

# UHLineShape

INHERITS FROM	UHShape:View:Responder:Object
DECLARED IN	UHLineShape.h
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## CLASS DESCRIPTION

The UHLineShape is a simple class that draws lines of various size, color, and orientation to be placed into windows in Interface Builder. The various attributes can be set via the IB inspector.

## INSTANCE VARIABLES

<i>Inherited from Object</i>	Class	isa;
<i>Inherited from Responder</i>	id	nextResponder;

*Inherited from View*

NXRect  
NXRect  
id superview;  
id subviews;  
id window;  
struct \_\_vFlags

frame;  
bounds;  
  
vFlags;

*Inherited from UHShape*

NXColor  
NXColor  
int tag  
int choice;  
BOOL  
BOOL  
float

lineColor;  
fillColor;  
  
isBordered;  
isFilled  
lineWidth;

*Declared in UHLineShape*

float

angle;

## METHOD TYPES

Initializing the View Frame Rectangle

- initWithFrame:

Drawing the line shape

- drawSelf::

Setting the attributes of the line

- setAngle:  
- angle

Archiving

- read  
- write

## INSTANCE METHODS

### **angle**

- (float)**angle**

Returns the angle of the line used when the value of the *choice* variable is UH\_VARIABLESLOPE. Returns **self**.

### **drawSelf::**

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

Draws the line using the various attributes set in the instance variables. The general type of line drawn is

determined by the instance variable *choice*. See "Symbolic Constants" below for allowable values of *choice*. Returns **self**.

#### **initWithFrame:**

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

Initializes the object, which must be a newly allocated UHLineShape instance. The View's frame rectangle is made equivalent to that pointed to by *frameRect*. It also initializes the line width, line color, fill color, border, and fill of the line. Returns **self**.

#### **read:**

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

Reads the UHLineShape from the typed stream *stream*.

#### **setAngle:**

**setAngle:**(float)*value*

Sets the angle of the line when its *choice* variable is UH\_VARIABLESLOPE. Returns **self**.

#### **write**

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

Writes the UHLineShape to the typed stream *stream*.

## SYMBOLIC CONSTANTS

**Allowable values of the instance variable *choice*:**

UH_HORIZONTAL	0
UH_VERTICAL	1
UH_POSITIVESLOPE	2
UH_NEGATIVESLOPE	3
UH_VARIABLESLOPE	4