MiscExplodingMenu

Inherits From: Object

Declared In:

Class Description

MiscExplodingMenu is a simple class which is called from a menu item named "Show Menus". This will place all of the applications menus on screen (except for the Services menu). It will then set the calling Menu Cell's title to "Hide Menus".   Selecting the item again will hide all the menus except for any that you have moved, thus it is excellent to find those deeply buried items that you can't quite remember where they are.

To invoke, add this method to your Application Subclass or Application Delegate, and connect the menu item "Show Menus" to that object in InterfaceBuilder:

```
- hideOrShowMenus:sender
{
    [[MiscExplodingMenu sharedInstance] explodeMenus:sender];   // send in the sender
```

```
        return self;
    }
```

Instance Variables

NONE

Method Types

+ sharedInstance
- explodeMenus:

Class Methods

sharedInstance
　　+ **sharedInstance**

Returns the single instance of the class that is ever needed.

Instance Methods

explodeMenus:
　-　**explodeMenus:**_sender_

If the sender's selectedCell's name is "Show Menus", then all of the applications menus will be neatly tiled on the screen, and the menu item will be renamed "Hide Menus". If the sender's selectedCell's name is "Hide Menus",

all of the expaned menus will be collapsed, unless you have moved one, in which case that menu will get a close button and remain visible.