

```
//
//  GRGradientButton : Button
//
//  By Anders Bertelrud
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//
```

```
#import "GRGradientButton.h"
#import "GRGradientButtonCell.h"
```

```
//
//  GRGradientButton class
//
@implementation GRGradientButton
```

```
// Class globals
```

```
static Class    _GRGradientButtonCellClass = nil;
```

```
////////// Creating and destroying GRGradientButtons //////////
```

```
+ initialize
{
    if (self == [GRGradientButton self])
        _GRGradientButtonCellClass = [GRGradientButtonCell self];
    return self;
}
```

```
- initWithFrame:(const NXRect *)frameRect icon:(const char *)iconName tag:(int)anInt    // d.i.
  target:(id)anObject action:(SEL)aSelector key:(unsigned short)charCode enabled:(BOOL)flag
{
    Cell *oldCell;
```

```
self = [super initWithFrame:frameRect icon:iconName tag:anInt target:anObject action:aSelector
        key:charCode enabled:flag];
oldCell = [self setCell:[_GRGradientButtonCellClass allocFromZone:[self zone]] init]];
// ALPrintf("iconinit: oldCell=%s newCell=%s\n", ALDS(oldCell), ALDS([self cell]));
[oldCell free];
return self;
}
```

```
- initWithFrame:(const NXRect *)frameRect title:(const char *)aString tag:(int)anInt // d.i.
target:(id)anObject action:(SEL)aSelector key:(unsigned short)charCode enabled:(BOOL)flag
{
    Cell *oldCell;

    self = [super initWithFrame:frameRect title:aString tag:anInt target:anObject action:aSelector
            key:charCode enabled:flag];
    oldCell = [self setCell:[_GRGradientButtonCellClass allocFromZone:[self zone]] init]];
// ALPrintf("textinit: oldCell=%s newCell=%s\n", ALDS(oldCell), ALDS([self cell]));
[oldCell free];
return self;
}
```

////////// Setting the cell //////////

```
+ setCellClass:(Class)aCellClass
{
//     ALAssert0(aCellClass != nil, "No cell class given (^aCellClass° is nil).");
//     ALAssert1([aCellClass inheritsFrom:[ALGradientButtonCell class]], "The given class (%s) "
//     "doesn't inherit from ALGradientButtonCell.", ALDS(aCellClass));
    _GRGradientButtonCellClass = aCellClass;
    return self;
}
```

```
- setCell:(Cell *)aCell
```

```
{
//    ALAssert0(aCell != nil, "No cell given (^aCell^ is nil).");
//    ALAssert1([aCell isKindOfClass:[ALGradientButtonCell class]], "The given cell (%s) doesn't "
//        "inherit from ALGradientButtonCell.", ALDS(aCell));
    return [super setCell:aCell];
}
```

////////// Setting whether to dim when button is disabled //////////

```
- (BOOL)isDimmedWhenDisabled
{
//    ALAssert1([cell isKindOfClass:[ALGradientButtonCell class]], "cell = %s", ALDS(cell));
    return [cell isDimmedWhenDisabled];
}
```

```
- (void)setDimmedWhenDisabled:(BOOL)flag
{
//    ALAssert1([cell isKindOfClass:[ALGradientButtonCell class]], "cell = %s", ALDS(cell));
    [cell setDimmedWhenDisabled:flag];
}
```

@end