

```
//  
// GRGradientButton : Button  
//  
// By Anders Bertelrud  
// Copyright (c) 1995-1996 Anders Bertelrud  
//
```

```
#import <appkit/Button.h>  
@class Cell;
```

```
//  
// GRGradientButton class  
//  
@interface GRGradientButton : Button
```

```
//////////////////////////////////// Creating and destroying GRGradientButtons //////////////////////////////////////
```

```
+ initialize;  
- initWithFrame:(const NXRect *)frameRect icon:(const char *)iconName tag:(int)anInt // d.i.  
  target:(id)anObject action:(SEL)aSelector key:(unsigned short)charCode enabled:(BOOL)flag;  
- initWithFrame:(const NXRect *)frameRect title:(const char *)aString tag:(int)anInt // d.i.  
  target:(id)anObject action:(SEL)aSelector key:(unsigned short)charCode enabled:(BOOL)flag;  
  // Produces an error. GRGradientButton do not support titles at this time.
```

```
//////////////////////////////////// Setting the cell //////////////////////////////////////
```

```
+ setCellClass:(Class)aCellClass;  
- setCell:(Cell *)aCell;
```

```
//////////////////////////////////// Setting whether to dim when button is disabled //////////////////////////////////////
```

```
- (BOOL)isDimmedWhenDisabled;  
- (void)setDimmedWhenDisabled:(BOOL)flag;
```

```
// Tells the cell to dim its icon when it's disabled. See the method with the same name in  
// the GRGradientButtonCell class.
```

```
@end
```