

provideNewView:

Mode supportsMode:

currentMode

Setting color setColor:

(int)currentMode

Returns the current mode of the color picker. The returned value should be unique to your color picker. Unique values for the standard color pickers are defined in NXColorPanel.h they are:

NX_GRAYMODE0

NX_RGBMODE1

NX_CMYKMODE 2

NX_HSBMODE3

NX_CUSTOMPALETTE4

NX_COLORLISTMODE5

NX_WHEELMODE6

If your color picker includes submodes, you should define a unique integer for each submode. As an example, the slider picker has four values defined in the above list (NX_GRAYMODE, NX_RGBMODE, NX_CMYKMODE, and NX_HSBMODE), one for each of its submodes.

provideNewView:(BOOL)firstRequest

This method returns a view containing the user interface for the color picker. This message is sent to your color picker whenever the color panel attempts to display it. This may be when the panel is first presented, when the user switches pickers, or when the picker is switched through API. firstRequest is YES only when this method is first invoked for your color picker. You may use this opportunity to lazily load nib files, initialize the view and perform any other custom initialization required for your picker. The View returned by this method should be set to automatically resize both its width and height.

setColor:(NXColor)newColor

Sets the color of the color picker. This method is invoked on the current color picker each time NXColorPanel's setColor: method is invoked. If newColor is actually different from the color picker's color (as it would be if, for example, the user dragged a color into NXColorPanel's color well) this method could be used to update the color picker's color to reflect the change.

