

MiscTreeStyle

Inherits From:	NSObject
Conforms To:	NSCopying NSCoding
Declared In:	MiscTreeStyle.h

Class Description

Instances of this class encapsulate style attributes common to all nodes in a tree. It is recommended to set these attributes indirectly through a MiscTreeDiagram instance which controls the tree.

The style of a node is defined by attributes saved in four different classes: MiscLayoutTree, MiscDiagramTree, MiscNodeStyle and MiscTreeStyle. Every MiscDiagramTree instance holds an instance of MiscNodeStyle and the MiscTreeDiagram instance controlling the tree holds an instance of MiscTreeStyle.

Defined Types

SYNOPSIS

MiscLineType

```
typedef enum {  
    MiscStraightLineType,  
    MiscBendLineType  
} MiscLineType;
```

DESCRIPTION

The MiscLineType defines the line course for lines connecting nodes. Lines with MiscStraightLineType connect nodes with a straight line from the middle of one node to the middle of the other. Lines with MiscBendLineType connect nodes with lines consisting of three segments, i.e. a line bended with a bending factor.

paste.eps ↪ tree with MiscStraightLineType

695930_paste.eps ↪ tree with MiscBendLineType and bending factor 0.5

Instance Variables

No public or protected instance variables declared in this class.

Method Types

Setting and accessing attributes

- + defaultStyle
- lineType
- setLineType:
- bendingFactor
- setBendingFactor:
- shadow
- setShadow:
- shadowColor
- setShadowColor:

Class Methods

defaultStyle

+ **defaultStyle**

Returns the default tree style.

Instance Methods

bendingFactor

- (float)**bendingFactor**

Returns the bending factor attribute of the receiver.

isEqual:

- (BOOL)**isEqual:(id)***anObject*

No method description.

lineType

- (MiscLineType)**lineType**

Returns the line type attribute of the receiver.

setBendingFactor:

- (void)**setBendingFactor:(float)***aBendingFactor*

Sets the bending factor attribute of the receiver.

setLineType:

- (void)**setLineType:**(MiscLineType)*aLineType*

Sets the line type attribute of the receiver.

setShadow:

- (void)**setShadow:**(BOOL)*aBool*

Sets the shadow attribute of the receiver.

setShadowColor:

- (void)**setShadowColor:**(NSColor *)*aColor*

Sets the shadow color attribute of the receiver.

shadow

- (BOOL)**shadow**

Returns the shadow attribute of the receiver.

shadowColor

- (NSColor *)**shadowColor**

Returns the shadow color attribute of the receiver.