

CEClassEditor

Inherits From:	MySuperObject
Conforms To:	MyProtocol
Declared In:	CEClassEditor.h
Depends On:	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**