

NSControl

Inherits From: NSView : NSResponder : NSObject

Declared In: appkit/NSControl.h

Setting the Control's Cell

- + (Class)**cellClass** Returns nil.
- + (void)**setCellClass:(Class)factoryId** Implemented by subclasses to set the Cell class used.
- (id)**cell** Returns the Control's Cell.
- (void)**setCell:(NSCell *)aCell** Sets the Control's Cell to *aCell*.

Enabling and Disabling the Control

- (BOOL)**isEnabled** Returns whether the Control reacts to mouse events.
- (void)**setEnabled:(BOOL)flag** Sets whether the Control reacts to mouse events.

Identifying the Selected Cell

- (id)**selectedCell** Returns the Control's selected Cell.
- (int)**selectedTag** Returns the tag of the Control's selected Cell.

Setting the Control's Value

- (double)**doubleValue** Returns the value of the Control's selected Cell as a **double**.
- (float)**floatValue** Returns the value of the Control's selected Cell as a **float**.
- (int)**intValue** Returns the value of the Control's selected Cell as a **int**.
- (void)**setDoubleValue:(double)aDouble** Sets the value of the Control's selected Cell to *aDouble*.
- (void)**setFloatValue:(float)aFloat** Sets the value of the Control's selected Cell to *aFloat*.
- (void)**setIntValue:(int)anInt** Sets the value of the Control's selected Cell to *anInt*.

- (void)**setNeedsDisplay**
- (void)**setStringValue:(NSString *)aString**
- (NSString *)**stringValue**

Set the NeedsDisplay flag.

Sets the value of the Control's selected Cell to *aString*.

Returns the value of the Control's selected Cell as an NSString.

Interacting with Other Controls

- (void)**takeDoubleValueFrom:(id)sender**
- (void)**takeFloatValueFrom:(id)sender**
- (void)**takeIntValueFrom:(id)sender**
- (void)**takeStringValueFrom:(id)sender**

Sets the receiving Control's selected Cell to the value obtained by sending a **doubleValue** message to *sender*.

Sets the receiving Control's selected Cell to the value obtained by sending a **floatValue** message to *sender*.

Sets the receiving Control's selected Cell to the value obtained by sending a **intValue** message to *sender*.

Sets the receiving Control's selected Cell to the value obtained by sending a **stringValue** message to *sender*.

Formatting Text

- (NSTextAlignment)**alignment**
- (NSFont *)**font**
- (void)**setAlignment:(NSTextAlignment)mode**
- (void)**setFont:(NSFont *)fontObject**
- (void)**setFloatingPointFormat:(BOOL)autoRange**
 - left:(unsigned)leftDigits**
 - right:(unsigned)rightDigits**

Returns the alignment of text in the Control's Cell.

Returns the Font used to draw text in the Control's Cell.

Sets the alignment mode of the text in the Control's Cell to *mode*.

Sets the Font used to draw text in the Control's Cell to *fontObject*.

Sets the display format for floating point values in the Control's Cell

Managing the Field Editor

- (BOOL)**abortEditing**
- (NSText *)**currentEditor**
- (void)**validateEditing**

Aborts editing of text displayed by the Control.

Returns the object used to edit text in the Control.

Validates the user's changes to editable text.

Resizing the Control

- (void)**calcSize**
- (void)**sizeToFit**

Recalculates internal size information.

Resizes the Control to fit its Cell.

Displaying the Control and Cell

- (void)**drawCell**:(NSCell *)*aCell*
- (void)**drawCellInside**:(NSCell *)*aCell*
- (void)**selectCell**:(NSCell *)*aCell*
- (void)**updateCell**:(NSCell *)*aCell*
- (void)**updateCellInside**:(NSCell *)*aCell*

Redraws *aCell* if it's the Control's Cell.
 Redraws *aCell*'s inside if it's the Control's Cell.
 Selects *aCell* if it's the Control's cell.
 Redisplays *aCell* or marks it for redisplay.
 Redisplays the inside of *aCell* or marks it for redisplay.

Target and Action

- (SEL)**action**
- (BOOL)**isContinuous**
- (BOOL)**sendAction**:(SEL)*theAction*
 to:(id)*theTarget*
- (int)**sendActionOn**:(int)*mask*
- (void)**setAction**:(SEL)*aSelector*
- (void)**setContinuous**:(BOOL)*flag*
- (void)**setTarget**:(id)*anObject*
- (id)**target**

Returns the Control's action method.
 Returns whether the Control's Cell continuously sends its action.
 Has the NSApplication object send theAction to theTarget.
 Determines when the action is sent while tracking.
 Sets the Control's action method to *aSelector*.
 Sets whether the Control's Cell continuously sends its action
 Sets the Control's target object to *anObject*.
 Returns the Control's target object.

Assigning a Tag

- (void)**setTag**:(int)*anInt*
- (int)**tag**

Sets the Control's Cell's tag to *anInt*.
 Returns the Control's Cell's tag.

Tracking the Mouse

- (BOOL)**ignoresMultiClick**
- (void)**setIgnoresMultiClick**:(BOOL)*flag*

Indicates whether multiple clicks are ignored.
 Sets whether multiple clicks are ignored according to *flag*.