

okButton

revertButton
window

Accessing Workspace selection

selectionCount
selectionPathsInto:separator:

Managing changes ok:

revert:
textDidChange:
touch:

ok:sender

Implement in your subclass to commit the changes that the user has made to the selected item. The Inspector panel sends an ok: message when the user clicks it.

This method is optional, but if you implement it, you must send the same message to super as part of implementation:

revert:, touch:

okButton

Returns the id of the Inspector's OK button. This can be useful if you want to alter its title, for example.

revertButton:

revert:sender

Implement in your subclass to load data into the inspector's display. The Workspace Manager sends an inspector object whenever the inspector's display might need to be updated for example, when the inspector is opened or when the selection changes in the File Viewer.

Your subclass must implement this method, and it must send the same message to super as part of implementation:

ok:, touch:

Returns the number of items selected in the File Viewer. You can use this information to determine which inspector should be displayed. For example, most inspectors can give information on only one file. If your inspector's revert: methods, they would have this test:

selectionPathsInto:separator:

selectionPathsInto:(char *)pathString separator:(char)character

Returns the paths of the files selected in the File Viewer. The paths are placed in the string pathString, separated from the previous one by character. For example, if character is `:', pathString could contain test2:/me/test3°.

If your inspector acts on only one file at a time (see selectionCount), the file's path can be identified.

selectionCount

textDidChange:sender

Sends the WMInspector a touch: message on behalf of some Text object in the Inspector panel.

By making your inspector object the delegate of any Text object in your inspector's display, the Inspector panel is updated appropriately as the user alters the panel's contents.

touch:

touch:sender

Changes the image in the Inspector panel's close box to a broken "X" to indicate that the contents are not valid. This method also enables the OK and Revert buttons.

textDidChange:

window

Returns the id of the window that contains the user interface for the inspector.