

(BOOL)becomesKeyOnlyIfNeeded

Returns whether the receiver waits to become key window.

(BOOL)isFloatingPanel

Returns whether the receiver floats above other windows.

(id)setBecomesKeyOnlyIfNeeded:(BOOL)flag

Sets whether the receiver waits to become key window.

(id)setFloatingPanel:(BOOL)flag

Sets whether the receiver floats above other windows.

(id)setWorksWhenModal:(BOOL)flag

Sets whether the receiver can operate even when an attention panel is on-screen.

(BOOL)worksWhenModal

Returns whether the receiver can operate even when an attention panel is on-screen. The default is NO.