# <u>Developer's Release Notes</u> Quantrix 1.2

31 March 1995

### Introduction

Welcome to the Developer's Release Notes for Quantrix version 1.2, Lighthouse Design's multi-dimensional spreadsheet program for NEXTSTEP/OpenStep.

#### NOTE:

PLEASE MAKE SURE TO QUIT THIS **EDIT** APPLICATION BEFORE ATTEMPTING TO INSTALL QUANTRIX

Quantrix v1.2 is an upgrade to version 1.0, and contains a variety of new features and enhancements.

### **New or Modified Methods!**

The following methods have been added or changed in version 1.2.

## **QAPIApp**

#### q\_openModel:asTemplate:

- (id<QAPIModel>)q\_openModel:(in char \*)filePath
asTemplate:(BOOL)asTemplate;

Used to open a model given a file path.

#### Arguments:

path The full path to a Quantrix file.

asTemplate If the model should be copied and used

as a new, untitled, model.

Returns a **QAPIModel** conforming instance. If path is NULL, this is the equivalent of q\_newModel:asTemplate.

#### **Exceptions:**

ge file Permissions error or other file error.

*qe\_fileNotFound* If the file *path* didn't exist.

#### q\_quantrixVersionNumber

- (float)q quantrixVersionNumber;

Returns the current version of the application. This may be used to special case code based on the release. For Quantrix version "v1.2" the value returned is 1.2.

## **QAPIAbstractView**

QAPIAbstractView is a new protocol that takes most of the methods from QAPIView and adds one new method, q\_alternateSelection. QAPIView still exists and conforms to the QAPIAbstractView protocol. This change was made to allow for future enhancements.

#### q\_alternateSelection

- (id<QAPISelection>)q alternateSelection;

Similar to q\_selection, though changes to the returned selection will not effect the user's selection.

## **QAPIItemFormat**

q\_isHidden

(BOOL)q\_isHidden;

Returns whether the item is hidden.

#### q\_setIsHidden:

- (void)q setIsHidden:(BOOL)newIsHidden;

Sets whether an item is hidden.

## **QAPINode**

#### q\_createPreviousSiblings:

- (id<QAPINode>)q\_createPreviousSiblings:(int)count;

Creates *count* items directly after the receiver in its parent's children list. Returns the last new sibling or *nil* if it could not be created.

#### q\_createNextSiblings:

- (id<QAPINode>)q createNextSiblings:(int)count;

Creates *count* items directly following the receiver in its parent's children list. Returns the last new sibling or *nil* if it could not be created.

#### q\_isLinkedCategory

- (BOOL)q isLinkedCategory;

Returns YES if the receiver is a category and it is linked to multiple tables.

#### q\_moveAfterSibling:

- (void)q\_moveAfterSibling:(id<QAPINode>)sibling;

Moves an item or group to the position after *sibling* if and only if they have the same parent.

#### q\_moveBeforeSibling:

- (void)q\_moveBeforeSibling:(id<QAPINode>)sibling;

Moves an item or group to the position before *sibling* if and only if they have the same parent.

### New dwrite

#### 7 dwrite Advertise NO

Disables the Lighthouse 'Splash' Panel when Quantrix is used in custom applications.

myhost> dwrite Quantrix Advertise NO

...to disable the display.

### One Final Note

We're constantly collecting new ideas for future releases, and we hope you'll take a moment to send us your comments and feedback. If you have access to electronic mail, just click Suggestion from the Info menu item, and fill out the suggestion form using NeXT Mail. You can also fax your suggestions, or print them to hard copy and mail them to us. Any way you do it, we're looking forward to hearing from you.

Good luck!

Lighthouse Design, Ltd.