Ranker

Inherits From: Matrix : Control : View : Responder : Object

Declared In: Timer.h

Class Description

The Ranker class provides a mechanism for re-ordering cells in a matrix, and of enabling/disabling this capability. In addition, Ranker is specially customized to behave well in InterfaceBuilder, so that the prototype cell's class may be set as soon as a Ranker is dropped on a window within Interface Builder.

Instance Variables

BOOL **rankMode**;

rankMode	Whether or not ranking is on.

Adopted Protocols

IBObject	- getInspectorClassName

Method Types

Initializing and freeing the Timer	± initFrame:
Setting the mode	- setRankMode: - rankMode
Responding to events	- mouseDown:
Drawing the Ranker	- drawSelf::
Archiving	- read: - write:

- finishUnarchiving

Instance Methods

drawSelf::

- **drawSelf:**(const NXRect *)rects **:**(int)rectCount

Draws the ranker instance, including the dragged cell if dragging is occurring.

finishUnarchiving

- **finishUnarchiving**

If called from within InterfaceBuilder, generates a Cell for the freshly-unarchived Ranker by asking the user to select a Cell subclass.

initFrame

- **initFrame**:

Initialzes the ranker instance.

mouseDown

- **mouseDown:**(NXEvent *)theEvent

Implements a drawing loop that moves the appropriate cell if the rankMode is on and the control key is down. Otherwise reacts as (Matrix)**mouseDown:**.

read:

- **read:**(NXTypedStream *)stream

Unarchives a Ranker instance from *stream*.

setRankMode:

- **setRankMode:**(BOOL)yn

Sets *rankMode* to be *yn*.

write:

- **write:**(NXTypedStream *)stream

Archives a Ranker instance to *stream*.