NSButton

Inherits From:	NSControl : NSView : NSResponder : NSObject
Declared In:	appkit/NSButton.h

Initializing the NSButton Factory

+ (Class)**cellClass**	Returns the subclass of NSButtonCell used by NSButton**.**
+ (void)**setCellClass:**(Class)*classId*	Sets the subclass of NSButtonCell used by NSButton.

Setting the Button Type

- (void)**setType:**(int)*aType*	Sets how the NSButton highlights and shows its state.

Setting the State

- (void)**setState:**(int)*value*	Sets the NSButton's state to *value* (0 or 1).
- (int)**state**	Returns the NSButton's current state (0 or 1).

Setting the Repeat Interval

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

Setting the Titles

- (NSString *)**alternateTitle**	Returns the button's alternate title.
- (void)**setAlternateTitle:**(NSString *)*aString*	Makes *aString* the button's alternate title.
- (void)**setTitle:**(NSString *)*aString*	Makes *aString* the button's title.
- (NSString *)**title**	Returns the button's title.

Setting the Images

- (NSImage *)**alternateImage**	Returns the button's alternate image.
- (NSImage *)**image**	Returns the button's image.
- (NSCellImagePosition)**imagePosition**	Returns the position of the button's image.
- (void)**setAlternateImage:**(NSImage *)*anImage*	Makes *anImage* the alternate image.
- (void)**setImage:**(NSImage *)*anImage*	Makes *anImage* the button's icon.
- (void)**setImagePosition:**(NSCellImagePosition)*aPosition*	Sets the position of the button's image to *aPosition*.

Modifying Graphic Attributes

- (BOOL)**isBordered**	Returns whether the button has a bezeled border.
- (BOOL)**isTransparent**	Returns whether the button is transparent.
- (void)**setBordered:**(BOOL)*flag*	Sets whether the button has a bezeled border.
- (void)**setTransparent:**(BOOL)*flag*	Sets whether the button is transparent.

Displaying

- (void)**highlight:**(BOOL)*flag* Highlights (or unhighlights) the button according to *flag*.

Setting the Key Equivalent

- (NSString *)**keyEquivalent** Returns the button's key equivalent.
- (unsigned int)**keyEquivalentModifierMask** Returns the mask indicating the possible modifier keys for button's key equivalent.
- (void)**setKeyEquivalent:**(NSString *)*aKeyEquivalent*
  Makes *aKeyEquivalent* the button's key equivalent.
- (void)**setKeyEquivalentModifierMask:**(unsigned int)*mask*
  Sets the mask that determines the possible modifier keys for button's key equivalent.

Handling Events and Action Messages

- (void)**performClick:**(id)*sender* Simulates the user's clicking the button.
- (BOOL)**performKeyEquivalent:**(NSEvent *)*anEvent*
  Simulates a mouse click, if the key in *anEvent* is right.