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// FILENAME: eText.Undo.h
// SUMMARY: Interface for the Undo subsystem of eText
// CATEGORY: Undo
// PROTOCOLS: Uses UndoManager
// INTERFACE: None
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// Description
// These methods deal with undoManager. Along with the overrides of many
// particular Text calls for modifying selections and paragraphs, (Undo)
// publishes a two-phase API for recording changes made to the current sel.
//
// Before any changes are made, call undoChange:"Action", which stashes away
// a copy of the current selection in ETF. A subsequent call of undoRange:to:
// defines the target range affected by the change, and commits the undo
// action to the undoManager.
//
// Note that there is undo code in Annotation and Pasteboard as well.
// History
// 10/17/94: Cleaned up for eText5.
// 08/05/94: Completely Rarchitected for 5.0. RK
// Imported Interfaces
//
#import "eText.Class.h"
#import "Document.subproj/UndoManager.h"
#import "Kludges.subproj/Stream.h"

extern char *undoFilterFunc(eText *self, unsigned char*text, int*len, int pos);
extern NXTextFilterFunc oldTextFilter;

@interface eText (Undo)
// eText Undo API
//
- undoSelChange:(const char *)actionName; // Call before transaction
- undoParChange:(const char *)actionName; // Call before transaction
- undoAffectedRange:(int)from to:(int)to; // Call after transaction

```

@end