

<code>initWithFrame:(NSRect)frameRect</code>	Initializes a new <code>NSView</code> object to the location and dimensions of <code>frameRect</code> .
<code>(id)addSubview:(NSView *)aView</code>	Makes <code>aView</code> a subview of the receiving view object.
<code>(id)addSubview:(NSView *)aView positioned:(NSWindowOrderingMode)place relativeTo:(NSView *)otherView</code>	Makes <code>aView</code> a subview of the receiving view object. It is positioned relative to <code>otherView</code> according to <code>place</code> .
<code>(NSView *)ancestorSharedWithView:(NSView *)aView</code>	Returns the ancestor view shared by <code>aView</code> and the receiver self if <code>aView</code> is the receiving view or if the receiving view is the ancestor of <code>aView</code> <code>aView</code> if it is the superview of the receiving view or <code>nil</code> in any other case.
<code>(BOOL)isDescendantOf:(NSView *)aView</code>	Returns whether <code>aView</code> is an ancestor of the receiver.
<code>(NSView *)opaqueAncestor</code>	Returns the receiver's nearest opaque ancestor.
<code>(id)removeFromSuperview</code>	Removes the receiver from the view hierarchy.
<code>(id)replaceSubview:(NSView *)oldView with:(NSView *)newView</code>	Replaces <code>oldView</code> with <code>newView</code> .
<code>(id)sortSubviewsUsingFunction:(int (*)(id ,id ,void *))compare context:(void *)context</code>	Sorts the receiving view's subviews using the sorting function <code>compare</code> and the context <code>context</code> . The first two arguments of the function are the views to be compared.
<code>(NSArray *)subviews</code>	Returns a mutable array of the receiving view object's subviews.
<code>(NSView *)superview</code>	Returns the receiving view object's superview.
<code>(NSWindow *)window</code>	Returns the window in which the view is displayed.
<code>(id)viewWillMoveToWindow:(NSWindow *)newWindow</code>	Notifies the view that it will move to a new window.
<code>(float)frameRotation</code>	Returns the angle of the frame rectangle's rotation.
<code>(NSRect)frame</code>	Gets the view's frame rectangle.
<code>(id)rotateByAngle:(float)angle</code>	Rotates the view's frame rectangle by <code>angle</code> . This method posts the <code>NSViewFocusChangedNotification</code> notification with the receiving object to the default notification center.

	NSNotification and NSViewFocusC	notifications with the receiving object to the default no
(CGFloat)boundsRotation		Returns the rotation of the view's coordinate system.
(CGRect)bounds		Gets the view's bounds rectangle.
(BOOL)isFlipped		Returns whether the view is flipped.
(BOOL)isRotatedFromBase		Returns whether the view is rotated.
(BOOL)isRotatedOrScaledFromBase		Returns whether the view is rotated or scaled.
(void)scaleUnitSquareToSize:(NSSize)newSize		Scales the NSView's coordinate system unit size to newSize. This method sends the notification NSViewFocusChangedNotification with the receiver as the sender to the default notification center.
(void)setBounds:(CGRect)aRect		Sets the NSView's bounds rectangle to aRect.
(void)setBoundsOrigin:(NSPoint)newOrigin		Sets the NSView's drawing origin to newOrigin. This method sends the NSViewFocusChangedNotification notification with the receiver as the sender to the default notification center.
(void)setBoundsRotation:(CGFloat)angle		Rotates the NSView's coordinate system to angle. This method sends the NSViewFocusChangedNotification notification with the receiver as the sender to the default notification center.
(void)setBoundsSize:(NSSize)newSize		Resizes the NSView's coordinate system to newSize. This method sends the NSViewFocusChangedNotification notification with the receiver as the sender to the default notification center.
(void)translateOriginToPoint:(NSPoint)point		Shifts the NSView's coordinate system to point. This method sends the NSViewFocusChangedNotification notification with the receiver as the sender to the default notification center.
(CGRect)centerScanRect:(CGRect)aRect		Converts the rectangle aRect to lie on centers of pixels.
(NSPoint)convertPoint:(NSPoint)aPoint fromView:(NSView *)aView		Converts aPoint in aView to the receiver's coordinates.
(NSPoint)convertPoint:(NSPoint)aPoint toView:(NSView *)aView		Converts aPoint in the receiver to aView's coordinates.
(CGRect)convertRect:(CGRect)aRect fromView:(NSView *)aView		Converts the rectangle aRect in aView to the receiver's coordinates.
(CGRect)convertRect:(CGRect)aRect toView:(NSView *)aView		Converts the rectangle aRect in the receiver to aView's coordinates.
(NSSize)convertSize:(NSSize)aSize fromView:(NSView *)aView		Converts aSize in aView to the receiver's coordinates.
(NSSize)convertSize:(NSSize)aSize toView:(NSView *)aView		Converts aSize in the receiver to aView's coordinates.
(BOOL)postsFrameChangedNotifications		Returns whether notifications of frame changes to ancestor views are posted.

<code>(BOOL)autoresizesSubviews</code>	Returns whether the NSView notifies subviews of resizing.
<code>(void)setAutoresizingMask:(unsigned int)mask</code>	Determines automatic resizing behavior.
<code>(unsigned int)autoresizingMask</code>	Returns the NSView's autosizing mask.
<code>(void)resizeWithOldSuperviewSize:(NSSize)oldSize</code>	Notifies subviews that the superview changed size.
<code>(void)allocateGState</code>	Allocates a graphics state object.
<code>(void)releaseGState</code>	Release the NSView's graphics state object.
<code>(CGStateRef)gState</code>	Returns the NSView's graphics state object.
<code>(void)renewGState</code>	Marks the NSView's graphics state object as needing initialization.
<code>(void)setUpGState</code>	Sets up the NSView's graphics state object.
<code>(void)lockFocus</code>	Brings the receiving view into focus.
<code>(void)unlockFocus</code>	Unfocuses the receiving view.
<code>(BOOL)canDraw</code>	Returns whether the view object can draw.
<code>(void)display</code>	Displays the receiving view and its subviews.
<code>(void)displayIfNeeded</code>	Conditionally displays the receiving view and its subviews.
<code>(void)displayIfNeededIgnoringOpacity</code>	Conditionally displays the receiving view and its subviews (regardless of opacity).
<code>(void)displayRect:(NSRect)aRect</code>	Displays the receiving view and its subviews (if opaque) within the rectangle aRect.
<code>(void)displayRectIgnoringOpacity:(NSRect)aRect</code>	Displays the receiving view and its subviews (regardless of opacity) within the rectangle aRect.
<code>(void)drawRect:(NSRect)rect</code>	Implemented by subclasses to supply drawing instructions for the rectangle rect.
<code>(NSRect)visibleRect</code>	Gets the receiving view's visible portion.
<code>(BOOL)isOpaque</code>	Returns whether the view is opaque.
<code>(BOOL)needsDisplay</code>	Returns whether the view needs to be redisplayed.
<code>(void)setNeedsDisplay:(BOOL)flag</code>	If flag is YES, marks the view as changed, needing redisplay.
<code>(void)setNeedsDisplayInRect:(NSRect)invalidRect</code>	Marks the view as changed, needing redisplay in rectangle invalidRect.
<code>(BOOL)shouldDrawColor</code>	Returns whether the view should be drawn in color.
<code>(NSRect)adjustScroll:(NSRect)newVisible</code>	Lets the view object adjust the visible rectangle.
<code>(BOOL)autoscroll:(NSEvent *)theEvent</code>	Scrolls in response to a mouse-dragged event.

<code>(BOOL)scrollRectToVisible:(NSRect)aRect</code>	Scrolls the view so the rectangle aRect is visible.
<code>(void)addCursorRect:(NSRect)aRect cursor:(NSCursor *)anObject</code>	Adds a cursor rectangle aRect for cursor anObject to the NSView.
<code>(void)discardCursorRects</code>	Removes all cursor rectangles in the view.
<code>(void)removeCursorRect:(NSRect)aRect cursor:(NSCursor *)anObject</code>	Removes cursor rectangle aRect for cursor anObject from the view.
<code>(void)resetCursorRects</code>	Implemented by subclasses to reset their cursor rectangles.
<code>(int)tag</code>	Returns the view object's tag.
<code>(NSView *)viewWithTag:(int)aTag</code>	Returns the subview object with aTag as its tag.
<code>(BOOL)acceptsFirstMouse:(NSEvent *)theEvent</code>	Returns whether the view object accepts first mouse-down.
<code>(NSView *)hitTest:(NSPoint)aPoint</code>	Returns the lowest subview containing the point aPoint.
<code>(BOOL)mouse:(NSPoint)aPoint inRect:(NSRect)aRect</code>	Returns whether the point aPoint lies inside the aRect.
<code>(BOOL)performKeyEquivalent:(NSEvent *)theEvent</code>	Implemented by subclasses to perform key-equivalent commands. Returns whether a subview handled theEvent.
<code>(void)removeTrackingRect:(NSTrackingRectTag)tag</code>	Removes the tracking rectangle identified by tag from the view. Returns the identifier returned from the addTractingRect:owner:assumeInside: method.
<code>(BOOL)shouldDelayWindowOrderingForEvent:(NSEvent *)anEvent</code>	Returns whether the view's window is brought forward normally or delayed (mouse-up).
<code>(NSTrackingRectTag)addTrackingRect:(NSRect)aRect owner:(id)anObject userData:(void *)data assumeInside:(BOOL)flag</code>	Adds a tracking rectangle (aRect) owned by anObject to the receiving NSView. Returns the unique tag that identifies the tracking rectangle. flag indicates whether the tracking rectangle will be on top of other subviews.
<code>(BOOL)dragFile:(NSString *)filename fromRect:(NSRect)rect slideBack:(BOOL)slideFlag event:(NSEvent *)event</code>	Initiates a file-dragging session, dragging file indicated by path filename. rect describes the position of the icon in the View's coordinates. slideFlag determines whether the NSImage should slide back if rejected.
<code>(void)dragImage:(NSImage *)anImage at:(NSPoint)viewLocation offset:(NSSize)initialOffset event:(NSEvent *)event pasteboard:(NSPasteboard *)pboard sourceObject:(id)sourceObject</code>	Initiates an image-dragging session, dragging anImage from viewLocation. initialOffset is the difference in the mouse location from the mouse-down. pboard is the pasteboard holding the data. sourceObject is the object receiving the dragged data.

<code>NSData *)dataWithEPSInsideRect:(NSRect)aRect</code>	Returns a data object initialized with the EPS data within a view.
<code>(id)fax:(id)sender</code>	Faxes the view and its subviews.
<code>(id)print:(id)sender</code>	Prints the view and its subviews.
<code>(id)writeEPSInsideRect:(NSRect)rect toPasteboard:(NSPasteboard *)pasteboard</code>	Places PostScript code for the rectangle rect on the pasteboard.
<code>(id)adjustPageHeightNew:(float *)newBottom top:(float)oldTop bottom:(float)oldBottom limit:(float)bottomLimit</code>	Assists automatic pagination of the view object.
<code>(id)adjustPageWidthNew:(float *)newRight left:(float)oldLeft right:(float)oldRight limit:(float)rightLimit</code>	Assists automatic pagination of the view object.
<code>(float)heightAdjustLimit</code>	Returns how much of a page can go on the next page.
<code>(BOOL)knowsPagesFirst:(int *)firstPageNum last:(int *)lastPageNum</code>	Returns whether the view paginates itself.
<code>(NSPoint)locationOfPrintRect:(NSRect)aRect</code>	Locates the printing rectangle on the page.
<code>(NSRect)rectForPage:(int)page</code>	Provides how much of the view will print on page.
<code>(float)widthAdjustLimit</code>	Returns how much of a page can go on the next page.
<code>(id)addToPageSetup</code>	Allows you to adjust for differences in the graphics state between the printer.
<code>(id)beginPage:(int)ordinalNum label:(NSString *)aString bBox:(NSRect)pageRect fonts:(NSString *)fontNames</code>	Writes a page separator.
<code>(id)beginPageSetupRect:(NSRect)aRect placement:(NSPoint)location</code>	Writes the beginning of a page setup section.
<code>(id)beginPrologueBBox:(NSRect)boundingBox creationDate:(NSString *)dateCreated createdBy:(NSString *)anApplication fonts:(NSString *)fontNames forWhom:(NSString *)user pages:(int)numPages title:(NSString *)aTitle</code>	Writes the header for a print job.
<code>(id)beginSetup</code>	Writes the beginning of the job setup section.
<code>(id)beginTrailer</code>	Writes the beginning of the trailer for the print job.
<code>(id)drawPageBorderWithSize:(NSSize)borderSize</code>	

id)endPageSetup

Writes the end of a page setup section.

id)endPage

Writes the end of a page.

id)endTrailer

Writes the end of the trailer.