

<code>(BOOL)becomesKeyOnlyIfNeeded</code>	Returns whether the receiver waits to become key window.
<code>(BOOL)isFloatingPanel</code>	Returns whether the receiver floats above other windows.
<code>(void)setBecomesKeyOnlyIfNeeded:(BOOL)flag</code>	Sets whether the receiver waits to become key window.
<code>(void)setFloatingPanel:(BOOL)flag</code>	Sets whether the receiver floats above other windows.
<code>(void)setWorksWhenModal:(BOOL)flag</code>	Sets whether the receiver can operate even when an attention panel is on-screen.
<code>(BOOL)worksWhenModal</code>	Returns whether the receiver can operate even when an attention panel is on-screen. The default is NO.