

UHSelectView

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| INHERITS FROM | View:Responder:Object |
| DECLARED IN | UHSelectView.h |
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CLASS DESCRIPTION

UHSelectView can be used to implement "inspector" panels such as that used in Interface Builder. A UHSelectView object maintains a list of pointers to several views provided by messages to **setView:number:**, or by messages to **setViewnn:** if the views were connected to **viewnn** outlets in Interface Builder. Each view is later selected for display by its corresponding "number" using the **selectViewNumber:** message, or using the **takeIntValueFrom:** and **takeTagFrom:** messages from control objects. When the view is selected, it is removed from its superview and inserted as a subview of the UHSelectView object at a position determined by a previous call to **setPosition:**. When a new view is selected, the view currently being displayed is first removed from the UHSelectView and reinserted into its previous superview at its previous frame position, although not necessarily at the previous position in the view hierarchy.

If no view has yet been selected, or if a nonexistent view number is passed to **selectViewNumber:**, then it is considered that there is no currently selected view. In this

case, if a **defaultView** has been set via **setDefaultView:** or in IB, that view is displayed. Otherwise, a general default image is drawn using **drawDefault**.

Each time a view is selected, the UHSelectView's delegate is notified via the **viewWasSelected:** message. The delegate can then obtain the number of the view just selected using the **viewNumber** message to sender.

INSTANCE VARIABLES

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|---------------------------------|-----------------|-------------------|
| <i>Inherited from Object</i> | Class | isa; |
| <i>Inherited from Responder</i> | id | nextResponder; |
| <i>Inherited from View</i> | NXRect | frame; |
| | NXRect | bounds; |
| | id | superview; |
| | id | subviews; |
| | id | window; |
| | struct __vFlags | vFlags; |
| <i>Declared in UHSelectView</i> | id | view0 - view25; |
| | id | defaultView; |
| | id | delegate; |
| | List * | views; |
| | Storage * | viewNos; |
| | View * | currentView; |
| | View * | currentSuperView; |
| | NXRect | currentFrame; |

int
int
BOOL

viewNumber;
position;
isframed;

METHOD TYPES

Initializing a new UHSelectView object

- initWithFrame:

Freeing a UHSelectView object

- free

Drawing the view

- drawSelf::
- drawDefault
- makeFramed:
- (BOOL)isFramed

Adding views to the SelectView

- setView:number:
- viewWithNumber:
- viewCount
- setDefaultView:
- defaultView

Selecting a view

- selectViewNumber:
- takeIntValueFrom:
- takeTagFrom:
- viewNumber

Positioning the view in the UHSelectView

- setPosition:
- position

Archiving

- read:
- write:
- awakeFromNib

INSTANCE METHODS

awakeFromNib

- **awakeFromNib**

Called when a UHSelectView object is unarchived from a nib file. Calls **selectViewNumber:** with a view number of 0 (zero). If a view has been connected to **view00** in Interface Builder, that view will be displayed initially, else the **defaultView** if there is a connection to it in IB. If there are no connections to either **view00** or **defaultView**, then the standard default will be drawn.

See also: - **selectViewNumber:**, - **drawDefault**

defaultView

- **defaultView**

Returns the **defaultView** if one has been set, else returns **nil**.

See also: - **setDefaultView:**

drawDefault

- **drawDefault**

Called by **drawSelf::** to draw the default used when there is no view selected and there is no specifically designated **defaultView**. This default consists of a light gray background and the word "UHSelectView" centered in the UHSelectView. You should not call this method yourself, but you might override it to get a different default. Returns **self**.

See also: - **setDefaultView:**

drawSelf::

- **drawSelf:**(const NXRect *)*rects* :(int)*rectCount*

Draws a light gray background and the frame rectangle of the UHSelectView if it is to be framed. Calls **drawDefault** if there is no view currently selected and there is no **defaultView**. Returns **self**.

See also: - **drawDefault**

initWithFrame:

- **initWithFrame:**(NXRect *)*frameRect*

Initializes the UHSelectView instance. The View's frame rectangle is made equivalent to that pointed to by *frameRect*. It also initializes **position** to CENTER, and **isFramed** to YES. Returns **self**.

See also: - **setPosition:**, - **makeFramed:**

isFramed

- (BOOL)**isFramed**

Returns the value of the instance variable **isFramed**.

See also: - **makeFramed**:

makeFramed:

- **makeFramed**:(BOOL)*flag*

Sets the value of the instance variable **isFramed**, which is a flag used to indicate whether a frame should be drawn around the UHSelectView. Redisplays the UHSelectView and returns **self**.

position

- (int)**position**

Returns an integer representing the position of the selected view. See the **setPosition**: method for possible position values.

See also: - **setPosition**:

read:

- **read**:(NXTypedStream *)*stream*

Reads the UHSelectView from the typed stream *stream*. Returns **self**.

selectViewNumber:

- **selectViewNumber**:(int)*number*

Selects the view corresponding to *number* as the currently selected view and displays it at the proper position. If there is no view corresponding to *number*, then there is considered to be no currently selected view, and the default is drawn. Returns **self**.

See also: - **takeIntValueFrom:**, - **takeTagFrom:**

setDefaultView:

- **setDefaultView:***aView*

Sets the view to be used as the default view displayed when there is no view selected. Since this takes the view from its previous superview, it is generally not possible to have the same default view shared by multiple instances of UHSelectView. Returns **self** if *aView* is a View, else returns **nil**.

See also: - **drawDefault**

setPosition:

- **setPosition:**(int)*aPosition*

Sets the position within the UHSelectView where the selected view will be displayed. Returns **self**.

***aPosition* value**

UHSV_TOPLEFT

UHSV_TOPCENTER

UHSV_TOPRIGHT

UHSV_LEFT

UHSV_CENTER

UHSV_RIGHT

Meaning

The top left corner of the UHSelectView.

The top center of the UHSelectView.

The top right corner of the UHSelectView.

The left center of the UHSelectView.

The center of the UHSelectView.

The right center of the UHSelectView.

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| UHSV_BOTTOMLEFT | The bottom left corner of the UHSelectView. |
| UHSV_BOTTOMCENTER | The bottom center of the UHSelectView. |
| UHSV_BOTTOMRIGHT | The bottom right corner of the UHSelectView. |

setView:number:

- **setView:***aView* **number:**(int)*number*

Sets *aView* as the view to be selected by *number*. If there is already a view corresponding to *number*, it is replaced by *aView*. The value of *number* must be non-negative. Returns **self** if *aView* is a View and *number* is non-negative, else returns **nil**.

takeIntValueFrom:

- **takeIntValueFrom:***sender*

Action method which takes the view number from *sender* (via an **intValue** message) and then selects the corresponding view for display by a call to the **selectViewNumber:** method. Returns **self**.

See also: - **selectViewNumber:**, - **takeTagFrom:**

takeTagFrom:

- **takeViewFrom:***sender*

Action method which takes the view number from *sender* (via a **selectedTag** message) and then selects the corresponding view for display by a call to the **selectViewNumber:** method. Returns **self**.

See also: - **selectViewNumber:**, - **takeIntValueFrom:**

viewNumber

- (int)**viewNumber**

Returns the integer value of the instance variable **viewNumber** corresponding to the currently selected view. Returns -1 if there is no currently selected view.

write:

- **write:**(NXTypedStream *)*stream*

Writes the receiving UHSelectView to the typed stream *stream*. This method only writes the variables initialized in **init** and those set in the IB inspector: **isFramed**, **position**, **views**, and **viewNos**. Does not write the selectable subviews.

METHODS IMPLEMENTED BY THE DELEGATE

viewWasSelected:

- **viewWasSelected:***sender*

Sent to the delegate whenever the selected view of the UHSelectView is changed. The delegate can find the number of the newly selected view using a **viewNumber** message to the UHSelectView.

See also: - **viewNumber**

