

inspectionView

Notify that resources have changed

resourcesChanged

Set the description table setTable

(View *)inspectionView

Returns the View of the inspector.

resourcesChanged:(IOResources *)resources

The Configure application sends this message to all inspectors whenever an interrupt, DMA channel, I/O port, or memory range is chosen or dropped in any inspector. This method should check for conflicts and update the UI.

This message is sent as often as you might need it, including immediately after a setTable: and after your own changes. You are guaranteed to be deactivated before your current table is freed, but you will not receive a setTable:nil, so don't count on accessing or modifying the table except in response to a user action.

setTable:(NXStringTable *)anObject

Sets the NXStringTable describing the inspector's device to anObject. You should update the UI when setTable: gives you a table to inspect. Your object should keep a handle to the table. When the user makes changes, immediately update the table do not use OK/Revert buttons.