

```
//  
// GRGradientButton : Button  
//  
// By Anders Bertelrud  
// Copyright (c) 1995-1996 Anders Bertelrud  
//
```

```
#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