

# EOMatrixAssociation

**Inherits From:** EOAssociation : NSObject  
**Conforms To:** EOAssociationNotification (EOAssociation)  
**Declared In:** eointerface/EOMatrixAssociation.h

## Class Description

An EOMatrixAssociation manages a Matrix of ButtonCells as a selection list, adding cells for every object in its controller and displaying the values for its key. To work properly with a matrix association, a Matrix should use ButtonCells of type NX\_ONOFF, have a mode of NX\_RADIOMODE, and be contained in a ScrollView. This configuration allows you to use the Matrix to select a single object at a time.

EOBrowserAssociation offers a more flexible selection list than EOMatrixAssociation, since an NXBrowser can allow empty and multiple selections in addition to the usual one object at a time. A browser-based selection list is also easier to set up, since there's no extra configuration to do beyond connecting the association.

Although the interface of any association contains only a few methods, various implementations are often highly dependent on one another and on the way the destination objects act. Because of this, if you need to create an association class for a custom subclass of Matrix, you should create it as an immediate subclass of EOAssociation.

## Instance Variables

None declared in this class.

## Instance Methods

None declared in this class.