

# Application Additions

Inherits From:	Responder : Object
Declared In:	apps/Preferences.h

## Category Description

**Preferences.h** declares a category that adds four methods to the Application class of the Application Kit. These methods make it easier for your Preferences module to:

- Locate its interface when the module is loaded
- Enable and disable items in the Windows and Edit menus of the Preferences application
- Access the views contained in the Preferences window

## Method Types

Loading the interface	-loadNibForLayout:owner:
Controlling menu items	-enableEdit: -enableWindow:
Accessing the Preferences window	-appWindow

## Instance Methods

**appWindow**  
**-appWindow**

Returns the **id** of the Preferences window, enabling you to alter its content view, for example.

**enableEdit:**  
**-enableEdit:(int)aMask**

Enables and disables menu items in Preferences' Edit menu. *aMask* specifies which items are to be enabled. For example, this message enables the Cut and Copy commands:

```
[NXApp enableEdit: CUT_ITEM|COPY_ITEM];
```

The permitted values for *aMask* are:

```
CUT_ITEM  
COPY_ITEM  
PASTE_ITEM  
SELECTALL_ITEM  
EDIT_ALL_ITEMS
```

**See also:** **-enableWindow:**

**enableWindow:**

**-[enableWindow:]**(int)*aMask*

Enables and disables menu items in Preferences' Window menu. *aMask* specifies which items are to be enabled. The permitted values for *aMask* are:

MINIATURIZE\_ITEM  
CLOSE\_ITEM  
WINDOW\_ALL\_ITEMS

**See also:** **-[enableEdit:]**

**loadNibForLayout:owner:**

**-[loadNibForLayout:]**(const char \*)*name* **owner:***anOwner*

Loads the nib file named *"name.nib"* and makes *anOwner* its owner.

This is a convenience method that searches for the nib file in the appropriate language subproject of the bundle from which the class of *anOwner* was loaded.

**See also:** **-[bundleForClass:]** (NSBundle common class)