

<code>initWithPickerMask:(int)aMask colorPanel:(NSColorPanel *)colorPanel</code>	Initializes the receiver for the specified mask and color panel, caching the colorPanel value so it can later be returned by the colorPanel method.
<code>NSColorPanel *)colorPanel</code>	Returns the NSColorPanel that owns this NSColorPicker.
<code>(id)insertNewButtonImage:(NSImage *)newImage in:(NSButtonCell *)newButtonCell</code>	Called by the color panel to insert a new image into the specified cell. Override this method to customize newImage before insertion in newButtonCell.
<code>NSImage *)provideNewButtonImage</code>	Returns the button image for the color picker. The color panel will place this image in the mode button that the user uses to select this picker. (This is the same image that the color panel uses as an argument when sending the insertNewButtonImage:in: message.) The default implementation looks in the color picker's bundle for a TIFF file named after the color picker's class, with the extension ".tiff".
<code>(id)setMode:(int)mode</code>	Does nothing. Override to set the color picker's mode.
<code>(id)attachColorList:(NSColorList *)colorList</code>	Does nothing. Override to attach a color list to a color picker.
<code>(id)detachColorList:(NSColorList *)colorList</code>	Does nothing. Override to detach a color list from a color picker.
<code>(id)viewSizeChanged:(id)sender</code>	Does nothing. Override to respond to a size change.