

`loadNibForLayout:(const char *)name` Loads the nib file named `name.nib` and makes an `Owner`
`owner:anOwner` its owner

`enableEdit:(int)aMask` Enables and disables menu items in the Edit menu

`enableWindow:` Enables and disables menu items in the Window menu

`preferencesWindow` Returns the id of the Preferences window

`preferencesView` Returns the View that's loaded into the Preferences window

`hide:sender` Received when the application hides itself

`unhide:sender` Received when the application unhides itself

`willSelect:sender` Received before the module is displayed

`didSelect:sender` Received after the module is displayed

`willUnselect:sender` Received before the module is removed from display

`didUnselect:sender` Received after the module has been removed from display