

MiscIconWell

Inherits From: MiscDragView : View : Responder : Object

Declared In: misckit/MiscIconWell.h

Protocols: none

Class Description

A general purpose IconWell that allows you to graphically display a filename via its icon representation. The image (and its associated filename) can either be set by dragging a new icon into it, or through **setImageByFilename:**. It accepts pasteboard data of the NXFilenamePboardType type. See MiscDragView if you are interested in it's inherited target/action or delegate features.

Instance Variables

```
char *filename;  
BOOL allowDoubleClickLaunch;
```

filename	Filename of the current icon representation in the view.
allowDoubleClickLaunch	Determines whether an icon can be opened in Workspace via a double click.

Method Types

Initializing a MiscIconWell	± initWithFrame ± initWithDragTypes ± free
Setting the icon	± setImageByFilename: ± filename
Communication with Workspace	± launch:
Options	± setAllowDoubleClickLaunch: ± allowDoubleClickLaunch
Source dragging methods	± mouseDown: ± setUpForSourceDrag
Destination dragging methods	± performDragOperation: ± concludeDragOperation:
Archiving	± read: ± write:

Instance Methods

allowDoubleClickLaunch

- (BOOL)**allowDoubleClickLaunch**

Returns **YES** if double clicking on the icon should launch it in Workspace.

concludeDragOperation:

- **concludeDragOperation:** *sender*

Overridden to read the filename from the NXDragPboard pasteboard, and display the new icon image. Returns **self**.

filename

- (char *)**filename**

Returns the filename associated with the icon displayed within the IconWell. If there is no icon currently in the view, **NULL** is returned.

See also: - **setImageByFilename**

free

- **free**

Frees the filename if needed.

initDragTypes

- **initDragTypes**

Initializes the dragging type (NXFilenamePboardType) that MiscIconWell will accept. Returns **self**.

initWithFrame:

- **initWithFrame:** (BOOL)*frameRect*

Initializes the view, with allowDoubleClick set to YES. Returns **self**.

See also: - **awake**

launch:

- **launch:** *sender*

Launches the files that the receiver represents via the Workspace.

See also: - **allowDoubleClickLaunch**, **± setAllowDoubleClickLaunch:**

mouseDown:

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

Overridden to check whether the icon was double clicked. If not, then the mouseDown is passed up to MiscDragView's implementation, which will begin a source drag session if all goes well (dragImage set, info on the pasteboard, allowSourceDragging = YES, etc). If it detects a double click then the file(s) are opened via Workspace.app.

performDragOperation:

- (BOOL)**performDragOperation:** *sender*

Overridden to check whether there is a filename on the pasteboard. If there is, it returns **YES**.

read:

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

Unarchives a MiscIconWell object. Returns **self**.

See also: - **write:**

setAllowDoubleClickLaunch:

- **setAllowDoubleClickLaunch:** (BOOL)*aBool*

Sets whether to allow the user to double click on the icon(s) in the view and have the Workspace open it(them).

See also: - **allowDoubleClickLaunch**, **± launch:**

setImage:

- **setImage:**(NXImage *)*anImage*

Overridden from MiscDragView to make sure that if *anImage* was **nil**, that the filename is also freed, since the Well is not representing any file. Additionally, you should not use this method in MiscIconWell, since it needs to know the filename that is associated with the image. Use **setImageByFilename:** instead. Returns **self**.

See also: -**filename**

setImageByFilename:

- **setImageByFilename:**(char *)*aFilename*

Sets the image to the icon representation for *aFilename*. If *aFilename* happens to be multiple files, then the view sneaks the multiple.tiff image (the one with the cards on it) from Librarian.app and displays that. If *aFilename* is only one file, then the workspace is asked for its image representation and it is displayed. Returns **self**.

See also: **-filename**

setupForSourceDrag

- **setupForSourceDrag**

Overridden from MiscDragView to put the filename onto the pasteboard (NXFilenamePboardType) and set the drag image (as the icon in the receiver's view). Returns **YES** if there is a filename to drag.

write:

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

Archives the receiver. Returns **self**.

See also: **-read:**