saveAs:sender;
- saveTo:sender;
- saveTo:sender changePath:(BOOL) changeIt forceETFD:(BOOL) forceIt;

- close:sender;
- close:sender allowCancel:(BOOL) cancellable;

- revert:sender;
- print:sender;

- (BOOL) validateCommand:MenuCell;

#####

Window Management & Callbacks

- touch;
- (BOOL) needsSaving;

- windowWillClose:sender;
- windowDidBecomeMain:sender;
- windowDidResignMain:sender;
- windowWillMiniaturize:sender toMiniwindow:counterpart;

#####

Public Accessors & API

- eTextObj;
- scroller;
- etDoc;
- window;

```

- **attachAgent:**newAgent;
- **detachAgent;**

@end