UHRectShape

INHERITS FROM   UHShape:View:Responder:Object

DECLARED IN   UHRectShape.h

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CLASS DESCRIPTION

The UHRectShape is a simple class that draws rectangles 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

Inherited from Object   Class   isa;

Inherited from Responder   id   nextResponder;

Inherited from View	NXRect	frame;
	NXRect	bounds;
	id superview;	
	id subviews;	
	id window;	
	struct __vFlags	vFlags;

Inherited from UHShape	NXColor	lineColor;
	NXColor	fillColor;
	int tag	
	int choice;	
	BOOL	isBordered;
	BOOL	isFilled
	float	lineWidth;

METHOD TYPES

Initializing the View Frame Rectangle   - initFrame:

Drawing the rectangle shape   - drawSelf::

Archiving   - read
                                             - write

INSTANCE METHODS

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

Draws the rectangle using the various attributes set in the instance variables.   The general type of rectangle drawn (rectangle or square) is determined by the instance variable *choice*.   See "Symbolic Constants" below for allowable values of *choice*.   Returns **self**.

initFrame:
    - **initFrame:**(const NXRect *)*frameRect*

Initializes the object, which must be a newly allocated UHRectShape 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 rectangle.   Returns **self**.

read:

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

Reads the UHRectShape from the typed stream *stream*.

write

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

Writes the UHRectShape to the typed stream *stream*.

SYMBOLIC CONSTANTS

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

UH_RECTANGLE   0
UH_SQUARE   1