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initFrame:

addEntry:(const char \*)title

Adds a new item with aString as the title to the bottom of the receiving Form and returns the Form. FormCell has no tag, target, or action, but is enabled and editable. Does not redraw the Form even if

addEntry:tag:target:action:

addEntry:(const char \*)title  
tag:(int)anInt  
target:anObject  
action:(SEL)aSelector

Adds a new item with aString as the title to the bottom of the receiving Form and returns the Form. FormCell's tag is set to anInt, its action to aSelector, and its target to anObject. The new FormCell is enabled and editable. Does not redraw the Form even if autodisplay is on.

addEntry:

calcSize

Calculates the size and layout of the Form based on the sizes of its Cells and their title portions. You should call this method before drawing if it modifies any of the Cells in the Form in such a way that the size of the title part of the Cells has changed. This method is automatically invoked before any drawing is done if at:, setFont:, setBezeled: or some other similar Form method has been invoked.

validateSize: (Matrix)

(double)doubleValueAt:(int)index

Returns the value of the entry at position index as a double-precision floating point number. FormCell's doubleValue method your code should never use that method with a Form.

setDoubleValue:at:, floatValueAt:, intValueAt:, stringValueAt:, doubleValue (Control)

drawCellAt:(int)index

Displays the FormCell at the specified index in the Form.

(int)findIndexWithTag:(int)aTag

Returns the index of the Cell with the corresponding tag, 1 otherwise.

`initWithFrame:(const NXRect *)frameRect`

Initializes and returns the receiver, a new instance of Form, with default parameters in the given frameRect. The Form has no entries. Newly created entries will have the following default characteristics: titles will be left justified with beveled borders, entry background color will be white, text color black, fonts will be the chosen system font in 12.0, the interline spacing will be 1.0, and the actions will be NULL. This method is the initializer for Form; override it if you create a subclass of Form that performs its own initialization.

Note that Form doesn't override the Matrix class's designated initializers `initWithFrame:mode:cellClass:prototype:numRows:numCols:` or `initWithFrame:mode:prototype:numRows:numCols:`. Don't use those methods to initialize a new instance of Form.

`initWithFrame: (Matrix), initWithFrame:mode:cellClass:numRows:numCols:, initWithFrame:mode:prototype:numRows:numCols:`

`insertEntry:(const char *)title at:(int)index`

Inserts an item with the title `title` at position `index` in the Form. The item at the top of the form has no tag, target, or action. Returns the FormCell used to implement the entry. Returns the newly inserted FormCell. Does not redraw the Form even if `autodisplay` is on.

`insertEntry:at:tag:target:action:, addEntry:, addEntry:tag:target:action:, removeEntryAt:`

`insertEntry:(const char *)title  
at:(int)index  
tag:(int)anInt  
target:anObject  
action:(SEL)aSelector`

Inserts a new entry with the given title at position `index`. The tag, target, and action of the corresponding entry are the given values. Returns the newly inserted FormCell. Does not redraw the Form even if `autodisplay` is on.

`insertEntry:at:, addEntry:, addEntry:tag:target:action:, removeEntryAt:`

`(int)intValueAt:(int)index`

Returns the value of the entry at position `index` as an integer. Form does not override Control's `intValueAt:` method. Code should never use that method with a Form.

`setIntValue:at:, doubleValueAt:, floatValueAt:, stringValueAt:, intValue (Control)`

`removeEntryAt:(int)index`

If `index` is a valid position in the Form, removes the entry there and frees it. Note that if you use `removeEntryAt:` method to remove an entry, the widths of the titles in the entries will not be readjusted by the `adjustTitles:` method instead. Does not redraw the Form even if `autodisplay` is on. Returns self.

`addEntry:, insertEntry:at:`

(int)selectedIndex

Returns the index of the currently selected entry if any, 1 otherwise. The currently selected entry is 1 or, if none of the entries is being edited, then it's the entry that was last edited.

setAction:(SEL)aSelector at:(int)index

Sets the action of the FormCell at position index to aSelector. Returns self.

action (ActionCell), setTarget:at:

setBezeled:(BOOL)flag

If flag is YES, all Cells in the Form are set to show a bezel around their editable text and are redrawn. If flag is NO, all Cells in the Form have no bezel. A bezel is mutually exclusive with a border, and invoking this method with a YES argument will not remove a border. Returns self.

isBezeled (Cell), setBordered:

setBordered:(BOOL)flag

If flag is YES, all Cells in the Form are set to show a 1-pixel black border around their editable text. If flag is NO, Cells in the Form have no border. A border is mutually exclusive with a bezel, and invoking this method with a YES argument will not remove a bezel. Returns self.

isBordered (Cell), setBezeled:

setDoubleValue:(double)aDouble at:(int)index

Sets the value of the item at position index to aDouble and redraws that item. Form does not override this method. setDoubleValue: method your code should never use that method with a Form.

doubleValueAt:, setFloatValue:at:, setIntValue:at:, setStringValue:at:, setDoubleValue: (Control)

setEntryWidth:(NXCoord)width

Sets the width of all the entries (including the title part). Doesn't redisplay the Form. You should call this method when you are done with the Form. Returns self.

sizeToFit

setFloatValue:(float)aFloat at:(int)index

Sets the value of the item at position index to aFloat and redraws that item. Form does not override this method. setFloatValue: method your code should never use that method with a Form.

floatValueAt:, setDoubleValue:at:, setIntValue:at:, setStringValue:at:, setFloatValue: (Control)

setIntValue:(int)anInt at:(int)index

Sets the value of the item at position index to anInt and redraws that item. Form does not override method your code should never use that method with a Form.

intValueAt:, setDoubleValue:at:, setFloatValue:at:, setStringValue:at:, setIntValue: (Control)

setInterline:(NXCoord)spacing

Sets the space between items in the Form to spacing. Does not redraw the matrix even if autodisplay

setStringValue:(const char \*)aString at:(int)index

Sets the value of the item at position index to aString and redraws that item. Form does not override setStringValue: method your code should never use that method with a Form.

stringValueAt:, setFloatValue:at:, setDoubleValue:at:, setStringValue:at:, setStringValue: (Control)

setTag:(int)anInt at:(int)index

Sets the tag of the FormCell at position index to anInt. Returns self.

tag (ActionCell)

setTarget:anObject at:(int)index

Sets the target of the FormCell at position index to anObject. Returns self.

target (ActionCell), setAction:at:

setTextAlignment:(int)mode

Sets the alignment mode for the editable text in the Form. mode can be one of three constants: NX\_LEFT\_ALIGNED, NX\_CENTERED, or NX\_RIGHTALIGNED. The default is left aligned. Redraws the Form if autodisplay returns self.

setTitleAlignment:

setTextFont:fontObject

Sets the Font used to draw the editable text in the Form to fontObject. Redraws the Form if autodisplay returns self.

setTitleAlignment:(int)mode

Sets the alignment mode for titles in the Form. mode can be one of three constants: NX\_LEFTALIGNED, NX\_CENTERED, or NX\_RIGHTALIGNED. The default is right aligned. Redraws the Form if a title is present. Returns self.

setTextAlignment:

setTitleFont:fontObject

Sets the Font used to draw the titles in the Form. to fontObject Redraws the Form if autodisplay is on.

setFont:., setTextFont:

sizeTo:(NXCoord)width :(NXCoord)height

Resizes the entry width to reflect width, then resizes the Form to width and height. Doesn't redraw the Form. Returns self.

sizeToFit

sizeToFit

Adjusts the width of the Form so that it's the same as the width of the entries. Adjusts the height of the Form so that it will exactly contain all the Cells. Doesn't redraw the Form. Returns self.

sizeTo::, setEntryWidth:

(const char \*)stringValueAt:(int)index

Returns the value of the entry at position index as a string. Form does not override Control's stringValueAt: method. Code should never use that method with a Form.

setStringValue:at:., doubleValueAt:., floatValueAt:., intValueAt:., stringValue (Control)

(const char \*)titleAt:(int)index

Returns the title of the entry at position index.

setTitle:at: