

# CEClassEditor

<b>Inherits From:</b>	MySuperObject
<b>Conforms To:</b>	MyProtocol
<b>Declared In:</b>	CEClassEditor.h
<b>Depends On:</b>	MySecondClass.h

## Class Description

Place class description here.

## Instance Variables

id **firstID**;  
id **secondID**;

firstID	Just a temp.
secondID	Another temp.

## Method Types

- myMethod

## Class Methods

**initialize**

**+ initialize**

Method description here.

**See also:** - **myReference**

## Instance Methods

**\_try:withAlternatives:forText:andGetStyle:**

- **\_try: *path* withAlternatives: *anArray* forText: *aText* andGetStyle: (int \*) *aStyle***

Method description here.

**See also:** - **myReference**

**textShouldPerformCompletion:**

- **textShouldPerformCompletion: *sender***

Method description here.

**See also:** - **myReference**

**\_addDocuForMethod:**

- **\_addDocuForMethod: *aMethod***

Method description here. But don't forget it...

**See also:** - **myReference**

**\_highlightPrevious:inView:**

- **\_highlightPrevious: (char \*) *aString* inView: *aText***

Method description here. But don't forget it...

**See also:** - **myReference**

**\_isFileRTF:**

- (BOOL)**\_isFileRTF:***path*

Method description here.

**See also:** - **myReference**

**\_parseMethodFile**

- **\_parseMethodFile**

Method description here.

**See also:** - **myReference**

**\_readFile:forText:andGetStyle:**

- **\_readFile:***path* **forText:***aText* **andGetStyle:**(int \*)*aStyle*

Method description here.

**See also:** - **myReference**

**\_selectDocuForMethod:**

- (int)**\_selectDocuForMethod:***aMethod*

Method description here.

**See also:** - **myReference**

**\_selectSourceForMethod:**

- (BOOL)**\_selectSourceForMethod:***aMethod*

Method description here.

**See also:** - **myReference**

**\_setIsUpdatingTextViews:**

- **\_setIsUpdatingTextViews:(BOOL)*flag***

Method description here.

**See also:** - **myReference**

**\_showDocuForMethod:**

- **\_showDocuForMethod:*aMethod***

Method description here.

**See also:** - **myReference**

**\_showSourceForMethod:**

- **\_showSourceForMethod:*aMethod***

Method description here.

**See also:** - **myReference**

**\_silentlySyncWindows**

- **\_silentlySyncWindows**

Method description here.

**See also:** - **myReference**

**\_syncWindows**

- **\_syncWindows**

Method description here.

**See also:** - **myReference**

**\_writeText:withStyle:to:**

- **\_writeText:*aText* withStyle:(int)*aStyle* to:*path***

Method description here.

**See also:** - **myReference**

**browser:fillMatrix:inColumn:**

- (int)**browser:sender fillMatrix:matrix inColumn:(int)column**

Method description here.

**See also:** - **myReference**

**browser:loadCell:atRow:inColumn:**

- **browser:sender loadCell:cell atRow:(int)row inColumn:(int)column**

Method description here.

**See also:** - **myReference**

**checkDocumentation:**

- **checkDocumentation:sender**

Method description here.

**See also:** - **myReference**

**close:**

- **close:sender**

Method description here.

**See also:** - **myReference**

**filename**

- (const char \*)**filename**

Method description here.

**See also:** - **myReference**

**free**

- **free**

Method description here.

**See also:** - **myReference**

**initFromFile:**

- **initFromFile:**(const char \*)*fileName*

This is the designated init method. Reads the data the belongs the the specified file and ensures that all the inits get done.

**See also:** - **myReference**

**reparseMethods:**

- **reparseMethods:***sender*

Method description here.

**See also:** - **myReference**

**save:**

- **save:***sender*

Method description here.

**See also:** - **myReference**

**selectNewMethod:**

- **selectNewMethod:***sender*

Method description here.

**See also:** - **myReference**

**showCheatWindow:**

- **showCheatWindow:***sender*

Method description here.

**See also:** - **myReference**

**showDocumentationOnly:**

- **showDocumentationOnly:***sender*

Method description here.

**See also:** - **myReference**

**showImplementationOnly:**

- **showImplementationOnly:***sender*

Method description here.

**See also:** - **myReference**

**showInterfaceOnly:**

- **showInterfaceOnly:***sender*

Method description here.

**See also:** - **myReference**

**switchToNewDisplayMode:**

- **switchToNewDisplayMode:***sender*

Method description here.

**See also:** - **myReference**

**textDidChange:**

- **textDidChange:***sender*

Method description here.

**See also:** - **myReference**

**textDidGetKeys:isEmpty:**

- **textDidGetKeys:***sender* **isEmpty:**(BOOL)*flag*

Method description here.

**See also:** - **myReference**

**undo:**

- **undo:***sender*

Method description here.

**See also:** - **myReference**

**windowDidBecomeKey:**

- **windowDidBecomeKey:***sender*

Method description here.

**See also:** - **myReference**

**windowWillClose:**

- **windowWillClose:***sender*

Method description here.

**See also:** - **myReference**