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The Preferences System

The Preferences System works with the NXDefaults database to store preferences, and global variables, declared in Globals.[hm], to keep track of the settings at runtime.

Default values for all of the Prefs options are defined in the Defaults vector in Globals.m. These settings can be changed either by manually writing using dwwrite, or through the Prefs panel. This different preferences available are, and the format of each is:

ActivatorBorderColor	Color: three Floats, separated by spaces
ActivatorFillColor	Color
ActivatorFloat	Boolean (YES, NO)
ActivatorMask	Integer
AddThroughActivator	Boolean
AddThroughApplcon	Boolean
AutoSave	Boolean
AutolaunchHide	Boolean
HideOnDeactivate	Boolean
InspectorLocation	Point: Two floats, separated by spaces

InspectorMode	String: Folder, Group, Item, None
StartupFolders	Tab-seperated list of Folder names/paths
VerifyActions	Boolean
ViewerFrame	Rectangle: four Floats, separated by spaces

Most of these options are available through the Prefs panel, while others such as InspectorLocation are set through other actions.

When Locus is started, the prefs are read via the -readPrefs method of MainController. Any changes made at run-time (well, most changes) will not get saved to the defaults database unless -writePrefs: is called. This happens when the "Set" button of the Prefs panel is clicked. Other changes are lost when Locus is terminated.