


```
- window
{
    return [button window];
}

- display
{
    return [button display];
}

- (BOOL)needsDisplay
{
    return [button needsDisplay];
}

- (const char *)title
{
    return [button title];
}

- setTitle:(const char *)aString
{
    [button setTitle: aString];
    return self;
}
```

@end