

# NSPanel

**Inherits From:** NSWindow : NSResponder : NSObject

**Declared In:** appkit/NSPanel.h

## Determining the Panel Interface

- (void)**setBecomesKeyOnlyIfNeeded:**(BOOL)*flag* Sets whether the receiver waits to become key window.
- (BOOL)**becomesKeyOnlyIfNeeded** Returns whether the receiver waits to become key window.
- (void)**setFloatingPanel:**(BOOL)*flag* Sets whether the receiver floats above other windows.
- (BOOL)**isFloatingPanel** Returns whether the receiver floats above other windows.
- (void)**setWorksWhenModal:**(BOOL)*flag* Sets whether the receiver can operate even when an attention panel is on-screen.
- (BOOL)**worksWhenModal** Returns whether the receiver can operate even when an attention panel is on-screen. The default is NO.