

Application Additions

Inherits From:	Responder : Object
Declared In:	apps/Preferences.h

Category Description

Preferences.h declares a category that adds four methods to the Application class of the Application Kit. These methods make it easier for your Preferences module to:

- Locate its interface when the module is loaded
- Enable and disable items in the Windows and Edit menus of the Preferences application
- Access the views contained in the Preferences window

Method Types

Loading the interface	-loadNibForLayout:owner:
Controlling menu items	-enableEdit: -enableWindow:
Accessing the Preferences window	-appWindow

Instance Methods

appWindow

-appWindow

Returns the **id** of the Preferences window, enabling you to alter its content view, for example.

enableEdit:

-enableEdit:(int)*aMask*

Enables and disables menu items in Preferences' Edit menu. *aMask* specifies which items are to be enabled. For example, this message enables the Cut and Copy commands:

```
[NXApp enableEdit: CUT_ITEM|COPY_ITEM];
```

The permitted values for *aMask* are:

```
CUT_ITEM  
COPY_ITEM  
PASTE_ITEM  
SELECTALL_ITEM  
EDIT_ALL_ITEMS
```

See also: -enableWindow:

enableWindow:

-enableWindow:(int)*aMask*

Enables and disables menu items in Preferences' Window menu. *aMask* specifies which items are to be enabled. The permitted values for *aMask* are:

MINIATURIZE_ITEM
CLOSE_ITEM
WINDOW_ALL_ITEMS

See also: **-enableEdit:**

loadNibForLayout:owner:

-loadNibForLayout:(const char *)*name* **owner:***anOwner*

Loads the nib file named *name*.nib° and makes *anOwner* its owner.

This is a convenience method that searches for the nib file in the appropriate language subproject of the bundle from which the class of *anOwner* was loaded.

See also: **-bundleForClass:** (NXBundle common class)