MiscFileDragView

Inherits From: MiscDragView
Declared In: MiscAppKit/MiscFileDragView.h

Class Description

MiscFileDragView is a subclass of MiscDragView that only adds the few extra methods that MiscFileDragCell adds to MiscDragCell's API.   Our default cell class is the MiscFileDragCell class.   Most of our methods just pass the message on to our cell.

Method Types

Class initialization	+ initialize
	+ cellClass
	+ setCellClass:
Our contents	- filename
	- setFilename:
	- filenames
	- setFilenames:
Options	- setAllowsDoubleClickLaunch:

	- allowsDoubleClickLaunch
Workspace help	- launch:
Archiving	- initWithCoder:
	- encodeWithCoder:

Class Methods

cellClass

    + (Class)**cellClass**

Returns the cell class we use to create our cell upon initialization.   By default it is MiscFileDragCell.

initialize

    + (void)**initialize**

Our class initializer.   Sets our class version (for archiving) and our cell class (MiscFileDragCell).

setCellClass:

    + (void)**setCellClass:**(Class)*newDragCellClass*

Sets our cell class that new instances will use.   It should be a subclass of MiscFileDragCell for everything to work properly.

Instance Methods

allowsDoubleClickLaunch

    - (BOOL)**allowsDoubleClickLaunch**

Returns YES if double clicking the view when there is an image will get NSWorkspace to launch the filenames in whatever applications they've been registered to handled by.

encodeWithCoder:

    - (void)**encodeWithCoder:**(NSCoder*)*aCoder*

Standard instance encoder.   Currently does nothing because we have no instance variables.

filename

    - (NSString*)**filename**

Returns our filename or the empty string if we don't currently have a filename.   If we represent more than one filename we return the first one.   If you want access to all the filenames use our **filenames** method.

filenames

    - (NSArray*)**filenames**

Returns our filenames or **nil** if we don't currently have a filename.   If we represent one filename it will be the only filename in the array.   If you know for sure we only represent a single filename you can use **filename**.

initWithCoder:

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

Decodes an instance of MiscFileDragView.

launch:

    - (void)**launch:**(id)*sender*

Passes the launch: message onto our cell.

setAllowsDoubleClickLaunch:

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

Sets whether double clicking will launch the filenames we represent.

setFilename:

    - (void)**setFilename:**(NSString*)*aFilename*

Sets the filename we currently represent.   This will also set the appropriate matching image.   If *aFilename* is **nil** or empty we clear our current filename and image.

setFilenames:

    - (void)**setFilenames:**(NSArray*)*filenames*

Sets the *filenames* we currently represent.   If *filenames* is **nil** that will remove any files we used to represent.