

NSEvent

Inherits From:	NSObject
Conforms To:	NSObject, NSCopying
Declared In:	appkit/NSEvent.h

Getting General Event Information

- (NSDPSServerContext *) context	Returns the PostScript context of the event.
- (NSPoint) locationInWindow	Returns the event's location in the base coordinate system of its window.
- (unsigned int) modifierFlags	Returns an integer bitfield containing modifier-key flags.
- (NSTimeInterval) timestamp	Returns the time the event occurred in seconds since system startup.
- (NSEventType) type	Returns the type of the event (left mouse up, right mouse dragged, key down, etc.).
- (NSWindow *) window	Returns the window object associated with the event.
- (int) windowNumber	Returns the number of the window associated with the event.

Getting Mouse Event Information

- (int) clickCount	Returns the number of mouse clicks associated with the mouse event.
- (int) eventNumber	Returns the event number of the latest mouse-down event. This information is also useful for handling tracking events.
- (float) pressure	Returns a value indicating the pressure applied to the input device (used for appropriate devices, not mice).

Getting Key Event Information

- (NSString *)**characters** Returns the character code (a string of characters generated by the key event).
- (NSString *)**charactersIgnoringModifiers** Returns the string of characters generated by the key event as if no modifier key had been pressed (except for Shift).
- (BOOL)**isARepeat** Returns whether the key event is being repeated (user is holding down the key).
- (unsigned short)**keyCode** Returns the code that maps to a key on the keyboard.

Getting Tracking Event Information

- (int)**trackingNumber** Returns the number that identifies the tracking rectangle.
- (int)**userData** Returns data arbitrarily associated with the event.

Getting Kit-Defined Event Information

- (int)**data1** Returns special data associated with the event.
- (int)**data2** Returns special data associated with the event.
- (short)**subtype** Returns the identifier of the kit-defined event.

Managing Periodic Events

- + (void)**startPeriodicEventsAfterDelay:(NSTimeInterval)*delaySeconds***
 withPeriod:(NSTimeInterval)*periodSeconds* Start tracking loop with period *periodSeconds* after delay *delaySeconds* for current thread.
- + (void)**stopPeriodicEvents** Stop tracking loop for current thread.

Creating NSEvent Objects

- + (NSEvent *)**enterExitEventWithType:(NSEventType)*type***
 location:(NSPoint)*location* Returns an NSEvent object initialized with general event

modifierFlags: (unsigned int) <i>flags</i>	data and information specific to mouse tracking
timestamp: (NSTimeInterval) <i>time</i>	(<i>eventNum</i> , <i>trackingNum</i> , <i>userData</i>).
windowNumber: (int) <i>windowNum</i>	
context: (NSDPSServerContext *) <i>context</i>	
eventNumber: (int) <i>eventNum</i>	
trackingNumber: (int) <i>trackingNum</i>	
userData: (int) <i>userData</i>	
+ (NSEvent *) keyEventWithType: (NSEventType) <i>type</i>	
location: (NSPoint) <i>location</i>	Returns an NSEvent object initialized with general event
modifierFlags: (unsigned int) <i>flags</i>	data and information specific to keyboard events (<i>keys</i> ,
timestamp: (NSTimeInterval) <i>time</i>	<i>repeatKey</i> , <i>code</i> , <i>ukeys</i>). (<i>ukeys</i> sets the unmodified
windowNumber: (int) <i>windowNum</i>	character string.)
context: (NSDPSServerContext *) <i>context</i>	
characters: (NSString *) <i>keys</i>	
charactersIgnoringModifiers: (NSString *) <i>ukeys</i>	
isARepeat: (BOOL) <i>repeatKey</i>	
keyCode: (unsigned short) <i>code</i>	
+ (NSEvent *) mouseEventWithType: (NSEventType) <i>type</i>	
location: (NSPoint) <i>location</i>	Returns an NSEvent object initialized with general event
modifierFlags: (unsigned int) <i>flags</i>	data and information specific to mouse events
timestamp: (NSTimeInterval) <i>time</i>	(<i>eventNum</i> , <i>clickNum</i> , <i>pressureValue</i>).
windowNumber: (int) <i>windowNum</i>	
context: (NSDPSServerContext *) <i>context</i>	
eventNumber: (int) <i>eventNum</i>	
clickCount: (int) <i>clickNum</i>	
pressure: (float) <i>pressureValue</i>	
+ (NSEvent *) otherEventWithType: (NSEventType) <i>type</i>	
location: (NSPoint) <i>location</i>	Returns an NSEvent object initialized with general event
modifierFlags: (unsigned int) <i>flags</i>	data and information specific to kit-defined events
timestamp: (NSTimeInterval) <i>time</i>	(<i>subType</i> , <i>data1</i> , <i>data2</i>).
windowNumber: (int) <i>windowNum</i>	
context: (NSDPSServerContext *) <i>context</i>	
subtype: (short) <i>subType</i>	
data1: (int) <i>data1</i>	

data2:(int)*data2*