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# Rubberband

INHERITS FROM	Object
DECLARED IN	Rubberband.h

## CLASS DESCRIPTION

Rubberband implements an interactive "rubberband rectangle" graphical selection tool. It uses the postscript functions in /usr/lib/NextStep/windowPackage.ps to achieve the same effect as the window manager does when resizing standard windows.

Possible bugs: Untested with non-default View and Window coordinate transformations.

## INSTANCE VARIABLES

*Inherited from Object*

Class                      isa;

*Declared in Rubberband*

```
NXRect
NXRect
id
struct {
    unsigned char    pivot:1 ;
    unsigned char    inclusive:1 ;
    unsigned char    useBounds:1 ;
}
flags;
```

currentRect

The rubberband's rectangle, in window coordinates

boundsRect

The bounds constraining the rubberband rectangle, in window coordinates

myView

View within which rubberband is drawn

flags.pivot

Indicates stretch type.

flags.inclusive

Indicates whether rectangle includes pixels under its sides.

flags.useBounds

Indicates whether to use boundsRect.

## METHOD TYPES

Initializing a new Rubberband

- init
- initWithView :

Assigning a view

- setView :

Stretching the Rubberband

- doStretch :

Setting the parameters

- setBounds :
- setCurrentRectToBounds
- setPivot :
- setInclusive:

Getting the parameters

- currentRect :
- bounds :

Archiving

none implemented

## INSTANCE METHODS

### **bounds :**

- **bounds** : (NXRect \*)*aRect*

Returns in *aRect* the rectangle constraining the movement of the rubberband. Value is returned in **aView** coordinates and reflects value set by **setBounds:**. Returns **self**.

See also: - **setBounds:**

### **currentRect :**

- **currentRect** : (NXRect \*)*aRect*

Returns in *aRect* the current boundaries of the rubberband rectangle. Call this after calling **doStretch** to get the results of the user's action. Value is returned in **aView** coordinates and reflects value set by **setInclusive:**. Returns **self**.

See also: - **setInclusive:**

### **doStretch:**

- **doStretch** :(NXEvent \*)*event*

This is where the action is. While mouse is held down the rubberband will stretch. Call this when receiving the initial **mouseDown:** message, passing along *event* as the event of the initial mousedown. Returns **self**.

### **init:**

- **init:**

Initializes the rubberband, but you must call **setView:** to complete the initialization. Returns **self**.

See also: - **initWithView:**, -**setView:**

### **initWithView:**

- **initWithView:***aView*

Preferred initialization method. Calls **setView:**. The rubberband's bounds is set to the bounds of *aView*. Returns **self**.

See also: - **init:**

### **setBounds :**

- **setBounds** :(const NXRect \*)*aRect*

Sets the rectangle within which movement of the rectangle is constrained. Turns on flags.useBounds. *aRect* should be given in **myView** coordinates. If *aRect* is NULL, turns off flags.useBounds. Returns **self**.

### **setCurrentRectToBounds**

- **setCurrentRectToBounds**

Sets the **boundsRect** equal to **currentRect**. Turns on flags.useBounds. Returns **self**.

### **setPivot :**

- (int) **setPivot** :(int)*pivot*

Sets the way in which the rubberband stretches as the mouse is moved. Can be either:

RB\_CORNER : point of initial mouse click defines one corner of rubberband.

RB\_CENTER : point of initial mouse click defines center of rubberband.

Returns previous pivot.

### **setInclusive :**

- (BOOL) **setInclusive** :(BOOL)*onoff*

Set whether rectangle returned by **currentRect**: includes pixels under the rubberband sides. Returns previous value.

See also: - **currentRect**:

#### **setView:**

- **setView:** *aView*

Makes *aView* the view into which the rubberband will be drawn. The rubberband's bounds is set to the bounds *aView*. Returns previous view.

See also: - **init**: