

Copyright 1993 Jeremy Slade.

You are free to use all or any parts of the Locus project however you wish, just give credit where credit is due. The author (Jeremy Slade) shall not be held responsible for any damages that result out of use or misuse of any part of this project.

JGS Tue Apr 27 21:34:01 PDT 1993

## **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 dwrite, or through the Prefs panel. This different preferences available are, and the format of each is:

<b>ActivatorBorderColor</b>	Color: three Floats, separated by spaces
<b>ActivatorFillColor</b>	Color
<b>ActivatorFloat</b>	Boolean ( YES, NO )
<b>ActivatorMask</b>	Integer
<b>AddThroughActivator</b>	Boolean
<b>AddThroughAppIcon</b>	Boolean
<b>AutoSave</b>	Boolean
<b>AutolaunchHide</b>	Boolean

<b>HideOnDeactivate</b>	Boolean
<b>InspectorLocation</b>	Point: Two floats, separated by spaces
<b>InspectorMode</b>	String: Folder, Group, Item, None
<b>StartupFolders</b>	Tab-separated list of Folder names/paths
<b>VerifyActions</b>	Boolean
<b>ViewerFrame</b>	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.

