

initWithFrame:

Enabling the TextField setEnabled:

Setting user access to text setSelectable:

isSelectable

setEditable:

isEditable

Editing Text selectText:

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nextText

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previousText

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textDelegate

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textDidChange:

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Setting the TextField's value setFloatValue: (Control)

floatValue (Control)

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doubleValue (Control)

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intValue (Control)

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Modifying graphic attributes setTextColor:

isBezeled
setBordered:
isBordered

Target and action setErrorAction:

errorAction

Resizing a TextField sizeTo::

Handling events acceptsFirstResponder

mouseDown:

Archiving read:

write:

(BOOL)acceptsFirstResponder

Returns YES if the TextField is editable or selectable, NO otherwise.

setEditable:, setSelectable:

(NXColor)backgroundColor

Returns the color used to draw the background on color displays.

setBackgroundColor:, backgroundGray

(float)backgroundGray

Returns the gray level used to draw the background on monochrome displays. If the gray level is 1, background is transparent.

setBackgroundGray:, backgroundColor

(SEL)errorAction

Returns the action sent to the target of the TextField when the user enters an illegal value for the Cell's setEntryType: method and checked by Cell's isEntryAcceptable: method).

setErrorAction:, setEntryType: (Cell), isEntryAcceptable: (Cell)

(BOOL)isBackgroundTransparent

Returns YES if the background of the TextField is transparent (that is, if the background gray is less than 1).
setBackgroundTransparent:

(BOOL)isBezeled

Returns YES if the text is drawn in a bezeled frame.
setBezeled:, isBordered

(BOOL)isBordered

Returns YES if the text has a solid black border around it.
setBordered:, isBezeled

(BOOL)isEditable

Returns YES if the text is editable and selectable, NO if the text is not editable (though it may be selectable).
setEditable:, isSelectable

(BOOL)isSelectable

Returns YES if the text is selectable, NO otherwise. Selectable text isn't necessarily editable.
setSelectable:, isEditable

mouseDown:(NXEvent *)theEvent

Overrides the Control method to begin editing or select text if the TextField allows it. You never call this method directly, but may override it to implement subclasses of the TextField class. Returns self.
isEditable, isSelectable

nextText

Returns the object whose text is selected when the user presses Tab while editing the TextField. If you send the selectText: message, the current TextField is deactivated and selectText: is sent to the next TextField.
setNextText:, previousText

read:(NXTypedStream *)stream

Reads the TextField from the typed stream stream. Returns self.

write:

selectText:sender

Selects the entire contents of the receiving TextField if it is editable or selectable. If the TextField is in a text hierarchy, it has no effect. Returns self.

isEditable, isSelectable

setBackground-color:(NXColor)aColor

Sets the background color for the TextField to aColor. The background color is used only on color displays. On monochrome displays, the background gray is used. Returns self.

backgroundColor, setBackgroundGray:

setBackgroundGray:(float)value

Sets the gray level that will be used to draw the background on monochrome displays. If value is 1.0, the background will be drawn. If the TextField is editable, it should have a background gray greater than 0. Returns self.

backgroundGray, setBackgroundColor:

setBackgroundTransparent:(BOOL)flag

If flag is YES, sets the background gray of the TextField to transparent (a negative value) if NO, sets it to NX_WHITE. Returns self.

setBackgroundGray:

setBezeled:(BOOL)flag

If flag is YES, the TextFieldCell is drawn with a bezel around the edge if NO, nothing is drawn around the text and borders are mutually exclusive. If the current background gray is transparent, it's changed to 1.0. transparent TextFields look rather strange, but if you want to have one, invoke setBackgroundGray: followed by invoking setBezeled:.

isBezeled, setBordered:, setBackgroundGray:

setEditable:(BOOL)flag

If flag is YES, then the text in the TextField is made both editable and selectable. If NO, the text is restored to its previous selectable state. For example, if a TextField is set selectable but not editable for a time, then made not editable again, it will still be selectable. To guarantee that text will be neither editable nor selectable, simply turn off selectability explicitly. Returns self.

isEditable, setSelectable:

setEnabled:(BOOL)flag

Makes the TextField enabled (able to accept mouse clicks and keystrokes) according to flag. Redraws the TextField if autodisplay is on and the enabled state changes. Returns self.

isEnabled (Control)

setErrorAction:(SEL)aSelector

Sets the action sent to the target of the TextField when the user enters an illegal value for the Cell's text (Cell's setEntryType: method and checked by Cell's isEntryAcceptable: method). Returns self.

errorAction, setEntryType: (Cell), isEntryAcceptable: (Cell)

setNextText:anObject

Sets up anObject as the object whose text will be selected when the user presses Tab while editing the TextField's text. anObject should respond to the selectText: message. If anObject also responds to both selectText: and deselectText: sent setPreviousText: with the receiving TextField as the argument this builds a two-way connection between the TextField and anObject. In the TextField selects anObject's text, and pressing Shift-Tab in anObject selects the TextField's text.

nextText, setPreviousText:, selectText:

setPreviousText:anObject

Sets up anObject as the object whose text will be selected when the user presses Shift-Tab while editing the TextField's text. anObject should respond to the selectText: message. Your code shouldn't need to use this method because it's invoked automatically by setNextText:. In deference to setNextText:, this method doesn't build a connection. Returns self.

previousText, setNextText:, selectText:

setSelectable:(BOOL)flag

If flag is YES, then the TextField is made selectable but not editable (use setEditable: to make text editable). If NO, then the text is made neither editable nor selectable. Returns self.

isSelectable, setEditable:

`setTextDelegate:anObject`

Sets the object to which the TextField will pass along any messages from the field editor. These messages are `isEmpty:`, `textWillEnd:`, `textDidEnd:endChar:`, `textWillChange:`, and `textDidChange:`. Returns self.

`textDelegate`, Text delegate methods

`setTextGray:(float)value`

Sets the gray level used to draw the text, regardless of the color capability of the display. `value` should be between 0 (indicating black) to 1.0 (indicating white). To specify one of the four pure shades of gray, use `0`, `0.5`, `1`, or `1.0`.

`textGray`, `setTextColor:`

`sizeTo:(float)width :(float)height`

Resizes the TextField to width and height, aborting any editing in the TextField. After the `sizeTo:` method reselects all the text. Returns self.

`(NXColor)textColor`

Returns the color used to draw the text. Returns self.

`setTextColor:`, `textGray`

`textDelegate`

Returns the object that receives messages passed on by the TextField from the field editor.

See also: `setTextDelegate:`

`textDidChange:textObject`

Passes this message on, with the same argument, to the TextField's Text delegate. Override this method in a subclass of TextField to act as the field editor's delegate. Returns self.

`textDidChange:` (Text delegate)

sendAction:to: (Control), setNextText:, setPreviousText:, textDidEnd:endChar: (Text delegate)

textDidGetKeys:textObject isEmpty:(BOOL)flag

Passes this message on, with the same argument, to the TextField's Text delegate. Override this method in a subclass of TextField to act as the field editor's delegate. Returns self.

textDidGetKeys:isEmpty: (Text delegate)

(float)textGray

Returns the gray level used to draw the text. Returns self.

setTextGray:, textColor

(BOOL)textWillChange:textObject

Invoked automatically during editing to determine if it is okay to edit the TextField. This method is invoked only if the TextField is editable and sends textWillChange: to the TextField's Text delegate to allow it to respond. If the text isn't editable, NO if the text is editable but the TextField's Text delegate doesn't respond to the text delegate's return value for textWillChange: if the TextField's Text delegate responds to it.

setEditable:, setTextDelegate:, textWillChange: (Text delegate)

(BOOL)textWillEnd:textObject

Invoked automatically before text editing ends. Checks the text by sending isEntryAcceptable: to the delegate. If the entry isn't acceptable, sends the error action to the target. This method is then passed on to the delegate with the same argument. The return value is based on whether the entry is acceptable and the delegate responds to textWillEnd:. If the delegate responds to textWillEnd:, this method returns NO if the entry is not acceptable and the delegate returns NO. Otherwise this method returns YES to indicate that editing is acceptable. If the delegate doesn't respond to textWillEnd:, this method returns YES. If the delegate responds to isEntryAcceptable: and it generates a beep to indicate an error in the entry.

isEntryAcceptable: (Cell), setTextDelegate:, textWillEnd: (Text delegate)

write:(NXTypedStream *)stream

Writes the receiving TextField to the typed stream stream. Returns self.

read: