

mouseDown:

acceptsFirstMouse

Managing component Views adjustSubviews

resizeSubviews:

dividerHeight

drawSelf::

drawDivider:

setAutoresizeSubviews:

Assigning a delegate delegate

setDelegate:

(BOOL)acceptsFirstMouse

Returns YES, thus allowing the NXSplitView to respond to the mouse event that made its Window the key window.

acceptsFirstMouse (View)

adjustSubviews

Adjusts the heights of the NXSplitView's subviews so the total height fills the NXSplitView. The subviews are resized proportionally the size of a subview relative to the other subviews doesn't change. This method is invoked if the NXSplitView's delegate doesn't respond to a splitView:resizeSubviews: message. Returns self.

setDelegate:, splitView:resizeSubviews: (delegate method), setFrame: (View)

delegate

Returns the NXSplitView's delegate.

setDelegate:

`drawDivider:(const NXRect *)aRect`

Draws a divider between two of the `NXSplitView`'s subviews. `aRect` describes the entire divider rectangle. `splitView` is the `NXSplitView`'s coordinates, which are flipped. The default implementation composites a default icon. If you override this method and use a different icon to identify the divider, you may want to override `drawDivider:`. Returns `self`.

`dividerHeight` `composite:toPoint:` (`NXImage`)

`drawSelf:(const NXRect *)rects :(int)rectCount`

Draws the `NXSplitView`. You never invoke this method directly it's invoked by the display mechanism. Returns `self`.
`drawDivider:`, `resizeSubviews:`, `display:` (`View`)

`initWithFrame:(const NXRect *)frameRect`

Initializes the `NXSplitView`, which must be a newly allocated `NXSplitView` instance, setting its frame rectangle to `frameRect`. The `NXSplitView`'s coordinate system is flipped, and it's set to autoresize its subviews. Returns `self`.
`initWithFrame:`, `initWithFrame:delegate:`, `initWithFrame:delegate:initializers:` (`View`)

`setAutoresizeSubviews:` (`View`)

`mouseDown:(NXEvent *)theEvent`

You never invoke this method it's invoked when the user clicks in the `NXSplitView`. Returns `self`.
`splitView:getMinY:maxY:ofSubviewAt:` (`delegate`), `splitViewDidResizeSubviews:` (`delegate`), `splitView:mouseDown:` (`delegate`) (`View`)

`resizeSubviews:(const NXSize *)oldSize`

Ensures that the `NXSplitView`'s subviews are properly sized to fill the `NXSplitView`. If the `delegate` implements `splitView:resizeSubviews:` method, that method is invoked to resize the subviews otherwise, the `splitView:resizeSubviews:` method is invoked to resize the subviews. In either case, this method then informs the `delegate` that the subviews have been resized. `oldSize` is the previous bounds rectangle size. Returns `self`.

`splitView:resizeSubviews:` (`delegate`), `adjustSubviews`, `splitViewDidResizeSubviews:` (`delegate`) (`View`)

`setAutoresizeSubviews:(BOOL)flag`

Overrides `View`'s `setAutoresizeSubviews:` method to ensure that automatic resizing of subviews will never invoke this method. Returns `self`.

```
splitView:sender  
  getMinY:(NXCoord *)minY  
  maxY:(NXCoord *)maxY  
  ofSubviewAt:(int)offset
```

Allows the delegate to constrain the y coordinate limits of a divider when the user drags the mouse invoked before the `NXSplitView` begins tracking the mouse to position a divider. When this method have already been set and are stored in `minY` (the topmost limit) and `maxY` (the bottommost limit) constrain the limits by setting the variables indicated by `minY` and `maxY`, but you cannot extend them and `maxY` are specified in the `NXSplitView`'s flipped coordinate system. The divider to be repositioned, an index that counts the dividers from top to bottom starting with divider 0.

`mouseDown:`

```
splitView:sender resizeSubviews:(const NXSize *)oldSize
```

Allows the delegate to specify custom sizing behavior for the subviews of the `NXSplitView`. If this method, `splitView:resizeSubviews:` is invoked after the `NXSplitView` is resized otherwise, adjust to retile the subviews. The old size of the `NXSplitView` is indicated by `oldSize` the subviews should be sized so that the sum of the heights of the subviews plus the sum of the heights of the dividers equals the height of the new frame. You can get the height of a divider through the `dividerHeight` method.

`adjustSubviews, dividerHeight, setFrame: (View)`

```
splitViewDidResizeSubviews:sender
```

Notifies the delegate that the sizes of some or all of the `NXSplitView`'s subviews were changed. This is invoked when the `NXSplitView` resizes all its subviews because its frame rectangle changed, and also after it resizes two subviews in response to the repositioning of a divider.

`resizeSubviews:, mouseDown:`