

# Setting matrix attributes;↵Setting matrix attributes

[arrow.eps](#) ↵ **Set the background gray of the matrix.**

[arrow.eps](#) ↵ **Set the matrix selection mode.**

[arrow.eps](#) ↵ **Set autosizing behavior and other properties of cells.**

[arrow.eps](#) ↵ **Inspect the cell prototype and change it, if necessary.**

The Attributes display for matrices allows you to determine how a matrix and its cells look and behave.

[\\_SettingMatrixAttrib1.eps](#) ↵

## Matrix Selection Mode

The selection modes specify how cells behave when a user is dragging a mouse within a matrix. They also determine if the user can select multiple items in the matrix. A column of switch buttons, for example, allows multiple selection.

[SquareBullet.eps](#) ↵ **Track:** The cells track the mouse when it is within their bounds but do not highlight themselves. This mode would be suitable for a <sup>a</sup>graphic equalizer<sup>o</sup> matrix of sliders. Dragging the mouse causes the sliders to move.

[SquareBullet.eps](#) ↵ **Radio:** Only one cell in the matrix can be selected at a time, as is the typical case with a matrix of radiobuttons.

[SquareBullet.eps](#) ↵ **Highlight:** Each cell is highlighted while it tracks the mouse and is unhighlighted when done tracking. This mode allows multiple selections. A matrix of switch buttons commonly has this mode.

[SquareBullet.eps](#) ↵ **List:** Cells are highlighted as the mouse is dragged across them, but they do not track the mouse. In this mode, a matrix supports multiple selection, enabling a user, for instance, to select a range of

text in a matrix of text objects.

## Cells Options

### Option

### Description

**TableHeadRule.eps** ↪

Autosize

If set, the cells resize when the matrix is resized, keeping the space between cells constant. If not set, the space between cells changes.

TableRule.eps ↪

Selection by rect

Allows users to select multiple cells by dragging the mouse around them.

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Match Prototype

Applies the new prototype to the selected matrix's existing cells.

TableRule.eps ↪

Tags = Position

Resequences the cell's tags if you've added cells to a previously created matrix. When you create a matrix, cells are assigned consecutive tags starting from zero. For two dimensional matrices, the progression is from left to right (row), then down (column). When you later add new cells, they all have tags of zero.

TableRule.eps ↪

A tag is an internal identifier of an object that you can use in your code. See [Using tags](#) in this chapter for more information. [UsingTags.rtf](#);↪

**Related Concept:** [SettingAttributesConcepts.rtf](#);linkMarkername ChangingthePrototypeCell;, Changing the Prototype Cell

**Related Concept:** [SettingAttributesConcepts.rtf](#);linkMarkername CompoundObjects;, Compound Objects