MiscSplitView

Inherits From: View : Responder : Object

Declared In: <misckit/MiscSplitView.h>

Class Description

A MiscSplitView object lets several Views share a region within a window.   It works exactly like an NXSplitView, except that it can tile its subviews horizontally as well as vertically.   To change the orientation of a MiscSplitView, use the **setHorizontal**:**;MiscSplitView.rtf;-setHorizontal:;¬** method.   The default is vertical.

For vertical orientations, the MiscSplitView resizes its subviews so that each subview is the same width as the MiscSplitView, and the total of the subviews' heights plus the total of the divider's heights is equal to the height of the MiscSplitView.   The MiscSplitView positions its subviews so that the first subview is at the top of the MiscSplitView, and each successive subview is positioned below.   For horizontal orientations, the MiscSplitView resizes its subviews so that each subview is the same height as the MiscSplitView, and the total of the subviews' widths plus the total of the divider's widths is equal to the width of the MiscSplitView.   The MiscSplitView positions its subviews so that the first subview is at the left edge of the MiscSplitView, and each successive subview is positioned to the right.   The user can change the size of any two subviews by moving a bar between

them called the *divider*, which makes one subview smaller and the other larger.

To add a View to a MiscSplitView, use the **addSubview:;/NextLibrary/Documentation/NextDev/GeneralRef/02_ApplicationKit/Classes/View.rtf;-addSubview:;¬** View method.   When the MiscSplitView is displayed, it checks to see if its subviews are properly tiled.   If not, it invokes the **splitView:resizeSubviews:;MiscSplitView.rtf;-splitView:resizeSubviews:;¬** delegate method, allowing the delegate to specify the heights or widths of specific subviews.   If the delegate doesn't implement a **splitView:resizeSubviews:;MiscSplitView.rtf;-splitView:resizeSubviews:;¬** method, the MiscSplitView sends **adjustSubviews;MiscSplitView.rtf;-adjustSubviews;¬** to itself to yield a default tiling behavior.

When a mouse-down event occurs in a MiscSplitView's divider, the MiscSplitView determines the limits of the divider's travel and tracks the mouse to allow the user to drag the divider within these limits.   With the following mouse-up, the MiscSplitView resizes the two affected subviews, informs the delegate that the subviews were resized, and displays the affected Views and divider.   The MiscSplitView's delegate can constrain the travel of specific dividers by implementing the **splitView:getMinY:maxY:ofSubviewAt:;MiscSplitView.rtf;-splitView:getMinY:maxY:ofSubviewAt:;¬** method for vertical MiscSplitViews and the **splitView:getMinX:maxX:ofSubviewAt:;MiscSplitView.rtf;-splitView:getMinX:maxX:ofSubviewAt:;¬** method for horizontal MiscSplitViews.

In addition to implementing the features of the NXSplitView class, MiscSplitView adds the ability to save the view's divider positions in the defaults database, in a manner modeled after Window's frame saving mechanism. To automatically save a MiscSplitView's divider positions in the defaults database, invoke **setDividersAutosaveName:**;MiscSplitView.rtf;-setDividersAutosaveName:;¬ with the name that will be used to identify the MiscSplitView in the defaults database.   Invoking this method also sets the view's divider positions to the previously saved value, if one exists.   To manually save and set the divider positions, use the **saveDividersUsingName:**;MiscSplitView.rtf;-saveDividersUsingName:;¬ and **setDividersUsingName:**;MiscSplitView.rtf;-setDividersUsingName:;¬ methods.

Instance Variables

delegate;¬id **delegate**;
struct _msvFlags {
    msv.horizontal;¬unsigned int **horizontal**:1;
    msv.needsRetiling;¬unsigned int **needsRetiling**:1;
msvFlags;¬} **msvFlags**;

delegate	The object that receives notification messages from the MiscSplitView.
msvFlags.horizontal	YES if the MiscSplitView has a horizontal orientation.
msvFlags.needsRetiling	YES if **resizeSubviews:** needs to be called before the MiscSplitView is displayed.

Method Types

Initializing a MiscSplitView	;MiscSplitView.rtf;+initialize;¬ + initialize ;ΜισχΣπλιτςιεω.ρτφ;-ινιτΦραμε:;← - initFrame:
Assigning a delegate	;ΜισχΣπλιτςιεω.ρτφ;-δελεγατε;← - delegate ;ΜισχΣπλιτςιεω.ρτφ;-σετΔελεγατε:;← - setDelegate:
Assigning orientation	;ΜισχΣπλιτςιεω.ρτφ;-ισHοριζονταλ;← - isHorizontal ;ΜισχΣπλιτςιεω.ρτφ;-σετHοριζονταλ:;← - setHorizontal:
Accessing the dividers	;ΜισχΣπλιτςιεω.ρτφ;-σετΔιϖιδερσΦρομΣτρινγ:;← - setDividersFromString: ;ΜισχΣπλιτςιεω.ρτφ;-σαϖεΔιϖιδερσΤοΣτρινγ:;← - saveDividersToString:

;ΜισχΣπλιτςιεω.ρτφ;-σετΔιϖιδερσΥσινγΝαμε:;← - setDividersUsingName:
;ΜισχΣπλιτςιεω.ρτφ;-σαϖεΔιϖιδερσΥσινγΝαμε:;← - saveDividersUsingName:
;ΜισχΣπλιτςιεω.ρτφ;+ρεμοϖεΔιϖιδερσΥσινγΝαμε:;← + removeDividersUsingName:
;ΜισχΣπλιτςιεω.ρτφ;-διϖιδερσΑυτοσαϖεΝαμε;← - dividersAutosaveName
;ΜισχΣπλιτςιεω.ρτφ;-σετΔιϖιδερσΑυτοσαϖεΝαμε:;← - setDividersAutosaveName:

Drawing the view

;ΜισχΣπλιτςιεω.ρτφ;-διϖιδερΣιζε;← - dividerSize
;ΜισχΣπλιτςιεω.ρτφ;-διϖιδερΗειγητ;← - dividerHeight
;ΜισχΣπλιτςιεω.ρτφ;-διϖιδερΩιδτη;← - dividerWidth
;ΜισχΣπλιτςιεω.ρτφ;-δραωΣελφ::;← - drawSelf::
;ΜισχΣπλιτςιεω.ρτφ;-δραωΔιϖιδερ:;← - drawDivider:

Managing component Views

;ΜισχΣπλιτςιεω.ρτφ;-χονστραινΔιϖιδερ:λεφτΦραμε:ριγητΦραμε:μιν:μαξ:;← - constrainDivider:leftFrame:rightFrame:min:max:

;ΜισχΣπλιτςιεω.ρτφ;-χονστραινΦραμεσΛεφτ:ανδΡιγητ:βεσιδεΔιϖιδερ:;← - constrainFramesLeft:andRight:besideDivider:
;ΜισχΣπλιτςιεω.ρτφ;-αδφυστΣυβϖιεωσ;← - adjustSubviews
;ΜισχΣπλιτςιεω.ρτφ;-ρεσιζεΣυβϖιεωσ:;← - resizeSubviews:
;ΜισχΣπλιτςιεω.ρτφ;-σετΑυτορεσιζεΣυβϖιεωσ:;← - setAutoresizeSubviews:
;ΜισχΣπλιτςιεω.ρτφ;-αδδΣυβϖιεω:;← - addSubview:
;ΜισχΣπλιτςιεω.ρτφ;-αδδΣυβϖιεω::ρελατιϖεΤο:;← - addSubview::relativeTo:
;MiscSplitView.rtf;-replaceSubview:with:;¬ - replaceSubview:with:

Handling Events

;ΜισχΣπλιτςιεω.ρτφ;-μουσεΔοων:;← - mouseDown:
;ΜισχΣπλιτςιεω.ρτφ;-αχχεπτσΦιρστΜουσε;← - acceptsFirstMouse

Archiving

;ΜισχΣπλιτςιεω.ρτφ;-ρεαδ:;← - read:
;ΜισχΣπλιτςιεω.ρτφ;-ωριτε:;← - write:

Class Methods

+initialize;¬initialize
   + **initialize**

Initializes the MiscSplitView class object.   The class object receives an **initialize** message before it receives any other message.   You never send an **initialize** message directly.   Returns **self**.

See also: + **initialize**;/NextLibrary/Documentation/NextDev/GeneralRef/01_RootClass/Classes/Object.rtf;;¬ (Object)

+removeDividersUsingName:;¬removeDividersUsingName:
   + **removeDividersUsingName:**(const char *)*name*

Removes the dividers position data named *name* from the application's defaults.   Returns **self**.

See also: - **saveDividersUsingName:**;ΜισχΣπλιτςιεω.ρτφ;-σαϖεΔιϖιδερσΥσινγΝαμε:;←, - **setDividersUsingName:**;ΜισχΣπλιτςιεω.ρτφ;-σετΔιϖιδερσΥσινγΝαμε:;←, - **setDividersAutosaveName:**;ΜισχΣπλιτςιεω.ρτφ;-σετΔιϖιδερσΑυτοσαϖεΝαμε:;←

Instance Methods

-acceptsFirstMouse;¬acceptsFirstMouse
   - (BOOL)**acceptsFirstMouse**

Returns YES, thus allowing the MiscSplitView to respond to the mouse event that made its Window the key window.

See also: - acceptsFirstMouse;/NextLibrary/Documentation/NextDev/GeneralRef/02_ApplicationKit/ Classes/View.rtf;-addSubview:;¬ (View)

-addSubview:;¬addSubview:
    - addSubview:*aView*

Sets the **msv.needsRetiling**;MiscSplitView.rtf;msv.needsRetiling;¬ flag to ensure that the subviews are resized the next time the MiscSplitView is displayed.

See also: - addSubview:;/NextLibrary/Documentation/NextDev/GeneralRef/02_ApplicationKit/Classes/ View.rtf;-addSubview:;¬ (View)

-addSubview::relativeTo:;¬addSubview::relativeTo:
    - addSubview:*aView*
        :(int)*place*
        relativeTo:*otherView*

Sets the **msv.needsRetiling**;MiscSplitView.rtf;msv.needsRetiling;¬ flag to ensure that the subviews are resized the next time the MiscSplitView is displayed.

See also: - addSubview::relativeTo:;/NextLibrary/Documentation/NextDev/GeneralRef/ 02_ApplicationKit/Classes/View.rtf;-addSubview:;¬ (View)

-adjustSubviews;¬adjustSubviews

- **adjustSubviews**

Adjusts the widths or heights, as appropriate, of the MiscSplitView's subviews so that the total fills the MiscSplitView.   The delegate is given an opportunity to constrain the new sizes through the **splitView:getMinX:maxX:ofSubviewAt:**;Μισχ Σπλιτςιεω.ρτφ;-σπλιτςιεω:γετΜινΞ:μαξΞ:οφΣυβϖιεωΑτ:;← method (for horizontal MiscSplitViews) or the **splitView:getMinY:maxY:ofSubviewAt:**;Μισχ Σπλιτςιεω.ρτφ;-σπλιτςιεω:γετΜινΨ:μαξΨ:οφΣυβϖιεωΑτ:;← method (for vertical MiscSplitViews).   The subviews are resized proportionally; the size of a subview relative to the other subviews doesn't change, unless one or more subviews is constrained by the delegate.   This method is called by **resizeSubviews:**;MiscSplitView.rtf;-resizeSubviews:;¬ after the MiscSplitView is resized, if the MiscSplitView's delegate doesn't respond to the **splitView:resizeSubviews:**;Μισχ Σπλιτςιεω.ρτφ;-σπλιτςιεω:ρεσιζεΣυβϖιεωσ:;← message.   Returns **self**.

See also: - **resizeSubviews:**;MiscSplitView.rtf;-resizeSubviews:;¬, - **splitView:getMinX:maxX:ofSubviewAt:**;Μισχ Σπλιτςιεω.ρτφ;-σπλιτςιεω:γετΜινΞ:μαξΞ:οφΣυβϖιεωΑτ:;← (delegate method), - **splitView:getMinY:maxY:ofSubviewAt:**;Μισχ Σπλιτςιεω.ρτφ;-σπλιτςιεω:γετΜινΨ:μαξΨ:οφΣυβϖιεωΑτ:;← (delegate method), - **splitView:resizeSubviews:**;Μισχ Σπλιτςιεω.ρτφ;-σπλιτςιεω:ρεσιζεΣυβϖιεωσ:;← (delegate method)

-constrainDivider:leftFrame:rightFrame:min:max:;¬constrainDivider:leftFrame:rightFrame:min:max:
   - **constrainDivider:**(int)*dividerIndex*
       leftFrame:(const NXRect *)*leftFrame*
       rightFrame:(const NXRect *)*rightFrame*
       min:(NXCoord *)*min* **max:**(NXCoord *)*max*

Constrains a divider's position to the left or top edge of *leftFrame* and the right or bottom edge of *rightFrame* (left and right are used for horizontal MiscSplitViews; top and bottom are used for vertical MiscSplitViews).   If the delegate implements **splitView:getMinX:maxX:ofSubviewAt:**;Μισχ Σπλιτςιεω.ρτφ;-σπλιτςιεω:γετΜινΞ:μαξΞ:οφΣυβϖιεωΑτ:;← or **splitView:getMinY:maxY:ofSubviewAt:**;Μισχ Σπλιτςιεω.ρτφ;-

σπλιτςιεω:γετΜινΨ:μαξΨ:οφΣυβϖιεωΑτ::;← (as appropriate), that method is called to allow the delegate to constrain the divider further.   The constraining coordinates are returned in *min* and *max*.   The initial values of *min* and *max* are ignored.   You may want to override this method to implement different constraining behavior. Used by **constrainFramesLeft:andRight:besideDivider:**;ΜισχΣπλιτςιεω.ρτφ;-χονστραινΦραμεσΛεφτ:ανδΡιγητ:βεσιδεΔιϖιδερ:;← and **mouseDown:**;ΜισχΣπλιτςιεω.ρτφ;-μουσεΔοων:;←. Returns **self**.

See also: - **splitView:getMinX:maxX:ofSubviewAt:**;ΜισχΣπλιτςιεω.ρτφ;-σπλιτςιεω:γετΜινΞ:μαξΞ:οφΣυβϖιεωΑτ:;← (delegate method), - **splitView:getMinY:maxY:ofSubviewAt:**;ΜισχΣπλιτςιεω.ρτφ;-σπλιτςιεω:γετΜινΨ:μαξΨ:οφΣυβϖιεωΑτ:;← (delegate method), - **constrainFramesLeft:andRight:besideDivider:**;ΜισχΣπλιτςιεω.ρτφ;-χονστραινΦραμεσΛεφτ:ανδΡιγητ:βεσιδεΔιϖιδερ:;←, - **mouseDown:**;ΜισχΣπλιτςιεω.ρτφ;-μουσεΔοων:;←

-constrainFramesLeft:andRight:besideDivider:;¬constrainFramesLeft:andRight:besideDivider:
  - **constrainFramesLeft:**(NXRect *)*leftFrame*
        andRight:(NXRect *)*rightFrame*
        besideDivider:(int)*dividerIndex*

Constrains the frames on either side of the divider at position *dividerIndex*.   Calls **constrainDivider:leftFrame:rightFrame:min:max:**;MiscSplitView.rtf;-constrainDivider:leftFrame:rightFrame:min:max::;¬ to constrain the divider's position and then adjusts the given frames so that the divider lies between them.   For vertical MiscSplitViews, *left* is interpreted as *upper*, and *right* is interpreted as *lower*.   You may want to override this method to implement different constraining behavior. Used by **adjustSubviews;MiscSplitView.rtf;-adjustSubviews;¬**.   Returns **self**.

See also: - **constrainDivider:leftFrame:rightFrame:min:max:**;MiscSplitView.rtf;-constrainDivider:leftFrame:rightFrame:min:max::;¬, - **adjustSubviews;MiscSplitView.rtf;-adjustSubviews;¬**

-delegate;¬delegate
   - delegate

Returns the MiscSplitView's delegate.

See also: **- setDelegate:;MiscSplitView.rtf;-setDelegate:;¬**

-dividerHeight;¬dividerHeight
   - (NXCoord)dividerHeight

Returns the height of the divider for a vertically-orientated MiscSplitView.   Calls and returns **dividerSize**;MiscSplitView.rtf;-dividerSize;¬ by default.   You can override this method to change the divider's height, if necessary.

See also: **- dividerSize**;MiscSplitView.rtf;-dividerSize;¬, **- dividerWidth**;MiscSplitView.rtf;-dividerWidth;¬, **- drawDivider:;MiscSplitView.rtf;-drawDivider:;¬**

-dividersAutosaveName;¬dividersAutosaveName
   - (const char *)dividersAutosaveName

Returns the name that's used to automatically save the MiscSplitView's divider positions in the defaults system, as set through **setDividersAutosaveName:;MiscSplitView.rtf;-setDividersAutosaveName:;¬**.   If the MiscSplitView has an autosave name, its dividers' positions are written as a default whenever a divider's position changes.

See also: **- setDividersAutosaveName:;MiscSplitView.rtf;-setDividersAutosaveName:;¬**

-dividerSize;¬dividerSize
  - (NXCoord)**dividerSize**

Returns the size of the divider.   Normally, dividers for both horizontal and vertical MiscSplitViews are the same size.   You can override this method to change the divider's size, if necessary.

See also: - dividerHeight;MiscSplitView.rtf;-dividerHeight;¬, **- dividerWidth**;MiscSplitView.rtf;-dividerWidth;¬, **- drawDivider:;MiscSplitView.rtf;-drawDivider:;¬**

-dividerWidth;¬dividerWidth
  - (NXCoord)**dividerWidth**

Returns the width of the divider for a horizontally-orientated MiscSplitView.   Calls and returns **dividerSize**;MiscSplitView.rtf;-dividerSize;¬ by default.   You can override this method to change the divider's width, if necessary.

See also: - dividerSize;MiscSplitView.rtf;-dividerSize;¬, **- dividerHeight**;MiscSplitView.rtf;-dividerHeight;¬, **- drawDivider:;MiscSplitView.rtf;-drawDivider:;¬**

-drawDivider:;¬drawDivider:
  - **drawDivider:**(const NXRect *)*aRect*

Draws a divider between two of the MiscSplitView's subviews.   *aRect* describes the entire divider rectangle in the MiscSplitView's coordinates, which are flipped.   The default implementation composites a default image to the center of *aRect*; if you override this method and use a different icon to identify the divider, you may want to change the size of the divider.   Returns **self**.

See also: - dividerSize;MiscSplitView.rtf;-dividerSize;¬, **- dividerHeight**;MiscSplitView.rtf;-dividerHeight;¬, -

dividerWidth;MiscSplitView.rtf;-dividerWidth;¬, -
**composite:toPoint:;/NextLibrary/Documentation/NextDev/GeneralRef/02_ApplicationKit/Classes/
NXImage.rtf;;¬** (NXImage)

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

Draws the MiscSplitView by calling **drawDivider:**;MiscSplitView.rtf;-drawDivider:;¬ for each divider that needs to
be displayed.   If the **msv.needsRetiling**;MiscSplitView.rtf;msv.needsRetiling;¬ flag is set,
resizeSubviews:;MiscSplitView.rtf;-resizeSubviews:;¬ is invoked before any drawing is done.   You never invoke
this method directly; it's invoked by the display mechanism.   Returns **self**.

See also: - **drawDivider:**;MiscSplitView.rtf;-drawDivider:;¬, - **resizeSubviews:**;MiscSplitView.rtf;-
resizeSubviews:;¬, - **display:;/NextLibrary/Documentation/NextDev/GeneralRef/02_ApplicationKit/
Classes/View.rtf;-addSubview:;¬** (View)

-initFrame:;¬initFrame:
 - **initFrame:**(const NXRect *)*frameRect*

Initializes the MiscSplitView, which must be a newly allocated MiscSplitView instance, setting its frame rectangle
to the argument.   The MiscSplitView's coordinate system is flipped, it's set to autoresize its subviews, and it's
given a vertical orientation.   This method is the designated initializer for the MiscSplitView class.   Returns **self**.

See also: - **setAutoresizeSubviews:**;MiscSplitView.rtf;-setAutoresizeSubviews:;¬, -
setHorizontal:;MiscSplitView.rtf;-setHorizontal:;¬, -
**setFlipped:;/NextLibrary/Documentation/NextDev/GeneralRef/02_ApplicationKit/Classes/View.rtf;-
addSubview:;¬** (View)

-isHorizontal;¬isHorizontal
    - (BOOL)**isHorizontal**

Returns YES if the receiver tiles its subviews horizontally or NO if it tiles them vertically.   By default, MiscSplitViews are vertically oriented.

See also: - setHorizontal:;MiscSplitView.rtf;-setHorizontal:;¬

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

Causes a divider to be moved as the user drags the mouse.   When the user lets up on the mouse button, the subviews to the left and right of (or above and below) the divider are resized.   You never invoke this method; it's invoked when the user clicks in the MiscSplitView.   Returns **self**.

See also: - splitView:getMinX:maxX:ofSubviewAt:;MiscSplitView.rtf;-splitView:getMinX:maxX:ofSubviewAt:;¬ (delegate method), **-splitView:getMinY:maxY:ofSubviewAt:;MiscSplitView.rtf;-splitView:getMinY:maxY:ofSubviewAt:;¬** (delegate method), **- splitViewDidResizeSubviews:;MiscSplitView.rtf;-splitViewDidResizeSubviews:;¬** (delegate method), **- constrainDivider:leftFrame:rightFrame:min:max:**;MiscSplitView.rtf;-constrainDivider:leftFrame:rightFrame:min:max:;¬, **- saveDividersUsingName:**;MiscSplitView.rtf;-saveDividersUsingName:;¬, **- dividersAutosaveName**;MiscSplitView.rtf;-dividersAutosaveName;¬

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

Reads the MiscSplitView and a reference to its delegate from the typed stream *stream*.   Returns **self**.

See also: - write:;MiscSplitView.rtf;-write:;¬

-replaceSubview:with:;¬replaceSubview:with:
  - replaceSubview:oldView **with:**newView

Sets the **msv.needsRetiling**;MiscSplitView.rtf;msv.needsRetiling;¬ flag to ensure that the subviews are resized the next time the MiscSplitView is displayed.

**See also: - addSubview::relativeTo:;/NextLibrary/Documentation/NextDev/GeneralRef/
    02_ApplicationKit/Classes/View.rtf;-addSubview:;¬** (View)

-resizeSubviews:;¬resizeSubviews:
  - resizeSubviews:(const NXSize *)oldSize

Ensures that the MiscSplitView's subviews are properly sized to fill the MiscSplitView.   If the delegate implements the **splitView:resizeSubviews:;MiscSplitView.rtf;-splitView:resizeSubviews:;¬** method, that method is invoked to resize the subviews; otherwise, the **adjustSubviews**;MiscSplitView.rtf;-adjustSubviews;¬ method is invoked to resize the subviews.   In either case, this method then informs the delegate that the subviews were resized by invoking **splitViewDidResizeSubviews:;MiscSplitView.rtf;-splitViewDidResizeSubviews:;¬**.   *oldSize* is the previous bounds rectangle size.   This method is invoked by **setDividersFromString:**;ΜισχΣπλιτςιεω.ρτφ;-σετΔιϖιδερσΦρομΣτρινγ:;← and by **drawSelf::**;MiscSplitView.rtf;-drawSelf::;¬ when the **msv.needsRetiling**;MiscSplitView.rtf;msv.needsRetiling;¬ flag is set.   Returns **self**.

See also: - splitView:resizeSubviews:;MiscSplitView.rtf;-splitView:resizeSubviews:;¬ (delegate method), - **adjustSubviews**;MiscSplitView.rtf;-adjustSubviews;¬, - **splitViewDidResizeSubviews:;MiscSplitView.rtf;-splitViewDidResizeSubviews:;¬** (delegate method), - **setDividersFromString:**;ΜισχΣπλιτςιεω.ρτφ;-**

σετΔιϖιδερσΦρομΣτρινγ:;←, - **drawSelf::**;MiscSplitView.rtf;-drawSelf::;¬, -
**resizeSubviews:;/NextLibrary/Documentation/NextDev/GeneralRef/02_ApplicationKit/Classes/View.rtf;-
addSubview:;¬** (View)

-saveDividersToString:;¬saveDividersToString:
   - **saveDividersToString:**(char *)*string*

Saves the MiscSplitViews's divider positions as a NULL-terminated ASCII string to the buffer pointed to by *string.*
The string can be stored as you see fit and used later to set the positions of the dividers through the
setDividersFromString:;MiscSplitView.rtf;-setDividersFromString:;¬ method.   You should ensure that the buffer
is large enough to hold at least four characters for each of the MiscSplitView's subviews plus three additional
characters.   Used by **saveDividersUsingName:;MiscSplitView.rtf;-saveDividersUsingName:;¬**.   Returns
self.

See also: - **setDividersFromString:**;MiscSplitView.rtf;-setDividersFromString:;¬, -
saveDividersUsingName:;MiscSplitView.rtf;-saveDividersUsingName:;¬

-saveDividersUsingName:;¬saveDividersUsingName:
   - **saveDividersUsingName:**(const char *)*name*

Saves the MiscSplitView's divider positions as a system default.   With the companion method
setDividersUsingName:;MiscSplitView.rtf;-setDividersUsingName:;¬, you can save and reset a MiscSplitView's
divider positions over various launchings of an application.   The default is owned by the application, filed under
the name

   ªMiscSplitView Dividers *name*º

Returns **self**.

See also: - **setDividersUsingName:**;MiscSplitView.rtf;-setDividersUsingName:;¬, -
saveDividersToString:;MiscSplitView.rtf;-saveDividersToString:;¬

-setAutoresizeSubviews:;¬setAutoresizeSubviews:
   - **setAutoresizeSubviews:**(BOOL)*flag*

Overrides View's **setAutoresizeSubviews:;/NextLibrary/Documentation/NextDev/GeneralRef/
02_ApplicationKit/Classes/View.rtf;-addSubview:;¬** method to ensure that automatic resizing of subviews will
not be disabled.   You should never invoke this method.   Returns **self**.

See also: - **setAutoresizeSubviews:;/NextLibrary/Documentation/NextDev/GeneralRef/
02_ApplicationKit/Classes/View.rtf;-addSubview:;¬** (View)

-setDelegate:;¬setDelegate:
   - **setDelegate:***anObject*

Makes *anObject* the MiscSplitView's delegate.   The notification messages that the delegate can expect to
receive are listed at the end of the MiscSplitView class specifications.   The delegate may implement as many or
as few of the delegate methods as it wishes.   Returns **self**.

See also: - **delegate;MiscSplitView.rtf;-delegate;¬**

-setDividersAutosaveName:;¬setDividersAutosaveName:
   - **setDividersAutosaveName:**(const char *)*name*

Sets the name that's used to automatically save the MiscSplitView's divider positions in the defaults system and

sets its divider positions to the current value of that default, if the default already exists.   If *name* isn't NULL, the MiscSplitView's divider positions are saved as a default (using **saveDividersUsingName:**;MiscSplitView.rtf;-saveDividersUsingName:;¬) each time a divider's position changes.   This happens when the user changes a divider's position with the mouse in **mouseDown:;MiscSplitView.rtf;-mouseDown:;¬**, when the MiscSplitView is resized (through **resizeSubviews:**;MiscSplitView.rtf;-resizeSubviews:;¬), and when **adjustSubviews**;MiscSplitView.rtf;-adjustSubviews;¬ is invoked.

Passing NULL as an argument disables the autosave feature.   A MiscSplitView can have only one dividers autosave name at a time; if the MiscSplitView already has an autosave name, the old one is replaced.   If *name* is already being used as an autosave name by a MiscSplitView in this application, the name isn't set and this method returns **nil**; otherwise it returns **self**.

See also: - **setDividersUsingName:**;MiscSplitView.rtf;-setDividersUsingName:;¬, - **saveDividersUsingName:**;MiscSplitView.rtf;-saveDividersUsingName:;¬, + **removeDividersUsingName:**;MiscSplitView.rtf;+removeDividersUsingName:;¬, - **dividersAutosaveName**;MiscSplitView.rtf;-dividersAutosaveName;¬, - **adjustSubviews**;MiscSplitView.rtf;-adjustSubviews;¬, - **resizeSubviews:**;MiscSplitView.rtf;-resizeSubviews:;¬, - **mouseDown:;MiscSplitView.rtf;-mouseDown:;¬**

-setDividersFromString:;¬setDividersFromString:
    - **setDividersFromString:**(const char *)*data*

Sets the MiscSplitView's divider positions by reading them from *data*.   The positions should have been previously stored through the **saveDividersToString:**;MiscSplitView.rtf;-saveDividersToString:;¬ method.   The dividers are constrained according to the minimum and maximum values returned by the delegate method **splitView:getMinX:maxX:ofSubviewAt:;MiscSplitView.rtf;-splitView:getMinX:maxX:ofSubviewAt:;¬** or **splitView:getMinY:maxY:ofSubviewAt:;MiscSplitView.rtf;-splitView:getMinY:maxY:ofSubviewAt:;¬** as appropriate, if the delegate implements the method.   After the dividers are set, a

splitViewDidResizeSubviews:;MiscSplitView.rtf;-splitViewDidResizeSubviews:;¬ message is sent to the delegate.   Returns **self**.

See also: - **saveDividersToString:**;MiscSplitView.rtf;-saveDividersToString:;¬, - **splitView:getMinX:maxX:ofSubviewAt:;MiscSplitView.rtf;-splitView:getMinX:maxX:ofSubviewAt:;¬** (delegate method), - **splitView:getMinY:maxY:ofSubviewAt:;MiscSplitView.rtf;-splitView:getMinY:maxY:ofSubviewAt:;¬** (delegate method)**, - splitViewDidResizeSubviews:**;MiscSplitView.rtf;-splitViewDidResizeSubviews:;¬ (delegate method)

-setDividersUsingName:;¬setDividersUsingName:
   - **setDividersUsingName:**(const char *)*name*

Sets the MiscSplitView's divider positions by reading, from the defaults system, the position data stored in *name*. The dividers are constrained according to the minimum and maximum values returned by the delegate method **splitView:getMinX:maxX:ofSubviewAt:;MiscSplitView.rtf;-splitView:getMinX:maxX:ofSubviewAt:;¬** or **splitView:getMinY:maxY:ofSubviewAt:;MiscSplitView.rtf;-splitView:getMinY:maxY:ofSubviewAt:;¬** as appropriate, if the delegate implements the method.   After the dividers are set, a **splitViewDidResizeSubviews:;MiscSplitView.rtf;-splitViewDidResizeSubviews:;¬** message is sent to the delegate.

If *name* doesn't exist, the dividers are not set and this method returns **nil**; otherwise it returns **self**.

See also: - **saveDividersUsingName:**;MiscSplitView.rtf;-saveDividersUsingName:;¬, - **setDividersAutosaveName:**;MiscSplitView.rtf;-setDividersAutosaveName:;¬, + **removeDividersUsingName:**;MiscSplitView.rtf;+removeDividersUsingName:;¬, - **saveDividersToString:**;MiscSplitView.rtf;-saveDividersToString:;¬, - **setDividersFromString:**;MiscSplitView.rtf;-setDividersFromString:;¬, - **splitView:getMinX:maxX:ofSubviewAt:;MiscSplitView.rtf;-splitView:getMinX:maxX:ofSubviewAt:;¬** (delegate method), - **splitView:getMinY:maxY:ofSubviewAt:;MiscSplitView.rtf;-splitView:getMinY:maxY:ofSubviewAt:;¬**

(delegate method), - **splitViewDidResizeSubviews:;MiscSplitView.rtf;-splitViewDidResizeSubviews:;¬**
(delegate method)

-setHorizontal:;¬setHorizontal:
   - **setHorizontal:**(BOOL)*flag*

Sets the orientation of the MiscSplitView.   If *flag* is YES, the MiscSplitView's subviews will be tiled from left to right, with their heights equal.   If *flag* is NO, the MiscSplitView's subviews will be tiled from top to bottom, with their widths equal.   By default, MiscSplitViews are vertically orientated.

If the MiscSplitView's orientation is changed by this method, the subviews will be retiled the next time **drawSelf::**;MiscSplitView.rtf;-drawSelf::;¬ is called.   Returns **self**.

See also: - **isHorizontal**;MiscSplitView.rtf;-isHorizontal;¬, - **drawSelf::**;MiscSplitView.rtf;-drawSelf::;¬, - **initFrame:;MiscSplitView.rtf;-initFrame:;¬**

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

Writes the MiscSplitView and a reference to its delegate to the typed stream *stream*.   Returns **self**.

See also: - **read:;MiscSplitView.rtf;-read:;¬**

Methods Implemented by the Delegate

-splitView:getMinX:maxX:ofSubviewAt:;¬splitView:getMinX:maxX:ofSubviewAt:

- splitView:*sender*
  getMinX:(NXCoord *)*minX*
  maxX:(NXCoord *)*maxX*
  ofSubviewAt:(int)*offset*

Allows the delegate to constrain the *x* coordinate limits of a divider when the user drags the mouse in a horizontal MiscSplitView.   This method is invoked before the MiscSplitView begins tracking the mouse to position the divider.   When this method is invoked, the limits have already been set and are stored in *minX* (the leftmost limit) and *maxX* (the rightmost limit).   You may further constrain the limits by setting the variables indicated by *minX* and *maxX*, but you cannot extend the divider limits.   *minX* and *maxX* are specified in the MiscSplitView's flipped coordinate system.   The divider to be repositioned is indicated by *offset*, an index that counts the dividers from left to right starting with divider 0.   The returned value is ignored.

See also: **- mouseDown:**;MiscSplitView.rtf;-mouseDown:;¬, **- adjustSubviews**;MiscSplitView.rtf;-adjustSubviews;¬, **- constrainDivider:leftFrame:rightFrame:min:max:**;MiscSplitView.rtf;-constrainDivider:leftFrame:rightFrame:min:max:;¬, **- splitView:getMinY:maxY:ofSubviewAt:**;MiscSplitView.rtf;-splitView:getMinY:maxY:ofSubviewAt:;¬ (delegate method)

-splitView:getMinY:maxY:ofSubviewAt:;¬splitView:getMinY:maxY:ofSubviewAt:
 - splitView:*sender*
  getMinY:(NXCoord *)*minY*
  maxY:(NXCoord *)*maxY*
  ofSubviewAt:(int)*offset*

Allows the delegate to constrain the *y* coordinate limits of a divider when the user drags the mouse in a vertical MiscSplitView.   This method is invoked before the MiscSplitView begins tracking the mouse to position the divider.   When this method is invoked, the limits have already been set and are stored in *minY* (the topmost limit) and *maxY* (the bottommost limit).   You may further constrain the limits by setting the variables indicated by *minY*

and *maxY*, but you cannot extend the divider limits.   *minY* and *maxY* are specified in the MiscSplitView's flipped coordinate system.   The divider to be repositioned is indicated by *offset*, an index that counts the dividers from top to bottom starting with divider 0.   The returned value is ignored.

See also: - **mouseDown:**;MiscSplitView.rtf;-mouseDown:;¬,   - **adjustSubviews**;MiscSplitView.rtf;-adjustSubviews;¬, - **constrainDivider:leftFrame:rightFrame:min:max:**;MiscSplitView.rtf;-constrainDivider:leftFrame:rightFrame:min:max:;¬, - **splitView:getMinX:maxX:ofSubviewAt:**;MiscSplitView.rtf;-splitView:getMinX:maxX:ofSubviewAt:;¬ (delegate method)

-splitView:resizeSubviews:;¬splitView:resizeSubviews:
   - **splitView:***sender* **resizeSubviews:**(const NXSize *)*oldSize*

Allows the delegate to specify custom sizing behavior for the subviews of the MiscSplitView.   If the delegate implements this method, it is invoked after the MiscSplitView is resized; otherwise, **adjustSubviews**;MiscSplitView.rtf;-adjustSubviews;¬ is invoked to retile the subviews.   The old size of the MiscSplitView is indicated by *oldSize*.

For a vertical MiscSplitView, the subviews should be resized such that the sum of the heights of the subviews plus the sum of the heights of the dividers equals the height of the MiscSplitView's new frame.   For a horizontal MiscSplitView, the subviews should be resized such that the sum of the widths of the subviews plus the sum of the widths of the dividers equals the width of the MiscSplitView's new frame.

You can get the height of a divider through the **dividerHeight**;MiscSplitView.rtf;-dividerHeight;¬ method and the width of a divider through the **dividerWidth**;MiscSplitView.rtf;-dividerWidth;¬ method.   Normally they are the same.   You can determine the orientation of the *sender* through the **isHorizontal**;MiscSplitView.rtf;-isHorizontal;¬ method.   The returned value is ignored.

See also: - **adjustSubviews**;MiscSplitView.rtf;-adjustSubviews;¬, - **dividerHeight**;MiscSplitView.rtf;-

dividerHeight;¬, **- dividerWidth**;MiscSplitView.rtf;-dividerWidth;¬, **- dividerSize**;MiscSplitView.rtf;-dividerSize;¬, **- isHorizontal**;MiscSplitView.rtf;-isHorizontal;¬

-splitViewDidResizeSubviews:;¬splitViewDidResizeSubviews:
   - **splitViewDidResizeSubviews:**_sender_

Informs the delegate that the sizes of some or all of the MiscSplitView's subviews were changed.   This method is invoked when the MiscSplitView resizes all its subviews because its frame rectangle changed, when the divider positions are changed through **setDividersFromString:**;MiscSplitView.rtf;-setDividersFromString:;¬ or **setDividersUsingName:**;MiscSplitView.rtf;-setDividersUsingName:;¬, and also after the MiscSplitView resizes two subviews in response to the repositioning of a divider.   The returned value is ignored.

See also: **- resizeSubviews:**;MiscSplitView.rtf;-resizeSubviews:;¬, **- setDividersFromString:**;MiscSplitView.rtf;-setDividersFromString:;¬, **- setDividersUsingName:**;MiscSplitView.rtf;-setDividersUsingName:;¬, **- mouseDown:;MiscSplitView.rtf;- mouseDown:;¬**