Tee

INHERITS FROM	Object
DECLARED IN	Tee.h

CLASS DESCRIPTION

Tee is created in analogy with the Unix(tm) tee command. Tee permits connecting an action to more than one object.

To use Tee, you have to incorporate Tee in your project, instantiate it, and connect the action which you want to duplicate to the tee instance. Then connect the two outlets of the tee instance to the target objects.

INSTANCE VARIABLES

Inherited from Object	Class	isa;
Declared in Tee	id	target1;
	id	target2;

You can add more targets, if you wish to be able to connect to more than two objects, but you will have to change the methods as well.

INSTANCE METHODS

forward::
  - **forward:**(SEL)*aSelector* **:**(marg_list)*argFrame*

  Sends *aSelector* to the outlets with arguments *argFrame*. If an outlet is another Tee instance, forwards the message; if not, performs it.

respondsTo:
  - (BOOL)**respondsTo:**(SEL)*aSelector*

  Returns YES always. This seems to work best.

  In the header file, **Tee.h**, I've declared four **take...ValueFrom** methods. This is not necessary, but is handy when you parse the class into Interface Builder. You can also add more methods to the header file or directly into Interface Builder.

  Being a NeXT-rookie, I realize that Tee is far from perfect. All suggestions for enhancement are welcome!