

```
//
// GRGradientFrameView : FrameView
//
// By Anders Bertelrud
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//
// This is a sneaky little hack that changes the way window title bars are drawn. When this
// class is told to pose as the FrameView class, all windows and menus in the application look
// more like NeXTSTEP 4.0 "blue-gradient" windows and menus. The buttons in the window title
// bars are not changed, and no behavior is affected; only appearance.
// Drawing the blue gradient can be quite time-consuming for a wide window. Currently, no
// gradient bitmaps are cached. Since window frames are drawn more than they are resized
// horizontally, we could probably benefit from caching. Oh well...
// Another, more serious, problem is that the drawing code currently assumes that title bars
// are 23 pixels tall. This isn't always the case, unfortunately (if the user has changed the
// system font).
// A final note: This is indeed a hack, and a quick-and-dirty one at that. It is likely to
// break in hither-to unthought-of ways; it will almost certainly break under NS4.0 (but it
// shouldn't be needed there).
//
// To use it, be sure to do a [GRGradientFrameView poseAs:[FrameView class]] after NXApp has
// been created but before any message has been sent to FrameView. The best place to do this is
// probably in the "main" file of the project, immediately after the [NXApp new]. Don't forget
// to import this header file.
//
```

```
#import <appkit/View.h>
```

```
//
// FrameView class (NeXTSTEP private)
//
```

```
@interface FrameView : View
{
    id          titleCell;
    id          closeButton;
    id          iconifyButton;
    struct _frFlags
    {
```

```
        unsigned short    style:4;
        unsigned short    buttonMask:3;
        unsigned short    defeatTitleWrap:1;
    }
    frFlags;
}

- _drawTitledFrame:(const NXRect *)rectangles :(int)nrRectangles;
- _drawMenuFrame:(const NXRect *)rectangles :(int)nrRectangles;
- _drawTitleStringIn:(const NXRect *)rectangle withColor:(float)colour;
```

@end

```
//
// GRGradientFrameView class
//
```

```
@interface GRGradientFrameView : FrameView
```

```
+ (void)install;
    // Installs gradient title bars into all application windows and menus by making the
    // GRGradientsFrameView class pose as the FrameView class.
+ (void)installIfAppropriate;
    // Checks the "GRGradientTitleBarsEnabled" default, and if its value is "Yes", makes the
    // GRGradientsFrameView class pose as the FrameView class. This method should be invoked
    // after the application object has been created but before any windows have been created.
- _drawTitledFrame:(const NXRect *)rectangles :(int)nrRectangles;
- _drawMenuFrame:(const NXRect *)rectangles :(int)nrRectangles;
```

@end