



target, setAction:

read

drawArrow::, drawKnob

sizeTo::

drawArrow::, calcRect:forPart:

display::: (View)

setFloatValue::

drawArrow::

action

setEnabled: (Control), tile (ScrollView)

setTarget:, action

setFloatValue::, floatValue

setFloatValue:, floatValue

target, setAction:

checkSpaceForParts, tile (ScrollView)

setTarget:, action

mouseDown:, action, target

mouseDown:, action, target

read: