Hi,

Thanks for the improvements and fixes to MiscMatrix.   I am forwarding your mail to the misckit list, so someone who is actively involved can incorporate your fixes into the next release.

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Mike Ferris   *I often think it's a pity*
mike@lorax.com   *that Noah and his party didn't*
(510) 652-2039   *miss the boat.*
                                                   -Mark Twain

Begin forwarded message:

Date: Fri, 8 Jul 94 18:52:31 +1000
From: Darrin Smart <darrin@research.canon.oz.au>
To: mike@lorax.com
Subject: MiscMatrix bugs and enhancements
Cc: darrin@research.canon.oz.au

Mike,

I've being playing with MiscMatrix and discovered a couple of problems. My new version of the class is in:

 MiscMatrix.h   MiscMatrix.m
MiscMatrix.h   MiscMatrix.m

(Sorry, you'll have to use FileMerge to see the changes themselves).

Below is a short description of what I have done:

[MiscMatrix addRow] and [MiscMatrix addCol] did not work. This was because [Matrix addRow] calls insertRowAt:, and so the sizes get updated twice. The fix was simply to remove addRow and addCol.

getRow:andCol:forPoint: did not return nil if the point was not in a cell. Fixed.

Added sizeRowsToCells method to make rows fit snuggly to biggest cell in each row. You could write a similar thing for columns I suppose.

Added sizeTo: method so that when the matrix was resized it would distribute the change in space amongst it's cells, if autoResizeCells was enabled).

There may have been more; I can't remember! Hope you can use this code in future MiscKit releases.

With a little work I have got it to work as a subclass of NiftyMatrix (from the ScrollDoodScroll example).

- Darrin