```
/* MiscSwapViewByMatrix.m
 *
 * This is a SwapView that can handle swapping triggered by objects inside
 * a matrix. Sorry no multiple buttons inside a matrix. (Actually, you can
 * do multiple buttons.. see test.nib)
 *
 * For more interface-info see the header file. More in depth information
 * can be found here in the source-code.
 *
 * Written by:          Thomas Engel, R. Todd Thomas
 * Created:             24.01.1994 (Copyleft)
 * Last modified:       22.12.1994
 *
 * Changes are in bold black.
 */

#import <misckit/misckit.h>
```

```objc
@implementation MiscSwapViewByMatrix

- swapContentView:sender
{
    // The trigger (sender) can either be the matrix (on behalf of one
    // of it's cells) or you one of the cells itself. Therefore we have
    // to check.
    // Well...if the sender does not know about selectedCells...it might be
    // a Cell itself.
    // Well we assume here that the superclass is smart enough to deal with
    // stupid input.

    if( [sender respondsTo:@selector(selectedCell)] )
            return [super swapContentView:[sender selectedCell]];

    return [super swapContentView:sender];
```

```
}

@end

/*
 * History: 22.12.94 Made the class more general for any kind of input.
 *
 *              25.09.94 Adjusted swapContentView: to work with either the
 *                          matrix or cell as the trigger.
 *
 *              24.02.94 Made it conform to the new swapView methods.
 *
 *              24.01.94 Made it MiscSwap conform.
 *
 *              08.01.94 Derived from the basic swapController to serve the need
 *                          to handle different buttons inside a scrollable matrix.
 *
```

```
*
* Bugs: Not here!
*/
```