initFrame:

Graphic attributes setBezeled:

isBezeled
setBackgroundGray:
backgroundGray
setForegroundGray:

maxValue
minValue
peakValue

Operating the object run:

isRunning
stop:

Drawing the object drawCurrentValue

drawSelf::

Archiving read:

write:

(float)backgroundGray

Returns the SoundMeter's background color. The default is dark gray (NX_DKGRAY).

drawCurrentValue

Draws the SoundMeter's running bar and peak bubble. You never invoke this method directly it's
while the SoundMeter is running. You can override this method to change the look of the running
Returns self.

drawSelf:(const NXRect *)rects :(int)rectCount

Draws all the components of the SoundMeter (frame, running bar, and peak bubble). You never in
directly however, you can override it in a subclass to change the way the components are displayed

(float)floatValue

Returns the current running amplitude value as a floating-point number between 0.0 and 1.0. This
that's displayed by the running bar.

(float)foregroundGray

Returns the color of the running bar. The default is light gray (NX_LTGRAY).

(float)holdTime

Returns the SoundMeter's hold timeÐthe amount of time during which a peak amplitude is detect
peak bubbleÐin seconds. The default is 0.7 seconds.

(BOOL)isBezeled

Returns YES (the default) if the SoundMeter has a border otherwise, returns NO. Note that the So
provide a method to change the type of borderÐit can display a bezeled border or none at all.

(BOOL)isRunning

Returns YES if the SoundMeter is currently running otherwise, returns NO. The SoundMeter's sta
the activity of its Sound object.

(float)maxValue

Returns the maximum running value so far. You can invoke this method after you stop this Sound
overall maximum value for the previous performance. The maximum value is cleared when you re

(float)minValue

Returns the minimum running value so far. You can invoke this method after you stop this Sound
overall minimum value for the previous performance. The minimum value is cleared when you re

(float)peakGray

Returns the SoundMeter's peak bubble gray. The default is white (NX_WHITE).

(float)peakValue

Returns the most recently detected peak value as a floating-point number between 0.0 and 1.0. Th
that's displayed by the peak bubble.

read:(NXTypedStream *)aStream

Unarchives the SoundMeter by reading it from aStream. Returns self.

run:sender

setBezeled:(BOOL)aFlag

If aFlag is YES, a bezeled border is drawn around the SoundMeter. If aFlag is NO and the SoundM
frame is removed. Returns self.

setFloatValue:(float)aValue

Sets the current running value to aValue. You never invoke this method directly it's invoked autor
SoundMeter is running. However, you can reimplement this method in a subclass of SoundMeter.

setForegroundGray:(float)aValue

Sets the SoundMeter's running bar color. The default is light gray (NX_LTGRAY). Returns self.

setHoldTime:(float)seconds

Sets the SoundMeter's peak value hold time in seconds. This is the amount of time during which p
detected and held by the peak bubble. Returns self.

setPeakGray:(float)aValue

Sets the SoundMeter's peak bubble color. The default is white (NX_WHITE). Returns self.

setSound:aSound

Sets the SoundMeter's Sound object. Returns self.

sound

Returns the Sound object that the SoundMeter is metering.

stop:sender

Stops the SoundMeter's metering activity. Note that this method only affects the state of the Soun
trigger any activity in the Sound. Returns self.