

ModelerBundle

Overview

This example illustrates how to build a loadable bundle to extend the behaviour of the EOModeler application. This example extends EOModeler in two ways: with a custom inspector panel, and with a custom table column.

Custom Inspector

Allows storing comments in the user dictionary.

Custom Table Column

Shows the modification time for the attribute.

Running the Example

Configuring EOModeler to load the bundle:

EOModeler will check the "BundlesToLoad" user default when it starts to get a list of bundles that it will load. This can be done as follows:

```
defaults write EOModeler BundlesToLoad  
"($HOME/eoexamples/ModelerBundle/ModelerBundle.bundle)"
```

This default must be a string from which we can create an NSArray of paths, so don't forget the parentheses.

The example in action:

To see the custom comments inspector, click on any model object (entity, attribute, relationship) and bring up the inspector. Click on the last icon in the inspector's icon list. You may then enter text in the description area and press okay to commit it, or Cancel to discard it. This text is saved in the userInfo dictionary of the model object.

The modification date column is automatically added to the list of columns in the plus "+" popup in the model table view under the name "Modified". To add this to your list of displayed columns, select it from the plus list. Then, whenever you modify any object in the model, it is automatically tagged with its modification time. This is done by listening for the EOObjectsChangedInStore notification sent by the EOEditingContext that manages the EOModel document.

Bonus Feature!

EOModeler contains an example bundle demonstrating how the application can be dynamically extended with custom document views. To see this feature in action, on Mach do:

```
defaults write EOModeler BundlesToLoad  
"(/NextDeveloper/Apps/EOModeler.app/Resources/DiagramEditor.bundle,  
$HOME/eoexamples/ModelerBundle/ModelerBundle.bundle) "
```

Or, on Windows do:

```
defaults write EOModeler BundlesToLoad  
"$NEXT_ROOT/NextDeveloper/Apps/EOModeler.app/Resources/DiagramEditor.bundle,  
$HOME/eoexamples/ModelerBundle/ModelerBundle.bundle)"
```

Then, relaunch EOModeler, open a model file (preferably one with less than ten entities), and select Views->DiagramView from the menu. Enjoy!

Disclaimer: this is only a demonstration and in no way represents a commitment to

deliver the functionality demonstrated here as a feature of the production product.