

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

```
#import <appkit/Button.h>
@class Cell;
```

```
//
// GRGradientButton class
//
@interface GRGradientButton : Button
```

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

```
+ initialize;
- 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;
- 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;
// Produces an error. GRGradientButton do not support titles at this time.
```

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

```
+ setCellClass:(Class)aCellClass;
- setCell:(Cell *)aCell;
```

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

```
- (BOOL)isDimmedWhenDisabled;
- (void)setDimmedWhenDisabled:(BOOL)flag;
```

```
// Tells the cell to dim its icon when it's disabled. See the method with the same name in  
// the GRGradientButtonCell class.
```

```
@end
```