

MiscDragMatrix

Inherits From: NSMatrix
Declared In: MiscAppKit/MiscDragMatrix.h

Class Description

MiscDragMatrix is a class that allows for drag cells to be used in a matrix. You can create a usable drag matrix either by creating a subclass (see MiscFileDragMatrix) or just creating an instance of MiscDragMatrix and setting the cell class or prototype cell to a class or instance that's a concrete subclass of MiscDragCell.

Method Types

Destination dragging	+ lastDestinationDragCell + setLastDestinationDragCell:
Initialization/deallocation	- initWithFrame:
Source drag setup	- initializeDragTypes
Drawing cells	- drawCell:
Destination dragging	- _dragCellForDestinationDrag:
Archiving	- initWithCoder:

Class Methods

lastDestinationDragCell

+ (MiscDragCell*)**lastDestinationDragCell**

Used internally to keep track of the last cell that the current destination drag was over top of. This is the cell that will be forwarded the rest of the drag messages we receive.

setLastDestinationDragCell:

+ (void)**setLastDestinationDragCell:**(MiscDragCell*)*newDestDragCell*

Internally used method. Sets the drag cell that the current destination drag is over top of.

Instance Methods

_dragCellForDestinationDrag:

- (MiscDragCell*)**_dragCellForDestinationDrag:**(id <NSDraggingInfo>)*sender*

Used internally to return the drag cell that's currently under the current destination drag session identified by *sender*. If no cell is under the drag, then **nil** is returned.

drawCell:

- (void)**drawCell:**(NSCell*)*cell*

NSMatrix's **drawCell:** method doesn't seem to do the correct thing when faced with a non-opaque *cell*, so I had to write this method.

initWithCoder:

- (id)**initWithCoder:**(NSCoder *)*aDecoder*

Calls our superclass's **initWithCoder:**, then our **initializeDragTypes** to allow our view to accept drags.

initWithFrame:

- (id)**initWithFrame:**(NSRect)*frame*

Calls our superclass's **initWithFrame:**, then our **initializeDragTypes** to allow our view to accept drags. We

also set our mode to be NSTrackModeMatrix (see NSMatrix for description) and set our default cell size to be 74 by 74. Returns **self**.

initializeDragTypes

- (void)**initializeDragTypes**

Initializes our view to accept destination drag types. We get the types from either our first cell (0,0), the prototype cell if there is one, or our cell class (it needs to be a subclass of MiscDragCell). If we don't have any of the above then we won't accept drags.