

# ClassName

Inherits From:	Superclass : Object
Conforms To:	protocols... (remove this line if no protocols are supported)
Declared In:	include directory

## Class Description

The description of the class goes here.

## Instance Variables

int	<b>tag;</b>
id	<b>target;</b>
SEL	<b>action;</b>

tag	An integer used to identify the ActionCell.
target	The object that is sent the ActionCell's action.
action	The message that the ActionCell sends to its target.

## Adopted Protocols (remove if no protocols supported)

Protocol name	±€methods implemented ±€etc...
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## Method Types

Initializing the class	+€initialize +€alloc +€allocFromZone:
Creating and freeing instances	±€init ±€free

## Class Methods

**alloc**

+€alloc

This method cannot be used to create an Application object. Use **new** instead. The method is implemented only to prevent you from using it; if you do use it, it generates an error message.

**See also:** +€new

## Instance Methods

**loadNibSection:owner:withNames:fromZone:**

±€loadNibSection:(const char \*)*name*

**owner:***anOwner*

**withNames:**(BOOL)*flag*

**fromZone:**(NXZone \*)*zone*

Loads interface objects and their names from the source identified by *name*. The source may be a section within the executable file, or a file within the application bundle, as described above for ± **loadNibSection:owner:.**

The argument *anOwner* is the object that corresponds to the "File's Owner" object in Interface Builder's File window. When *flag* is YES, the objects' names are also loaded. Names *must* be loaded if you use **NXGetNamedObject()** to get at the objects, but are not otherwise required. Memory for the loaded objects is allocated from the zone specified by *zone*.

Returns non-**nil** if the section or file is successfully opened and read, and **nil** otherwise.

**See also:** ±€loadNibSection:owner:withNames:fromHeader:fromZone:

**setAction:**

**-setAction:(SEL)aSelector**

Sets the ActionCell's action method to *aSelector*. The argument of an action method sent by an ActionCell is its associated Control (the object returned by **controlView**). Returns **self**.

**See also:** **-action**, **-setTarget:**, **-controlView**, **-sendAction:to:** (Control)

## Methods Implemented by the Delegate

**app:openFile:type:**

**±(int)app:sender**

**openFile:(const char \*)filename**

**type:(const char \*)aType**

Invoked from within **openFile:ok:** after it has been determined that the application can open another file. The method should attempt to open the file *filename* with the extension *aType*, returning YES if the file is successfully opened, and NO otherwise.

This method is also invoked from within **openTempFile:ok:** if neither the delegate nor the Application subclass responds to **app:openTempFile:type:**

**See also:** **±openFile:ok:**, **±openTempFile:ok:**

## Constants and Defined Types

```
/* KITDEFINED subtypes */
#define NX_WINEXPOSED 0
#define NX_APPACT 1
#define NX_APPDEACT 2
#define NX_WINMOVED 4
#define NX_SCREENCHANGED 8

/*
 * The NXModalSession structure contains information used by the
 * system between beginModalSession:for: and endModalSession:
 * messages. This structure can either be allocated on the stack
 * frame of the caller, or by beginModalSession:for:. The
 * application should not access any of the elements of this
 * structure.
 */

typedef struct _NXModalSession {
    id app;
    id window;
    struct _NXModalSession *prevSession;
    int oldRunningCount;
    BOOL oldDoesHide;
    BOOL freeMe;
    int winNum;
    NXHandler *errorData;
    int reserved1;
    int reserved2;
} NXModalSession;
```

