runModal

Getting data from the panel directory

panelSizeDefaultName

Manipulating the panel setDirectoryPath:

setListTitle:
setPanelTitle:
refreshLowerData:

Searching searchItemList:

searchTextField

Filling the browser browser:fillMatrix:inColumn:

browser:loadCell:atRow:inColumn:

Text-related methods text:isEmpty:

textWillChange:
completeItemName
completeDomain

Target and action methods cellWasHitInBrowser:

cellWasHitInItemList:

browser:sender loadCell:cell atRow:(int)row inColumn:(int)column

Sent automatically by the browser, this NXBrowser delegate method fills the indicated cell with da

cellWasHitInBrowser:(id)sender

This method is invoked when the user clicks in the upper browser. Returns self.

cellWasHitInItemList:sender

This method is invoked when the user clicks in the lower browser. Returns self.

completeDomain

This method is invoked to complete the upper text field (and browser) when the user presses the Es
button is pressed, or when the current selection moves out of the text field. Returns self if the path
completed otherwise, returns nil.

completeItemName

Reserved for future use.

(const char *)directory

Returns the name of the directory that's selected in the lower browser, or NULL if no valid directo

(const char *)panelSizeDefaultName

Returns the name of a constant representing the size of the panel. Used in conjunction with the inh
resizePanelBeforeShowing:.

refreshLowerData:sender

Reloads and redraws browser in lower half of panel. Returns self.

method directly. Returns self.

searchTextField

Sent automatically to update the lower browser after the user has finished entering text into the low invoke this method directly. Returns self.

setDirectoryPath:(const char *)path

Use this method to set the initial directory path in the lower browser. The contents of the indicated displayed when the browser is loaded. Returns self.

setListTitle:(const char *)title

Use this method to set the title of the lower half of the panel. Returns self.

setPanelTitle:(const char *)title

Use this method to set the title of the panel. Returns self.

text:textObj isEmpty:(BOOL)flag

This Text delegate method is invoked when the user types in either text field. It disables the OK b empty otherwise, it enables the OK button.

(BOOL)textWillChange:textObject

This Text delegate method is invoked when exiting a text field after an edit has been made.