

NSButtonCell

Inherits From: NSActionCell : NSCell : NSObject

Declared In: appkit/NSButtonCell.h

Setting the Titles

- (NSString *)**alternateTitle** Returns the NSButtonCell's alternate title (used while the button is in the highlighted state).
- (void)**setTitle:(NSString *)aString** Makes a copy of *aString* and uses it as the NSButtonCell's title.
- (NSString *)**title** Returns the NSButtonCell's title.
- (void)**setAlternateTitle:(NSString *)aString** Makes a copy of *aString* and uses it as the NSButtonCell's alternate title.
- (void)**setFont:(NSFont *)fontObject** Sets the NSFont used to draw the title.

Setting the Images

- (NSImage *)**alternateImage** Returns the NSButtonCell's alternate image (used while the button is in the highlighted state).
- (void)**setAlternateImage:(NSImage *)anImage** Makes *anImage* the alternate image.
- (void)**setImagePosition:(NSCellImagePosition)aPosition** Sets the position of the NSButtonCell's image in relation to its title.
- (NSCellImagePosition)**imagePosition** Returns the position of the NSButtonCell's image.

Setting the Repeat Interval

- (void)**setPeriodicDelay:**(float)*delay*
interval:(float)*interval* Sets repeat parameters for continuous NSButtonCells.
- (void)**getPeriodicDelay:**(float *)*delay*
interval:(float *)*interval* Gets repeat parameters for continuous NSButtonCells.

Setting the Key Equivalent

- (void)**setKeyEquivalent:**(NSString *)*aKeyEquivalent*
Sets the NSButtonCell's key equivalent.
- (void)**setKeyEquivalentModifierMask:**(unsigned int)*mask*
Sets the mask that determines the possible modifier keys for NSButtonCell's key equivalent.
- (void)**setKeyEquivalentFont:**(NSFont *)*fontObj* Sets the NSFont used to draw the key equivalent.
- (void)**setKeyEquivalentFont:**(NSString *)*fontName*
size:(float)*fontSize* Sets the NSFont and size used to draw the key equivalent.
- (unsigned int)**keyEquivalentModifierMask** Returns the mask indicating the possible modifier keys for NSButtonCell's key equivalent.
- (NSString *)**keyEquivalent** Returns the NSButtonCell's key equivalent.

Modifying Graphic Attributes

- (void)**setTransparent:**(BOOL)*flag* Sets whether the NSButtonCell is transparent.
- (BOOL)**isTransparent** Returns whether the NSButtonCell is transparent.
- (BOOL)**isOpaque** Returns whether receiver is opaque.

Modifying Graphic Attributes

- (void)**setType:**(NSButtonType)*aType* Sets the NSButtonCell's display behavior.
- (void)**setHighlightsBy:**(int)*aType* Sets how the NSButtonCell highlights when pressed.
- (int)**highlightsBy** Returns how the NSButtonCell highlights when pressed.
- (void)**setShowsStateBy:**(int)*aType* Sets how the NSButtonCell shows its alternate (pressed) state.

- (int)**showsStateBy**

Returns how NSButtonCell shows its alternate (pressed) state.

Simulating a Click

- (void)**performClick:**(id)*sender*

Simulates a user's mouse click on the NSButtonCell.