| – (id)initWithFrame:(NSRect)frameRect | Initializes a new NSControl object in frameRect, and attempts to create a corresponding NSCell. |

)selectedCell	Returns the control's selected NSCell.
t)selectedTag	Returns the tag of the control's selected cell.
uble)doubleValue	Returns the value of the control's selected cell as a double
oat)floatValue	Returns the value of the control's selected cell as a float.
t)intValue	Returns the value of the control's selected cell as a int.
id)setDoubleValue:(double)aDouble	Sets the value of the control's selected cell to aDouble.
id)setFloatValue:(float)aFloat	Sets the value of the control's selected cell to aFloat.
id)setIntValue:(int)anInt	Sets the value of the control's selected cell to anInt.
id)setNeedsDisplay	Set the NeedsDisplay flag.
id)setStringValue:(NSString *)aString	Sets the value of the control's selected cell to aString.
SString *)stringValue	Returns the value of the control's selected cell as an NSSt
id)takeDoubleValueFrom:(id)sender	Sets the receiving NSControl's selected cell to the value o doubleValue message to sender.
id)takeFloatValueFrom:(id)sender	Sets the receiving NSControl's selected cell to the value o floatValue message to sender.
id)takeIntValueFrom:(id)sender	Sets the receiving NSControl's selected cell to the value o intValue message to sender.
id)takeStringValueFrom:(id)sender	Sets the receiving NSControl's selected cell to the value o stringValue message to sender.
STextAlignment)alignment	Returns the alignment of text in the control's cell.
SFont *)font	Returns the Font used to draw text in the control's cell.
id)setAlignment:(NSTextAlignment)mode	Sets the alignment mode of the text in the control's cell to
id)setFont:(NSFont *)fontObject	Sets the Font used to draw text in the control's cell to font
id)setFloatingPointFormat:(BOOL)autoRange left:(unsigned)leftDigits right:(unsigned)rightDigits	Sets the display format for floating point values in the control's cell
OOL)abortEditing	Aborts editing of text displayed by the NSControl.
SText *)currentEditor	Returns the object used to edit text in the control.
id)validateEditing	Validates the user's changes to editable text.

Method	Description
id)drawCellInside:(NSCell *)aCell	Redraws aCell's inside if it's the control's cell.
id)selectCell:(NSCell *)aCell	Selects aCell if it's the control's cell.
id)updateCell:(NSCell *)aCell	Redisplays aCell or marks it for redisplay.
id)updateCellInside:(NSCell *)aCell	Redisplays the inside of aCell or marks it for redisplay.
EL)action	Returns the NSControl's action method.
OOL)isContinuous	Returns whether the control's NSCell continuously sends
OOL)sendAction:(SEL)theAction to:(id)theTarget	Has the NSApplication object send theAction to theTarget
)sendActionOn:(int)mask	Determines when the action is sent while tracking.
id)setAction:(SEL)aSelector	Sets the NSControl's action method to aSelector.
id)setContinuous:(BOOL)flag	Sets whether the control's NSCell continuously sends its a
id)setTarget:(id)anObject	Sets the NSControl's target object to anObject.
)target	Returns the NSControl's target object.
id)setTag:(int)anInt	Sets the tag of the control's NSCell to anInt.
)tag	Returns the tag of the control's NSCell.
id)mouseDown:(NSEvent *)theEvent	Invoked when the mouse button goes down while the curs of the NSControl. This method highlights the NSContr it a trackMouse:inRect:ofView:untilMouseUp: messag NSCell finishes tracking the mouse (for example, beca the cell's bounds), the cell is unhighlighted. If the mou and the cursor reenters the bounds, the cell is again hig trackMouse:inRect:ofView:untilMouseUp: message is repeats until the mouse button goes up.
OOL)ignoresMultiClick	Indicates whether multiple clicks are ignored.
id)setIgnoresMultiClick:(BOOL)flag	Sets whether multiple clicks are ignored, according to flag
OOL)control:(NSControl *)control textShouldBeginEditing:(NSText *)fieldEditor	Sent directly by control to the delegate returns YES if the NSControl should be allowed to start editing the text.
OOL)control:(NSControl *)control textShouldEndEditing:(NSText *)fieldEditor	Sent directly by control to the delegate returns YES if the NSControl should be allowed to end its edit se
id)controlTextDidBeginEditing:(NSNotification *)aNotification	

NSControlTextDidChangeNotification. If the delegate
method, it's automatically registered to receive this no