

# Defined Types

## NXAcknowledge

DECLARED IN appkit/Listener.h

### SYNOPSIS

```
msg_header_t header;
msg_type_t sequenceType;
int sequence;
msg_type_t errorType;
int error;
```

```
NS_DEV_DOCFOR:typedef:NXAcknowledge;, } NXAcknowledge;
```

```
typedef struct _NXAcknowledge {
```

DESCRIPTION NXAcknowledge is the structure of a Listener acknowledgement message.

## NXAppkitErrorTokens

DECLARED IN appkit/errors.h

```
SYNOPSIS typedef enum _NXAppkitErrorTokens {
```

```
NX_longLine = NX_APPKIT_ERROR_BASE,
NX_nullSel,
NX_wordTablesWrite,
NX_wordTablesRead,
NX_textBadRead,
NX_textBadWrite,
NX_powerOff,
NX_pasteboardComm,
NX_mallocError,
NX_printingComm,
NX_abortModal,
NX_abortPrinting,
NX_illegalSelector,
NX_appkitVMError,
NX_badRtfDirective,
NX_badRtfFontTable,
NX_badRtfStyleSheet,
NX_newerTypedStream,
NX_tiffError,
NX_printPackageError,
NX_badRtfColorTable,
NX_journalAborted,
NX_draggingError,
NX_colorUnknown,
NX_colorBadIO,
NX_colorNotEditable,
```

```

    NX_badBitmapParams,
    NX_windowServerComm,
    NX_unavailableFont,
    NX_PPDIncludeNotFound,
    NX_PPDParseError,
    NX_PPDIncludeStackOverflow,
    NX_PPDIncludeStackUnderflow,
    NX_rtfPropOverflow
NS_DEV_DOCFOR:typedef:NXAppkitErrorTokens;, } NXAppkitErrorTokens;

```

**DESCRIPTION** This enumeration defines the exceptions raised by the Application Kit. (See **NX\_RAISE()** for more information.) The constants are:

NX_longLine	Text class: line longer than 16384 characters
NX_nullSel	Text class: operation attempted on empty selection
NX_wordTablesWrite	Error occurred while writing word tables
NX_wordTablesRead	Error occurred while reading word tables
NX_textBadRead	Text class: error reading from file
NX_textBadWrite	Text class: error writing to file
NX_powerOff	Power off exception
NX_pasteboardComm	Communications problem with pbs server
NX_mallocError	malloc problem
NX_printingComm	Problem sending data to npd
NX_abortModal	abortModal message when not running modal
NX_abortPrinting	Printing aborted
NX_illegalSelector	Invalid selector passed to Application Kit
NX_appkitVMError	Error allocating or deallocating virtual memory
NX_badRtfDirective	Invalid RTF directive
NX_badRtfFontTable	Invalid RTF font table
NX_badRtfStyleSheet	Invalid RTF style sheet
NX_newerTypedStream	Version of typed stream more recent than software
NX_tiffError	Error with TIFF operation
NX_printPackageError	Problem loading the print package
NX_badRtfColorTable	Invalid RTF color table
NX_journalAborted	Journaling session was terminated
NX_draggingError	Error messaging drag service
NX_colorUnknown	NXColorList: unknown color name or number
NX_colorBadIO	NXColorList: file read/write error
NX_colorNotEditable	Attempt to change noneditable color list
NX_badBitmapParams	Inconsistent set of bitmap parameters
NX_windowServerComm	Communications problem with the Window Server
NX_unavailableFont	No default font could be found
NX_PPDIncludeNotFound	Include file in PPD file not found
NX_PPDParseError	PPD parsing error
NX_PPDIncludeStackOverflow	PPD include files nested too deep
NX_PPDIncludeStackUnderflow	PPD include file nesting mismatched
NX_rtfPropOverflow	RTF property stack overflow

## **NXBreakArray**

**DECLARED IN** appkit/Text.h

### **SYNOPSIS**

```

                                                                    typedef struct _NXBreakArray {
    NXChunk chunk;
    NXLineDesc breaks[1];
NS_DEV_DOCFOR:typedef:NXBreakArray;, } NXBreakArray;

```

**DESCRIPTION** An NXBreakArray holds line break information for a Text object. It's mainly an array of line descriptors. Each line descriptor contains three fields:

- 1) Line change bit (sign bit); set if this line defines a new height
- 2) Paragraph end bit (next to sign bit); set if the end of this line ends the paragraph
- 3) Number of characters in the line (low-order 14 bits).

If the line change bit is set, the descriptor is the first field of an NXHeightChange structure. Since this record is bracketed by negative short values, the breaks array can be sequentially accessed backwards and forwards.

Since the structure's first field is an NXChunk structure, NXBreakArrays can be manipulated using the functions that manage variable-sized arrays of records. See **NXChunkMalloc()** for more information.

## NXCharArray

**DECLARED IN** appkit/Text.h

**SYNOPSIS** typedef struct \_NXCharArray {  
NXChunk **chunk**;  
wchar **text**[1];  
NS\_DEV\_DOCFOR:typedef:NXCharArray;, } NXCharArray;

**DESCRIPTION** This structure holds holds the character array for the current line in the Text object. Since the structure's first field is an NXChunk structure, NXCharArrays can be manipulated using the functions that manage variable-sized arrays of records. See **NXChunkMalloc()** for more information.

## NXCharFilterFunc

**DECLARED IN** appkit/Text.h

**SYNOPSIS** typedef unsigned short  
**(\*NXCharFilterFunc)**  
(unsigned short charCode,  
int flags,  
NS\_DEV\_DOCFOR:typedef:NXCharFilterFunc;, unsigned short charSet);

**DESCRIPTION** The character filter function analyses each character the user enters in the Text object. See **setCharFilter:** (Text class).

## NXCharMetrics

**DECLARED IN** appkit/afm.h

**SYNOPSIS** typedef struct {  
short **charCode**;  
unsigned char **numKernPairs**;  
unsigned char reserved;  
float **xWidth**;

```

        int name;
        float bbox[4];
        int kernPairIndex;
NS_DEV_DOCFOR:typedef:NXCharMetrics;,    } NXCharMetrics;

```

**DESCRIPTION** An NXCharMetrics structure stores information on a character. The fields are:

charCode	Character code, -1 if unencoded
numKernPairs	Number of kerning pairs starting with this character
xWidth	Width in x of this character
name	NameDan index into a string table
bbox	Character bounding box
kernPairIndex	Index into <b>NXFontMetrics.kerns</b> array

## **NXChunk**

**DECLARED IN** appkit/chunk.h

**SYNOPSIS** typedef struct \_NXChunk {

```

        short growby;
        int allocated;
        int used;

```

```

NS_DEV_DOCFOR:typedef:NXChunk;,    } NXChunk;

```

**DESCRIPTION** NXChunk structures are used to implement variable sized arrays of records. Allocation is by the given size (in bytes) typically a multiple number of records, say 10. The block of memory never shrinks, and the chunk records the current number of elements. To use NXChunks, declare a structure with an NXChunk structure as its first field. See **NXChunkMalloc()** for more information.

The fields of an NXChunk are:

growby	The increment used to enlarge the array
allocated	How many elements are currently allocated
used	How many elements are currently used

## **NXColorSpace**

**DECLARED IN** appkit/graphics.h

**SYNOPSIS** typedef enum \_NXColorSpace {

```

        NX_CustomColorSpace = -1,
        NX_OneIsBlackColorSpace = 0,
        NX_OneIsWhiteColorSpace = 1,
        NX_RGBColorSpace = 2,
        NX_CMYKColorSpace = 5

```

```

NS_DEV_DOCFOR:typedef:NXColorSpace;,    } NXColorSpace;

```

**DESCRIPTION** Used to represent sample-encoding formats for a bitmap image.

## **NXCompositeChar**

**DECLARED IN** appkit/afm.h

**SYNOPSIS** typedef struct {

```
    int compCharIndex;  
    int numParts;  
    int firstPartIndex;  
NS_DEV_DOCFOR:typedef:NXCompositeChar;, } NXCompositeChar;
```

**DESCRIPTION** An NXCompositeChar structure describes a composite character. The fields are:

compCharIndex	Index into <b>NXFontMetrics.charMetrics</b>
numParts	Number of parts making up this char
firstPartIndex	Index of first part in <b>NXFontMetrics.compositeCharParts</b>

## **NXCompositeCharPart**

**DECLARED IN** appkit/afm.h

**SYNOPSIS**

```
NS_DEV_DOCFOR:typedef:NXCompositeCharPart;, typedef struct {  
    int partIndex;  
    float dx;  
    float dy;  
} NXCompositeCharPart;
```

**DESCRIPTION** NXCompositeCharPart structures are used to describe elements of a composite character array. The fields are:

partIndex	Index into <b>NXFontMetrics.charMetrics</b>
dx	Displacement of part in x
dy	Displacement of part in y

## **NXDataLinkDisposition**

**DECLARED IN** appkit/NXDataLink.h

**SYNOPSIS**

typedef enum

```
_NXDataLinkDisposition {  
    NX_LinkInDestination = 1,  
    NX_LinkInSource = 2,  
    NX_LinkBroken = 3  
NS_DEV_DOCFOR:typedef:NXDataLinkDisposition;, } NXDataLinkDisposition;
```

**DESCRIPTION** Returned by NXDataLink's **disposition** method to identify a link as a destination link, a source link, or a broken link. See the NXDataLink class specification for more information on the dispositions of links.

## **NXDataLinkNumber**

**DECLARED IN** appkit/NXDataLink.h

**SYNOPSIS**

```
NS_DEV_DOCFOR:typedef:NXDataLinkNumber;, typedef int NXDataLinkNumber;
```

**DESCRIPTION** The type returned by NXDataLink's **linkNumber** method as a persistent identifier of a destination link.

## NXDataLinkUpdateMode

**DECLARED IN** appkit/NXDataLink.h

### SYNOPSIS

typedef enum

```
_NXDataLinkUpdateMode {
    NX_UpdateContinuously = 1,
    NX_UpdateWhenSourceSaved = 2,
    NX_UpdateManually = 3,
    NX_UpdateNever = 4
NS_DEV_DOCFOR:typedef:NXDataLinkUpdateMode;, } NXDataLinkUpdateMode;
```

**DESCRIPTION** Used by NXDataLink's **setUpdateMode:** and **updateMode** methods to identify when a link's data is to be updated.

## NXDragOperation

**DECLARED IN** appkit/drag.h

### SYNOPSIS

typedef enum \_NXDragOperation {

```
    NX_DragOperationNone = 0,
    NX_DragOperationCopy = 1,
    NX_DragOperationLink = 2,
    NX_DragOperationGeneric = 4,
    NX_DragOperationPrivate = 8,
    NX_DragOperationAll = 15
NS_DEV_DOCFOR:typedef:NXDragOperation;, } NXDragOperation;
```

**DESCRIPTION** The NXDragOperation constants represent the operations that a dragging destination can perform on the data that a dragged image represents. While a dragging session is in progress, the drag operation values returned by the source and destination objects are compared to determine whether the destination object is valid, and to (automatically) set the appearance of the cursor:

- **NX\_DragOperationNone.** The destination won't accept the dragged-image's data; the cursor isn't changed.
- **NX\_DragOperationCopy.** The destination will copy the data; the cursor is changed to the copy cursor.
- **NX\_DragOperationLink.** The destination will create some sort of link, as appropriate for the data; the cursor is changed to the link cursor.
- **NX\_DragOperationGeneric.** The destination will perform a "standard" operation; the cursor is changed to the move cursor.
- **NX\_DragOperationPrivate.** The source and the destination will negotiate for the data, or otherwise send special messages to each other; the cursor isn't changed.
- **NX\_DragOperationAll.** This should only be used by the dragging source as the value of its drag operation mask.

See the NXDraggingDestination protocol for more information.

## NXEncodedLigature

DECLARED IN appkit/afm.h

SYNOPSIS typedef struct {

```
    unsigned char firstChar;  
    unsigned char secondChar;  
    unsigned char ligatureChar;  
NS_DEV_DOCFOR:typedef:NXEncodedLigature;,    } NXEncodedLigature;
```

**DESCRIPTION** An NXEncodedLigature structure is used for elements of the encoded ligature array. This structure is used only for those ligatures in which all three characters are encoded. The fields are:

firstChar	Character encoding of first character
secondChar	Character encoding of second character
ligatureChar	Character encoding of ligature

## NXErrorReporter

DECLARED IN appkit/errors.h

SYNOPSIS

```
NS_DEV_DOCFOR:typedef:NXErrorReporter;,    typedef void NXErrorReporter(NXHandler  
*errorState);
```

**DESCRIPTION** This is the type for a function that acts as a application's error reporter. See the description of **NXRegisterErrorReporter()** for more information.

## NXFaceInfo

DECLARED IN appkit/Font.h

SYNOPSIS typedef struct \_NXFaceInfo {

```
    NXFontMetrics *fontMetrics;  
    int flags;  
    struct _fontFlags {  
        unsigned int usedInDoc:1;  
        unsigned int usedInPage:1;  
        unsigned int usedInSheet:1;  
    } fontFlags;  
    struct _NXFaceInfo *nextFInfo;  
NS_DEV_DOCFOR:typedef:NXFaceInfo;, } NXFaceInfo;
```

**DESCRIPTION** NXFaceInfo structures store information about a font and its usage. Its fields are:

fontMetrics	Information form the AFM file
flags	Which font information is present
fontFlags	Font usage (see below)
nextFInfo	Pointer to next record in the linked list

The fontFlags substructure records font usage so that conforming PostScript comments can be

generated for a document. Its fields are:

usedInDoc	Has the font been used in the document?
usedInPage	Has the font been used in the page?
usedInSheet	Has the font been used in the sheet? (There can be more than one page printed on a sheet of paper.)

## **NXFontMetrics**

**DECLARED IN**    appkit/afm.h

### **SYNOPSIS**

```
char *formatVersion;  
char *name;  
char *fullName;  
char *familyName;  
char *weight;  
float italicAngle;  
char isFixedPitch;  
char isScreenFont;  
short screenFontSize;  
float fontBBox[4];  
float underlinePosition;  
float underlineThickness;  
char *version;  
char *notice;  
char *encodingScheme;  
float capHeight;  
float xHeight;  
float ascender;  
float descender;  
short hasYWidths;  
float *widths;  
unsigned int widthsLength;  
char *strings;  
unsigned int stringsLength;  
char hasXYKerns;  
short *encoding;  
float *yWidths;  
NXCharMetrics *charMetrics;  
int numCharMetrics;  
NXLigature *ligatures;  
int numLigatures;  
NXEncodedLigature *encLigatures;  
int numEncLigatures;  
union {  
    NXKernPair *kernPairs;  
    NXKernXPair *kernXPairs;  
} kerns;  
int numKernPairs;  
NXTrackKern *trackKerns;  
int numTrackKerns;  
NXCompositeChar *compositeChars;  
int numCompositeChars;
```

```
typedef struct _NXFontMetrics {
```

```

        NXCompositeCharPart *compositeCharParts;
        int numCompositeCharParts;
NS_DEV_DOCFOR:typedef:NXFontMetrics;,    } NXFontMetrics;

```

**DESCRIPTION** The NXFontMetrics structure is used to describe a font. (See the description of **readMetrics:** in the Font class specification for more information.)

The structure's fields are:

formatVersion	Version of afm file format
name	Name of font for <b>findfont</b>
fullName	Full name of font
familyName	Font family name
weight	Weight of font
italicAngle	Degrees counterclockwise from vertical
isFixedPitch	Is the font monospaced?
isScreenFont	Is the font a screen font?
screenFontSize	If it is, how big is it?
fontBBox[4]	Bounding box (llx, lly, urx, ury)
underlinePosition	Distance from baseline for underlines
underlineThickness	Thickness of underline stroke
version	Version identifier
notice	Trademark or copyright
encodingScheme	Default encoding vector
capHeight	Top of `H'
xHeight	Top of `x'
ascender	Top of `d'
descender	Bottom of `p'
hasYWidths	Do any chars have non-0 y width?
widths	Character widths in x
widthsLength	
strings	Table of strings and other info
stringsLength	
hasXYKerns	Do any of the kerning pairs have nonzero dy?
encoding	256 offsets into NXCharMetrics
yWidths	Character widths in y ( <i>not</i> in encoding order, but a parallel array to the NXCharMetrics array)
charMetrics	Array of NXCharMetrics
numCharMetrics	Number of elements
ligatures	Array of NXLigatures
numLigatures	Number of elements
encLigatures	Array of NXEncodedLigatures
numEncLigatures	Number of elements
kerns.kernPairs	Array of NXKernPairs
kerns.kernXPairs	Array of NXKernXPairs
numKernPairs	Number of elements
trackKerns	Array of NXTrackKerns
numTrackKerns	Number of elements
compositeChars	Array of NXCompositeChars
numCompositeChars	Number of elements
compositeCharParts	Array of NXCompositeCharParts
numCompositeCharParts	Number of elements

### **NXFontTraitMask**

**DECLARED IN** appkit/FontManager.h

## SYNOPSIS

NS\_DEV\_DOCFOR:typedef:NXFontTraitMas;

typedef unsigned int **NXFontTraitMask**;

**DESCRIPTION** A NXFontTraitMask characterizes one or more of a font's traits. It's used as an argument type for several of the methods in the FontManager class.

## NXFSM

**DECLARED IN** appkit/Text.h

## SYNOPSIS

```
NS_DEV_DOCFOR:typedef:NXFSM;,          typedef struct _NXFSM {
    const struct _NXFSM *next;
    short delta;
    short token;
} NXFSM;
```

**DESCRIPTION** NXFSM is a word definition finite-state machine transition structure used by a Text object. The fields are:

next	Points to state to go to; NULL implies final state
delta	If final state, this undoes lookahead
token	If final state, negative value implies word is newline; 0 implies dark; and positive implies white space

## NXHeightChange

**DECLARED IN** appkit/Text.h

## SYNOPSIS

```
NS_DEV_DOCFOR:typedef:NXHeightChange;,  typedef struct _NXHeightChange {
    NXLineDesc lineDesc;
    NXHeightInfo heightInfo;
} NXHeightChange;
```

**DESCRIPTION** This structure associates line descriptors and line height information in a Text object.

## NXHeightInfo

**DECLARED IN** appkit/Text.h

## SYNOPSIS

```
NS_DEV_DOCFOR:typedef:NXHeightInfo;,    typedef struct _NXHeightInfo {
    NXCoord newHeight;
    NXCoord oldHeight;
    NXLineDesc lineDesc;
} NXHeightInfo;
```

**DESCRIPTION** This structure is used to store height information for each line of text in a Text object. The fields are

newHeight	Line height from current position forward
oldHeight	Height before change

**NXJournalHeader****DECLARED IN** appkit/NXJournaler.h**SYNOPSIS** typedef struct {

```

    int version;
    unsigned int offsetToAppNames;
    unsigned int lastEventTime;

```

```

NS_DEV_DOCFOR:typedef:NXJournalHeader;, } NXJournalHeader;

```

**DESCRIPTION** The NXJournalHeader type defines the header for a journaling event file. The event data begins immediately after the header.**NXKernPair****DECLARED IN** appkit/afm.h**SYNOPSIS** typedef struct {

```

    int secondCharIndex;
    float dx;
    float dy;

```

```

NS_DEV_DOCFOR:typedef:NXKernPair;, } NXKernPair;

```

**DESCRIPTION** The NXKernPair structure describes a kerning pair element. Its fields are:

secondCharIndex	Index into NXFontMetrics.charMetrics
dx	x displacement relative to first character
dy	y displacement relative to first character

**NXKernXPair****DECLARED IN** appkit/afm.h**SYNOPSIS** typedef struct {

```

    int secondCharIndex;
    float dx;

```

```

NS_DEV_DOCFOR:typedef:NXKernXPair;, } NXKernXPair;

```

**DESCRIPTION** The NXKernXPair structure describes a kerning pair element. In this structure, the displacement in the y direction is assumed to be 0. The structure's fields are:

secondCharIndex	Index into NXFontMetrics.charMetrics
dx	X displacement relative to first character

**NXLay****DECLARED IN** appkit/Text.h

**SYNOPSIS**

typedef struct \_NXLay {

```

    NXCoord x;
    NXCoord y;
    short offset;
    short chars;
    id font;
    void *paraStyle;
    NXRun *run;
    NXLayFlags IFlags;
NS_DEV_DOCFOR:typedef:NXLay;, } NXLay;

```

**DESCRIPTION** A Text object's NXLay structure represents a single sequence of text in a line and records everything needed to select or draw that piece. The fields are:

x	x coordinate of <b>moveto</b>
y	y coordinate of <b>moveto</b>
offset	Offset in line array for text
chars	Number of characters in the lay
font	Font object
parastyle	Implementation dependent style sheet information
run	Text run for this lay
IFlags	Lay flags

**NXLayArray**

**DECLARED IN** appkit/Text.h

**SYNOPSIS**

typedef struct \_NXLayArray {

```

    NXChunk chunk;
    NXLay lays[1];
NS_DEV_DOCFOR:typedef:NXLayArray;, } NXLayArray;

```

**DESCRIPTION** A Text object's NXLayArray structure holds the layout for the current line. Since the structure's first field is an NXChunk structure, NXLayArrays can be manipulated using the functions that manage variable-sized arrays of records. See **NXChunkMalloc()** for more information.

**NXLayFlags**

**DECLARED IN** appkit/Text.h

**SYNOPSIS**

typedef struct {

```

    unsigned int mustMove:1;
    unsigned int isMoveChar:1;
NS_DEV_DOCFOR:typedef:NXLayFlags;, } NXLayFlags;

```

**DESCRIPTION** This structure records whether a text lay in a Text object needs special treatment. Its fields are:

mustMove	True if current lay follows lay with nonprinting character
isMoveChar	True if lay contains nonprinting character

**NXLayInfo**

DECLARED IN appkit/Text.h

**SYNOPSIS**

typedef struct \_NXLayoutInfo {

```
NXRect rect;  
NXCoord descent;  
NXCoord width;  
NXCoord left;  
NXCoord right;  
NXCoord rightIndent;  
NXLayoutArray *lays;  
NXWidthArray *widths;  
NXCharArray *chars;  
NXTextCache cache;  
NXRect *textClipRect;  
struct _IFlags {  
    unsigned int horizCanGrow:1;  
    unsigned int vertCanGrow:1;  
    unsigned int erase:1;  
    unsigned int ping:1;  
    unsigned int endsParagraph:1;  
    unsigned int resetCache:1;  
} IFlags;
```

NS\_DEV\_DOCFOR:typedef:NXLayoutInfo;, } **NXLayoutInfo**;

**DESCRIPTION** A Text object's NXLayoutInfo structure is used by the scanning and drawing functions to communicate information about lines. Its fields are:

rect	Bounds rect for current line
descent	Descent line; can be reset by the scanning function
width	Width of line
left	Coordinate visible at left side
right	Coordinate visible at right side
rightIndent	How much white space to leave at right side of line
lays	Filled with NXLayout items by the scanning function
widths	Filled with character widths by the scanning function
chars	Filled with characters by the scanning function
cache	Cache of current block and run
textClipRect	If non-nil, the current clipping rectangle for drawing
IFlags.horizCanGrow	1 if the scanning function should dynamically resize x margins
IFlags.vertCanGrow	1 if the scanning function should dynamically resize y margins
IFlags.erase	Tells the drawing function whether to erase before drawing line
IFlags.ping	Tells the drawing function whether to ping the Window Server
IFlags.endsParagraph	True if this line ends the paragraph
IFlags.resetCache	Used in the scanning function to reset local caches

## **NXLigature**

DECLARED IN appkit/afm.h

**SYNOPSIS**

typedef struct {

```
int firstCharIndex;  
int secondCharIndex;  
int ligatureIndex;
```

NS\_DEV\_DOCFOR:typedef:NXLigature;, } **NXLigature**;

**DESCRIPTION** This structure correlates two characters and a ligature character. Its fields are:

firstCharIndex	Index into NXFontMetrics.charMetrics
secondCharIndex	Index into NXFontMetrics.charMetrics
ligatureIndex	Index into NXFontMetrics.charMetrics

## **NXLineDesc**

**DECLARED IN** appkit/Text.h

### **SYNOPSIS**

```
NS_DEV_DOCFOR:typedef:NXLineDesc;, typedef short NXLineDesc;
```

**DESCRIPTION** An NXLineDesc is used to identify lines in the Text object.

## **NXLinkEnumerationState**

**DECLARED IN** appkit/NXDataLinkManager.h

### **SYNOPSIS**

```
void *a;
void *b;
NS_DEV_DOCFOR:typedef:NXLinkEnumerationState;, } NXLinkEnumerationState;
```

typedef struct {

**DESCRIPTION** An **NXLinkEnumerationState** structure is prepared by NXDataLinkManager's **prepareEnumerationState:** method and then passed to the **nextLinkUsing:** method, allowing an application to retrieve the link manager's links. The contents of this structure are private.

## **NXMeasurementUnit**

**DECLARED IN** appkit/PageLayout.h

### **SYNOPSIS**

```
_NXMeasurementUnit {
    NX_UnitInch,
    NX_UnitCentimeter,
    NX_UnitPoint,
    NX_UnitPica
NS_DEV_DOCFOR:typedef:NXMeasurementUnit;, } NXMeasurementUnit;
```

typedef enum

**DESCRIPTION** These are the units of measurement that are used by the PageLayout class. They're offered to the user through the Units pop-up list in the Page Layout panel.

## **NXMessage**

**DECLARED IN** appkit/Listener.h

### **SYNOPSIS**

```
msg_header_t header;
```

typedef struct \_NXMessage {

```
msg_type_t sequenceType;
```

```
int sequence;  
msg_type_t actionType;  
char action[NX_MAXMESSAGE];  
NS_DEV_DOCFOR:typedef:NXMessage;, } NXMessage;
```

**DESCRIPTION** NXMessage is the structure of messages sent by Speaker objects.

## **NXModalSession**

**DECLARED IN** appkit/Application.h

### **SYNOPSIS**

```
typedef struct _NXModalSession {  
    id app;  
    id window;  
    struct _NXModalSession *prevSession;  
    int oldRunningCount;  
    BOOL oldDoesHide;  
    BOOL freeMe;  
    int winNum;  
    NXHandler *errorData;  
NS_DEV_DOCFOR:typedef:NXModalSession;, } NXModalSession;
```

**DESCRIPTION** The NXModalSession structure contains information used by the system between **beginModalSession:for:** and **endModalSession:** messages. The application should not access any of the fields of this structure.

## **NXParagraphProp**

**DECLARED IN** appkit/Text.h

### **SYNOPSIS**

```
typedef enum {  
    NX_LEFTALIGN = NX_LEFTALIGNED,  
    NX_RIGHTALIGN = NX_RIGHTALIGNED,  
    NX_CENTERALIGN = NX_CENTERED,  
    NX_JUSTALIGN = NX_JUSTIFIED,  
    NX_FIRSTINDENT,  
    NX_INDENT,  
    NX_ADDTAB,  
    NX_REMOVETAB,  
    NX_LEFTMARGIN,  
    NX_RIGHTMARGIN  
NS_DEV_DOCFOR:typedef:NXParagraphProp;, } NXParagraphProp;
```

**DESCRIPTION** These constants are used to identify specific paragraph properties for modification. See Text's **setSelProp:to:** method for more information.

## **NXParamValue**

**DECLARED IN** appkit/Listener.h

### **SYNOPSIS**

```
typedef union {  
    int ival;
```

```

        double dval;
        port_t pval;
        struct _bval {
            char *p;
            int len;
        } bval;
NS_DEV_DOCFOR:typedef:NXParamValue;, } NXParamValue;

```

**DESCRIPTION** Used by Speaker objects to pass method parameters.

## **NXRect**

**DECLARED IN** appkit/graphics.h

```

SYNOPSIS                                     typedef struct _NXRect {
        NXPoint origin;
        NXSize size;
NS_DEV_DOCFOR:typedef:NXRect;, } NXRect;

```

**DESCRIPTION** Used throughout the Application Kit to give the dimensions and location of a rectangle on the screen. The NXPoint and NXSize structures are described in Chapter 5, "Display PostScript."

## **NXRemoteMethod**

**DECLARED IN** appkit/Listener.h

```

SYNOPSIS                                     typedef struct _NXRemoteMethod
{
        SEL key;
        char *types;
NS_DEV_DOCFOR:typedef:NXRemoteMethod;, } NXRemoteMethod;

```

**DESCRIPTION** Defines a method understood by a Listener.

## **NXResponse**

**DECLARED IN** appkit/Listener.h

```

SYNOPSIS                                     typedef struct _NXResponse {
        msg_header_t header;
        msg_type_t sequenceType;
        int sequence;
NS_DEV_DOCFOR:typedef:NXResponse;, } NXResponse;

```

**DESCRIPTION** NXResponse is the structure of a Listener response message.

## **NXRTFDError**

**DECLARED IN** appkit/NXRTFDErrors.h

**SYNOPSIS**

typedef enum {

```

    NX_RTFDErrorNone
    NX_RTFDErrorSaveAborted,
    NX_RTFDErrorUnableToWriteFile,
    NX_RTFDErrorUnableToCloseFile,
    NX_RTFDErrorUnableToCreatePackage
    NX_RTFDErrorUnableToCreateBackup,
    NX_RTFDErrorUnableToDeleteBackup,
    NX_RTFDErrorUnableToDeleteTemp,
    NX_RTFDErrorUnableToDeleteOriginal,
    NX_RTFDErrorFileDoesntExist,
    NX_RTFDErrorUnableToReadFile,
    NX_RTFDErrorInsufficientAccess,
    NX_RTFDErrorMalformedRTFD
NS_DEV_DOCFOR:typedef:NXRTFDError;, } NXRTFDError;

```

**DESCRIPTION** This enumeration defines the constants returned by methods that open or save RTFD documents (for example, the **openRTFDFrom:** method in the Text class). These constants divide into four group, as listed in the lists below.

**No Errors**

NX\_RTFDErrorNone

**Write Errors**

```

NX_RTFDErrorSaveAborted
NX_RTFDErrorUnableToWriteFile
NX_RTFDErrorUnableToCloseFile
NX_RTFDErrorUnableToCreatePackage
NX_RTFDErrorUnableToCreateBackup
NX_RTFDErrorUnableToDeleteBackup
NX_RTFDErrorUnableToDeleteTemp
NX_RTFDErrorUnableToDeleteOriginal

```

**Read Errors**

```

NX_RTFDErrorFileDoesntExist
NX_RTFDErrorUnableToReadFile

```

**Read/Write Errors**

```

NX_RTFDErrorInsufficientAccess
NX_RTFDErrorMalformedRTFD

```

**NXRun****DECLARED IN** appkit/Text.h**SYNOPSIS**

typedef struct \_NXRun {

```

    id font;
    int chars;
    void *paraStyle;
    float textGray;
    int textRGBColor;
    unsigned char superscript;
    unsigned char subscript;
    id info;

```

NXRunFlags **rFlags**;  
NS\_DEV\_DOCFOR:typedef:NXRun;, } **NXRun**;

**DESCRIPTION** A Text object's NXRun structure represents a single sequence of text with a given format. The fields are:

font	The Font object for the run
chars	Number of characters in run
paraStyle	Implementation dependent style sheet information
textGray	Gray value of the text
textRGBColor	Text color (negative if not set)
superscript	Superscript in points
subscript	Subscript in points
info	Available for subclasses of Text
rFlags	Indicates underline, etc.

## **NXRunArray**

**DECLARED IN** appkit/Text.h

**SYNOPSIS**

typedef struct \_NXRunArray {

NXChunk **chunk**;

NXRun **runs**[1];

NS\_DEV\_DOCFOR:typedef:NXRunArray;, } **NXRunArray**;

**DESCRIPTION** A Text object's NXRunArray structure holds the array of text runs. Since the structure's first field is an NXChunk structure, NXRunArrays can be manipulated using the functions that manage variable-sized arrays of records. See **NXChunkMalloc()** for more information.

## **NXRunFlags**

**DECLARED IN** appkit/Text.h

**SYNOPSIS**

typedef struct {

unsigned int **underline**:1;

unsigned int **graphic**:1;

NS\_DEV\_DOCFOR:typedef:NXRunFlags;, } **NXRunFlags**;

**DESCRIPTION** A Text object's NXRunFlags structure records whether a run contains graphics or is underlined. Its fields are:

underline	True if text is underlined
graphic	True if graphic is present

## **NXScreen**

**DECLARED IN** appkit/screens.h

**SYNOPSIS**

typedef struct \_NXScreen {

int **screenNumber**;

NXRect **screenBounds**;

```
        NXWindowDepth depth;  
NS_DEV_DOCFOR:typedef:NXScreen;,    } NXScreen;
```

**DESCRIPTION** The NXScreen structure represents a screen. Its fields are:

screenNumber	A unique integer that identifies the screen
screenBounds	The screen's area, reckoned in the screen coordinate system
depth	The amount of memory the screen devotes to each pixel

## **NXSelPt**

**DECLARED IN** appkit/Text.h

### **SYNOPSIS**

```
typedef struct _NXSelPt {
```

```
    int cp;  
    int line;  
    NXCoord x;  
    NXCoord y;  
    int c1st;  
    NXCoord ht;
```

```
NS_DEV_DOCFOR:typedef:NXSelPt;,    } NXSelPt;
```

**DESCRIPTION** A Text object's NXSelPt structure represents one end of a selection. Its fields are:

cp	Character position
line	Offset of LineDesc in break table
x	x coordinate
y	y coordinate
c1st	Character position of first character on the line
ht	Line height

## **NXSpellCheckMode**

**DECLARED IN** appkit/NXSpellChecker.h

### **SYNOPSIS**

```
typedef enum {
```

```
NS_DEV_DOCFOR:enum:NX_CheckSpelling;,    NX_CheckSpelling,  
    NS_DEV_DOCFOR:enum:NX_CheckSpellingToEnd;,    NX_CheckSpellingToEnd,  
    NS_DEV_DOCFOR:enum:NX_CheckSpellingFromStart;,    NX_CheckSpellingFromStart,  
    NS_DEV_DOCFOR:enum:NX_CheckSpellingInSelection;,    NX_CheckSpellingInSelection,  
    NS_DEV_DOCFOR:enum:NX_CountWords;,    NX_CountWords,  
    NS_DEV_DOCFOR:enum:NX_CountWordsToEnd;,    NX_CountWordsToEnd,  
    NS_DEV_DOCFOR:enum:NX_CountWordsInSelection;,    NX_CountWordsInSelection  
NS_DEV_DOCFOR:typedef:NXSpellCheckMode;,} NXSpellCheckMode;
```

**DESCRIPTION** Used as arguments to NXSpellChecker's **checkSpelling:of:** and **checkSpelling:of:wordCount:** methods to specify the extent and nature of word checking and counting. The elements are:

NX_CheckSpelling	Checks spelling of the entire text stream
NX_CheckSpellingToEnd	Checks spelling from the current position to the end
NX_CheckSpellingFromStart	Checks spelling of the stream from top to bottom
NX_CheckSpellingInSelection	Check spelling within the selection
NX_CountWords	Counts the number of words in the entire text stream
NX_CountWordsToEnd	Counts words from the current position to the end
NX_CountWordsInSelection	Counts words in the selection

## **NXStreamSeekMode**

**DECLARED IN** appkit/readOnlyTextStream.h

**SYNOPSIS** typedef enum {

**NX\_StreamStart,**  
**NX\_StreamCurrent,**  
**NX\_StreamEnd**

**NS\_DEV\_DOCFOR:typedef:NXStreamSeekMode;, } NXStreamSeekMode;**

**DESCRIPTION** Used by the NXReadOnlyTextStream protocol during a seek on a stream. See the protocol specification for details.

## **NXStringOrderTable**

**DECLARED IN** appkit/Text.h

**SYNOPSIS** typedef struct {

unsigned char **primary**[256];  
unsigned char **secondary**[256];  
unsigned char **primaryCI**[256];  
unsigned char **secondaryCI**[256];

**NS\_DEV\_DOCFOR:typedef:NXStringOrderTable;, } NXStringOrderTable;**

**DESCRIPTION** The arrays in a Text object's NXStringOrderTable structure are used for case-sensitive and case-insensitive ordering of characters. See the documentation for **NXOrderStrings()** for more information.

## **NXTabStop**

**DECLARED IN** appkit/Text.h

**SYNOPSIS** typedef struct \_NXTabStop {

short **kind**;  
NXCoord **x**;

**NS\_DEV\_DOCFOR:typedef:NXTabStop;, } NXTabStop;**

**DESCRIPTION** This structure is used to describe a Text object's tab stops. Its fields are:

<b>kind</b>	Kind of tab (only NX_LEFTTAB is currently implemented)
<b>x</b>	x coordinate for stop

## **NXTextBlock**

**DECLARED IN** appkit/Text.h

**SYNOPSIS** typedef struct \_NXTextBlock {

struct \_NXTextBlock \***next**;  
struct \_NXTextBlock \***prior**;

```

    struct _tbFlags {
        unsigned int malloced:1;
    } tbFlags;
    short chars;
    wchar *text;
NS_DEV_DOCFOR:typedef:NXTextBlock;,    } NXTextBlock;

```

**DESCRIPTION** A Text object's NXTextBlock structures hold the characters of the text. Its fields are:

next	Next block in linked list
prior	Previous block in linked list
tbFlags.malloced	True if the block was malloc'ed
chars	Number of characters in this block
text	The text in this block

## NXTextCache

**DECLARED IN** appkit/Text.h

**SYNOPSIS** typedef struct \_NXTextCache {

```

    int curPos;
    NXRun *curRun;
    int runFirstPos;
    NXTextBlock *curBlock;
    int blockFirstPos;
NS_DEV_DOCFOR:typedef:NXTextCache;,    } NXTextCache;

```

**DESCRIPTION** A Text object's NXTextCache structure describes the current text block and run. Its fields are:

curPos	Current position in text stream
curRun	Current run of text
runFirstPos	Character position of first character in current run
curBlock	Current block of text
blockFirstPos	Character position of first character in current block

## NXTextFilterFunc

**DECLARED IN** appkit/Text.h

**SYNOPSIS** typedef char

```

(*NXTextFilterFunc)
    (id self,
    unsigned char *insertText,
    int *insertLength,
NS_DEV_DOCFOR:typedef:NXTextFilterFunc;,    int position);

```

**DESCRIPTION** A Text object's text filter function can be used to implement autoindenting and other features. See Text's **setTextFilter:** method.

## NXTextFunc

**DECLARED IN** appkit/Text.h

**SYNOPSIS** typedef int (\***NXTextFunc**)  
(id *self*,  
NS\_DEV\_DOCFOR:typedef:NXTextFunc;, NXLayoutInfo \**layInfo*);

**DESCRIPTION** This is the type for a Text object's scanning and drawing functions, as set through Text's **setScanFunc:** and **setDrawFunc:** methods.

### **NXTextStyle**

**DECLARED IN** appkit/Text.h

**SYNOPSIS** typedef struct \_NXTextStyle {  
NXCoord **indent1st**;  
NXCoord **indent2nd**;  
NXCoord **lineHt**;  
NXCoord **descentLine**;  
short **alignment**;  
short **numTabs**;  
NXTabStop \***tabs**;  
NS\_DEV\_DOCFOR:typedef:NXTextStyle;, } **NXTextStyle**;

**DESCRIPTION** A Text object's NXTextStyle structure describes the text layout and tab stops. Its fields are:

indent1st	How far the first line of the paragraph is indented
indent2nd	How far the second line is indented
lineHt	Line height
descentLine	Distance to descent line from bottom of line
alignment	Alignment mode
numTabs	Number of tab stops
tabs	Array of tab stops

### **NXTopLevelErrorHandler**

**DECLARED IN** appkit/errors.h

**SYNOPSIS**  
NS\_DEV\_DOCFOR:typedef:NXTopLevelErrorHandler;, typedef void  
**NXTopLevelErrorHandler**(NXHandler \**errorState*);

**DESCRIPTION** This is the type for functions that act as a application's top-level error handler. See the description of **NXDefaultTopLevelErrorHandler()** for more information.

### **NXTrackingTimer**

**DECLARED IN** appkit/timer.h

**SYNOPSIS** typedef struct \_NXTrackingTimer {  
double delay;  
double period;  
DPSTimedEntry te;  
BOOL freeMe;

```
        BOOL firstTime;
        NXHandler *errorData;
NS_DEV_DOCFOR:typedef:NXTrackingTimer;, } NXTrackingTimer;
```

**DESCRIPTION** Information used by the system between calls to **NXBeginTimer()** and **NXEndTimer()**. All the fields in this structure are private.

### **NXTrackKern**

**DECLARED IN** appkit/afm.h

**SYNOPSIS** typedef struct {

```
    int degree;
    float minPointSize;
    float minKernAmount;
    float maxPointSize;
    float maxKernAmount;
```

```
NS_DEV_DOCFOR:typedef:NXTrackKern;, } NXTrackKern;
```

**DESCRIPTION** This structure records track kerning data. The fields are:

degree	Degree of tightness
minPointSize	Minimum cut-off value
minKernAmount	Kerning amount at minPointSize and below
maxPointSize	Maximum cut-off value
maxKernAmount	Kerning amount at maxPointSize and above

### **NXWidthArray**

**DECLARED IN** appkit/Text.h

**SYNOPSIS** typedef struct \_NXWidthArray {

```
    NXChunk chunk;
    NXCoord widths[1];
```

```
NS_DEV_DOCFOR:typedef:NXWidthArray;, } NXWidthArray;
```

**DESCRIPTION** A Text object's **NXWidthArray** structure holds the character widths for the current line. Since the structure's first field is an **NXChunk** structure, **NXWidthArrays** can be manipulated using the functions that manage variable-sized arrays of records. See **NXChunkMalloc()** for more information.

### **NXWindowDepth**

**DECLARED IN** appkit/graphics.h

**SYNOPSIS** typedef enum \_NXWindowDepth {

```
    NX_DefaultDepth,
    NX_TwoBitGrayDepth,
    NX_EightBitGrayDepth,
    NX_TwelveBitRGBDepth,
    NX_TwentyFourBitRGBDepth
```

```
NS_DEV_DOCFOR:typedef:NXWindowDepth;, } NXWindowDepth;
```

**DESCRIPTION** Encodes the depth, or amount of memory, devoted to a single pixel for a window or screen.

## **wchar**

**DECLARED IN** appkit/Text.h

### **SYNOPSIS**

NS\_DEV\_DOCFOR:typedef:wchar;, typedef unsigned char **wchar**;

**DESCRIPTION** This is the type used for the characters within a Text object.

# Symbolic Constants

## **Bits per Character and Integer**

**DECLARED IN** appkit/nextstd.h

**SYNOPSIS** NS\_DEV\_DOCFOR:global:NBITSCHAR;, NBITSCHAR  
NBITSINT NS\_DEV\_DOCFOR:global:NBITSINT;,,

**DESCRIPTION** These constants define the number of bits per character and the number of bits per integer, respectively.

## **Boolean Constants**

**DECLARED IN** appkit/nextstd.h

**Constant** **SYNOPSIS**  
**Value**

TRUE	1
FALSE	0

**DESCRIPTION** These constants define boolean true and false values.

## **Box Borders**

**DECLARED IN** appkit/Box.h

**SYNOPSIS** NS\_DEV\_DOCFOR:global:NX\_NOBORDER;,NX\_NOBORDER  
NS\_DEV\_DOCFOR:global:NX\_LINE;, NX\_LINE  
NS\_DEV\_DOCFOR:global:NX\_BEZEL;,NX\_BEZEL  
NS\_DEV\_DOCFOR:global:NX\_GROOVE;,NX\_GROOVE

**DESCRIPTION** These constants represent the four types of borders that can be drawn around a Box object.

## Box Title Positions

DECLARED IN appkit/Box.h

**SYNOPSIS** NS\_DEV\_DOCFOR:global:NX\_NOTITLE;; NX\_NOTITLE  
NS\_DEV\_DOCFOR:global:NX\_ABOVETOP;; NX\_ABOVETOP  
NS\_DEV\_DOCFOR:global:NX\_ATTOP;;NX\_ATTOP  
NS\_DEV\_DOCFOR:global:NX\_BELOWTOP;;NX\_BELOWTOP  
NS\_DEV\_DOCFOR:global:NX\_ABOVEBOTTOM;;NX\_ABOVEBOTTOM  
NS\_DEV\_DOCFOR:global:NX\_ATBOTTOM;;NX\_ATBOTTOM  
NS\_DEV\_DOCFOR:global:NX\_BELOWBOTTOM;;NX\_BELOWBOTTOM

**DESCRIPTION** These constants represent the locations where a Box's title can be placed with respect to its border. Thus, for example, NX\_ABOVETOP means the title is above the top of the border, NX\_ATTOP means the title breaks the top border, and so on.

## Button and ButtonCell Highlight/Display Types

DECLARED IN appkit/ButtonCell.h

**SYNOPSIS**  
NS\_DEV\_DOCFOR:global:NX\_MOMENTARYPUSH;; NX\_MOMENTARYPUSH  
NS\_DEV\_DOCFOR:global:NX\_PUSHONPUSHOFF;; NX\_PUSHONPUSHOFF  
NS\_DEV\_DOCFOR:global:NX\_TOGGLE;;NX\_TOGGLE  
NS\_DEV\_DOCFOR:global:NX\_SWITCH;;NX\_SWITCH  
NS\_DEV\_DOCFOR:global:NX\_RADIOBUTTON;;NX\_RADIOBUTTON  
NS\_DEV\_DOCFOR:global:NX\_MOMENTARYCHANGE;;NX\_MOMENTARYCHANGE  
NS\_DEV\_DOCFOR:global:NX\_ONOFF;;NX\_ONOFF

**DESCRIPTION** These constants represent the way Buttons and ButtonCells behave when pressed, and how they display their state. See Button's **setType:** method for more information.

## Button and ButtonCell Icon Positions

DECLARED IN appkit/Cell.h

**SYNOPSIS** NS\_DEV\_DOCFOR:global:NX\_TITLEONLY;; NX\_TITLEONLY  
NS\_DEV\_DOCFOR:global:NX\_ICONONLY;; NX\_ICONONLY  
NS\_DEV\_DOCFOR:global:NX\_ICONLEFT;;NX\_ICONLEFT  
NS\_DEV\_DOCFOR:global:NX\_ICONRIGHT;;NX\_ICONRIGHT  
NS\_DEV\_DOCFOR:global:NX\_ICONBELOW;;NX\_ICONBELOW  
NS\_DEV\_DOCFOR:global:NX\_ICONABOVE;;NX\_ICONABOVE  
NS\_DEV\_DOCFOR:global:NX\_ICONOVERLAPS;;NX\_ICONOVERLAPS

**DESCRIPTION** These constants represent the position of a ButtonCell's icon relative to its title. See Button's **setIconPosition:** method for more information.

## Cell and ButtonCell Parameters

DECLARED IN appkit/Cell.h

#### SYNOPSIS

```
NS_DEV_DOCFOR:global:NX_CELLDISABLED;, NX_CELLDISABLED
NS_DEV_DOCFOR:global:NX_CELLSTATE;, NX_CELLSTATE
NS_DEV_DOCFOR:global:NX_CELLEDITABLE;,NX_CELLEDITABLE
NS_DEV_DOCFOR:global:NX_CELLHIGHLIGHTED;,NX_CELLHIGHLIGHTED
NS_DEV_DOCFOR:global:NX_LIGHTBYCONTENTS;, NX_LIGHTBYCONTENTS
NS_DEV_DOCFOR:global:NX_LIGHTBYGRAY;,NX_LIGHTBYGRAY
NS_DEV_DOCFOR:global:NX_LIGHTBYBACKGROUND;,NX_LIGHTBYBACKGROUND
NS_DEV_DOCFOR:global:NX_ICONISKEYEQUIVALENT;,NX_ICONISKEYEQUIVALENT
NS_DEV_DOCFOR:global:NX_OVERLAPPINGICON;,NX_OVERLAPPINGICON
NS_DEV_DOCFOR:global:NX_ICONHORIZONTAL;,NX_ICONHORIZONTAL
NS_DEV_DOCFOR:global:NX_ICONLEFTORBOTTOM;,NX_ICONLEFTORBOTTOM
NS_DEV_DOCFOR:global:NX_CHANGECONTENTS;,NX_CHANGECONTENTS
NS_DEV_DOCFOR:global:NX_BUTTONINSET;,NX_BUTTONINSET
```

**DESCRIPTION** These constants represent parameters that are accessed through Cell's and ButtonCell's **setParameter:to:** and **getParameter:** methods. Only the first four constants listed above are accessible by Cell; the others apply to ButtonCells only.

### Cell Data Entry Types

**DECLARED IN** appkit/Cell.h

```
SYNOPSIS NS_DEV_DOCFOR:global:NX_ANYTYPE;, NX_ANYTYPE
NS_DEV_DOCFOR:global:NX_INTTYPE;, NX_INTTYPE
NS_DEV_DOCFOR:global:NX_POSINTTYPE;,NX_POSINTTYPE
NS_DEV_DOCFOR:global:NX_FLOATTYPE;,NX_FLOATTYPE
NS_DEV_DOCFOR:global:NX_POSFLOATTYPE;,NX_POSFLOATTYPE
NS_DEV_DOCFOR:global:NX_DOUBLETYPE;,NX_DOUBLETYPE
NS_DEV_DOCFOR:global:NX_POSDOUBLETYPE;,NX_POSDOUBLETYPE
```

**DESCRIPTION** These constants represent the numeric data types that a text Cell can accept. See Cell's **setEntryType:** method for more information.

### Cell Periodic Action Flag

**DECLARED IN** appkit/Cell.h

#### SYNOPSIS

```
NS_DEV_DOCFOR:global:NX_PERIODICMASK;, NX_PERIODICMASK
```

**DESCRIPTION** You pass this constant to Cell's **sendActionOn:** method to indicate that the Cell should send its action message periodically while the mouse is down.

### Cell Types

**DECLARED IN** appkit/Cell.h

#### SYNOPSIS

<b>Constant</b>	<b>Cell Type</b>	
NS_DEV_DOCFOR:global:NX_NULLCELLNo;,	NX_NULLCELL	No display

NS\_DEV\_DOCFOR:global:NX\_TEXTCELLThe,,NX\_TEXTCELL The Cell displays text  
NS\_DEV\_DOCFOR:global:NX\_ICONCELLThe,,NX\_ICONCELL The Cell display an icon

**DESCRIPTION** These constants represent different types of Cell objects.

### Color Panel Modes

**DECLARED IN** appkit/NXColorPanel.h

**SYNOPSIS** NS\_DEV\_DOCFOR:global:NX\_GRAYMODE,, NX\_GRAYMODE  
NS\_DEV\_DOCFOR:global:NX\_RGBMODE,, NX\_RGBMODE  
NS\_DEV\_DOCFOR:global:NX\_CMYKMODE,,NX\_CMYKMODE  
NS\_DEV\_DOCFOR:global:NX\_HSBMODE,,NX\_HSBMODE  
NS\_DEV\_DOCFOR:global:NX\_CUSTOMPALETTE\_MODE,,NX\_CUSTOMPALETTE\_MODE  
NS\_DEV\_DOCFOR:global:NX\_CUSTOMCOLORMODE,,NX\_CUSTOMCOLORMODE  
NS\_DEV\_DOCFOR:global:NX\_BEGINMODE,,NX\_BEGINMODE

**DESCRIPTION** These constants represent the different Color panel modes.

### Color Panel Mode Masks

**DECLARED IN** appkit/NXColorPanel.h

**SYNOPSIS**  
NS\_DEV\_DOCFOR:global:NX\_GRAYMODEMASK,, NX\_GRAYMODEMASK  
NS\_DEV\_DOCFOR:global:NX\_RGBMODEMASK,, NX\_RGBMODEMASK  
NS\_DEV\_DOCFOR:global:NX\_CMYKMODEMASK,,NX\_CMYKMODEMASK  
NS\_DEV\_DOCFOR:global:NX\_HSBMODEMASK,,NX\_HSBMODEMASK  
NS\_DEV\_DOCFOR:global:NX\_CUSTOMPALETTE\_MODEMASK,,NX\_CUSTOMPALETTE\_MODEMASK  
NS\_DEV\_DOCFOR:global:NX\_LISTMODEMASK,,NX\_LISTMODEMASK  
NS\_DEV\_DOCFOR:global:NX\_WHEELMODEMASK,,NX\_WHEELMODEMASK  
NS\_DEV\_DOCFOR:global:NX\_ALLMODESMASK,,NX\_ALLMODESMASK

**DESCRIPTION** These constants provide masks for the Color panel modes.

### Color Picker Insertion Order Constants

**DECLARED IN** appkit/NXColorPanel.h

<b>Value</b>	<b>SYNOPSIS</b>	<b>Insertion Order</b>
	NX_WHEEL_INSERTION	0.50
	NX_SLIDERS_INSERTION	0.51
	NX_CUSTOMPALETTE_INSERTION	0.52
	NX_LIST_INSERTION	0.53

**DESCRIPTION** These constants represent the insertion orders that correspond to the color pickers that are provided by the system.

## Drawing Activity States

DECLARED IN appkit/View.h

### Constant Activity

NX_DRAWING	Drawing to the screen
NX_PRINTING	Spooling to a printer
NX_COPYING	Copying to a pasteboard

DESCRIPTION Describes an application's current drawing activity.

## Error Base Constants

DECLARED IN appkit/errors.h

### SYNOPSIS

```
NS_DEV_DOCFOR:global:NX_APPKIT_ERROR_BASE;, NX_APPKIT_ERROR_BASE
NS_DEV_DOCFOR:global:NX_APP_ERROR_BASE;, NX_APP_ERROR_BASE
```

DESCRIPTION These constants represent the base error codes for errors generated by the Application Kit and by your application. 1000 error codes are reserved for both sets of errors.

## Application Priority Levels

DECLARED IN appkit/Application.h

### Meaning

#### SYNOPSIS

#### LevelValue

NX_BASETHRESHOLD	1	Normal execution
NX_RUNMODALTHRESHOLD	5	An attention panel is being run
NX_MODALRESPTHRESHOLD	10	A modal event loop is in progress

DESCRIPTION These constants represent the default priorities at which an application runs under the described circumstances. An application's priority setting is used to block the delivery of events that have a lesser priority value. A priority must be between 0 and 30 (inclusive).

## Events, Kit-Defined Subtypes

DECLARED IN appkit/Application.h

### Constant Meaning

NS_DEV_DOCFOR:global:NX_WINEXPOSEDA;, NX_WINEXPOSED	A nonretained Window has been exposed
NS_DEV_DOCFOR:global:NX_APPACT;,NX_APPACT	The application has been activated
NS_DEV_DOCFOR:global:NX_APPDEACT;,NX_APPDEACT	The application has been deactivated
NS_DEV_DOCFOR:global:NX_WINMOVEDA;,NX_WINMOVED	A Window has moved
NS_DEV_DOCFOR:global:NX_SCREENCHANGEDA;,NX_SCREENCHANGED	A Window has changed screens

DESCRIPTION These represent events that are manufactured by the Application Kit.

## Events, System-Defined Subtype

DECLARED IN appkit/Application.h

### Constant Meaning

NX\_POWEROFF The user is turning off the computer

DESCRIPTION These represent events that are produced by the user's actions on the system.

## Figure Space Constant

DECLARED IN appkit/Font.h

SYNOPSIS NS\_DEV\_DOCFOR:global:NX\_FIGSPACE;, NX\_FIGSPACE

DESCRIPTION This constant identifies the nonbreaking space character in the NEXTSTEP encoding vector.

## Font Attribute Constants

DECLARED IN appkit/afm.h

### SYNOPSIS

NS\_DEV\_DOCFOR:global:NX\_FONTHEADER;, NX\_FONTHEADER  
NS\_DEV\_DOCFOR:global:NX\_FONTMETRICS;, NX\_FONTMETRICS  
NS\_DEV\_DOCFOR:global:NX\_FONTWIDTHS;,NX\_FONTWIDTHS  
NS\_DEV\_DOCFOR:global:NX\_FONTCHARDATA;,NX\_FONTCHARDATA  
NS\_DEV\_DOCFOR:global:NX\_FONTKERNING;,NX\_FONTKERNING  
NS\_DEV\_DOCFOR:global:NX\_FONTCOMPOSITES;,NX\_FONTCOMPOSITES

DESCRIPTION The Font class uses these constants to query the Window Server for font attributes. See the description of **readMetrics:** in the Font class specification.

## Font Conversion Constants

DECLARED IN appkit/FontManager.h

### Change Value

NX_NOFONTCHANGE	0
NX_VIAPANEL	1
NX_ADDTRAIT	2
NX_SIZEUP	3
NX_SIZEDOWN	4
NX_HEAVIER	5
NX_LIGHTER	6
NX_REMOVETRAIT	7

Type of

**DESCRIPTION** These constants are used as values of a FontManager's **whatToDo** instance variable. The value of this variable determines how the FontManager will convert a font when it receives a **convertFont:** message. (See the description of the FontManager's **convertFont:** method for more information.)

## Font Matrix Constants

**DECLARED IN** appkit/Font.h

### SYNOPSIS

NS\_DEV\_DOCFOR:global:NX\_IDENTITYMATRIX;, NX\_IDENTITYMATRIX  
NS\_DEV\_DOCFOR:global:NX\_FLIPPEDMATRIX;, NX\_FLIPPEDMATRIX

**DESCRIPTION** These constants identify the orientation of the font. `NX_IDENTITYMATRIX` identifies a font matrix that's used for fonts that will be displayed in a View having an unflipped coordinate system. If the View has a flipped coordinate system (as is found in a Text object), use `NX_FLIPPEDMATRIX`.

## Font Trait Constants

**DECLARED IN** appkit/FontManager.h

**SYNOPSIS** NS\_DEV\_DOCFOR:global:NX\_ITALIC;, NX\_ITALIC  
NS\_DEV\_DOCFOR:global:NX\_BOLD;, NX\_BOLD  
NS\_DEV\_DOCFOR:global:NX\_UNBOLD;,NX\_UNBOLD  
NS\_DEV\_DOCFOR:global:NX\_NONSTANDARDCHARSET;,NX\_NONSTANDARDCHARSET  
NS\_DEV\_DOCFOR:global:NX\_NARROW;,NX\_NARROW  
NS\_DEV\_DOCFOR:global:NX\_EXPANDED;,NX\_EXPANDED  
NS\_DEV\_DOCFOR:global:NX\_CONDENSED;,NX\_CONDENSED  
NS\_DEV\_DOCFOR:global:NX\_SMALLCAPS;,NX\_SMALLCAPS  
NS\_DEV\_DOCFOR:global:NX\_POSTER;,NX\_POSTER  
NS\_DEV\_DOCFOR:global:NX\_COMPRESSED;,NX\_COMPRESSED

**DESCRIPTION** These constants are used by the FontManager to identify font traits. The list of font traits should be kept small since the more traits that are assigned to a given font, the harder it will be to map it to some other family. Some traits are mutually exclusive, such as `NX_EXPANDED` and `NX_CONDENSED`.

## FontPanel View Tags

**DECLARED IN** appkit/FontPanel.h

### SYNOPSIS

NS\_DEV\_DOCFOR:global:NX\_FPPREVIEWFIELD;, NX\_FPPREVIEWFIELD  
NS\_DEV\_DOCFOR:global:NX\_FPSIZEFIELD;, NX\_FPSIZEFIELD  
NS\_DEV\_DOCFOR:global:NX\_FPREVERTBUTTON;,NX\_FPREVERTBUTTON  
NS\_DEV\_DOCFOR:global:NX\_FPPREVIEWBUTTON;,NX\_FPPREVIEWBUTTON  
NS\_DEV\_DOCFOR:global:NX\_FPSETBUTTON;,NX\_FPSETBUTTON  
NS\_DEV\_DOCFOR:global:NX\_FPSIZETITLE;,NX\_FPSIZETITLE  
NS\_DEV\_DOCFOR:global:NX\_FPCURRENTFIELD;,NX\_FPCURRENTFIELD

These tags identify the View objects within a FontPanel object.

## Gray Shades

DECLARED IN appkit/graphics.h

Shade	SYNOPSIS Value	Gray
	NX_WHITE	1.0
	NX_LTGRAY	2.0/3.0
	NX_DKGRAY	1.0/3.0
	NX_BLACK	0.0

**DESCRIPTION** These constants represent the four pure (undithered) shades of gray that can be displayed on a monochrome screen.

## Icon and Token Window Dimensions

DECLARED IN appkit/Window.h

Dimension	SYNOPSIS Value
	NX_ICONWIDTH 48.0
	NX_ICONHEIGHT 48.0
	NX_TOKENWIDTH 64.0
	NX_TOKENHEIGHT 64.0

**DESCRIPTION** These constants give the dimensions of an icon and the Window (a token-style Window) in which it's contained.

## Image Representation Device Matching Constant

DECLARED IN appkit/NXImageRep.h

**SYNOPSIS**  
NS\_DEV\_DOCFOR:global:NX\_MATCHESDEVICE;, NX\_MATCHESDEVICE

**DESCRIPTION** This constant is used by NXImageRep to indicate that the value of certain attributes, such as the number of colors, or bits-per-sample, will change to match the device that the image is shown on. See the NXImageRep class specification for more information.

## Journaling Flag and Mask

DECLARED IN appkit/Application.h

**SYNOPSIS**  
NS\_DEV\_DOCFOR:global:NX\_JOURNALFLAG;, NX\_JOURNALFLAG  
NS\_DEV\_DOCFOR:global:NX\_JOURNALFLAGMASK;, NX\_JOURNALFLAGMASK

**DESCRIPTION** The flag and associated mask for setting a Window's event mask for journal events.

## Journaling Listener Name

**DECLARED IN** appkit/NXJournaler.h

### SYNOPSIS

NX\_JOURNALREQUEST "NXJournalerRequest"

**Name** **Value**

**DESCRIPTION** This is the name that an Application's master journaler's Listener uses to check into the Network Name Server.

## Journaling Recording Device

**DECLARED IN** appkit/NXJournaler.h

**SYNOPSIS** NS\_DEV\_DOCFOR:global:NX\_CODEC;, NX\_CODEC  
NS\_DEV\_DOCFOR:global:NX\_DSP;, NX\_DSP

**DESCRIPTION** Used to set or return the recording device for NXJournaler's **recordDevice** and **setRecordDevice:** methods.

## Journaling Status

**DECLARED IN** appkit/NXJournaler.h

**SYNOPSIS** NS\_DEV\_DOCFOR:global:NX\_STOPPED;, NX\_STOPPED  
NS\_DEV\_DOCFOR:global:NX\_PLAYING;, NX\_PLAYING  
NS\_DEV\_DOCFOR:global:NX\_RECORDING;,NX\_RECORDING  
NS\_DEV\_DOCFOR:global:NX\_NONABORTABLEFLAG;,NX\_NONABORTABLEFLAG  
NS\_DEV\_DOCFOR:global:NX\_NONABORTABLEMASK;,NX\_NONABORTABLEMASK

**DESCRIPTION** NX\_STOPPED, NX\_PLAYING, and NX\_RECORDING are values of event status and sound status for NXJournaler's **getEventStatus:...** and **setEventStatus:...** methods. If you logically OR NX\_NONABORTABLEMASK into the event status for a **setEventStatus:...** message, journaling will be made non-abortable.

## Journaling Subevents

**DECLARED IN** appkit/NXJournaler.h

### SYNOPSIS

NS\_DEV\_DOCFOR:global:NX\_WINDRAGGED;, NX\_WINDRAGGED  
NS\_DEV\_DOCFOR:global:NX\_MOUSELOCATION;, NX\_MOUSELOCATION  
NS\_DEV\_DOCFOR:global:NX\_LASTJRNEVENT;,NX\_LASTJRNEVENT

**DESCRIPTION** Subevents of the NX\_JOURNALEVENT event.

## Journaling Window Encodings

**DECLARED IN** appkit/NXJournaler.h

**SYNOPSIS**

NS\_DEV\_DOCFOR:global:NX\_KEYWINDOW;, NX\_KEYWINDOW  
NS\_DEV\_DOCFOR:global:NX\_MAINWINDOW;, NX\_MAINWINDOW  
NS\_DEV\_DOCFOR:global:NX\_MAINMENU;,NX\_MAINMENU  
NS\_DEV\_DOCFOR:global:NX\_MOUSEDOWNWINDOW;,NX\_MOUSEDOWNWINDOW  
NS\_DEV\_DOCFOR:global:NX\_APPICONWINDOW;,NX\_APPICONWINDOW  
NS\_DEV\_DOCFOR:global:NX\_UNKNOWNWINDOW;,NX\_UNKNOWNWINDOW

**DESCRIPTION** Window encodings in <sup>a</sup>.evt<sup>o</sup> file used to save journaling sessions.

### Listener Maximum Message Size

**DECLARED IN** appkit/Listener.h

**SYNOPSIS**

NS\_DEV\_DOCFOR:global:NX\_MAXMESSAGE;, NX\_MAXMESSAGE

**DESCRIPTION** The maximum size of a Speaker/Listener remote message.

### Listener Maximum Parameters

**DECLARED IN** appkit/Listener.h

**SYNOPSIS**

NS\_DEV\_DOCFOR:global:NX\_MAXMSGPARAMS;, NX\_MAXMSGPARAMS

**DESCRIPTION** The maximum number of remote method parameters allowed in a Speaker/Listener remote message. Currently, the maximum is 20.

### Listener Position Types

**DECLARED IN** appkit/Listener.h

Type	SYNOPSIS Value	Position
	NX_TEXTPOSTYPE	0
	NX_REGEXPRPOSTYPE	1
	NX_LINENUMPOSTYPE	2
	NX_CHARNUMPOSTYPE	3
	NX_APPPOSTYPE	4

**DESCRIPTION** These constants describe the acceptable values for the *posType* argument in the **msgPosition:posType:ok:** and **msgSetPosition:posType:andSelect:ok:** Speaker/Listener methods.

### Listener Reserved Message Numbers

**DECLARED IN** appkit/Listener.h

**SYNOPSIS**

Message	Value
NX_SELECTORPMSG	35555
NX_SELECTORFMSG	35556
NX_RESPONSEMSG	35557
NX_ACKNOWLEDGE	35558

**DESCRIPTION** Reserved values for the **msg\_id** field in the **header** field of a Listener's **NXMessage** structure. In other words, these are reserved message numbers for the Mach messages received by a Listener.

### Listener RPC Error Return Values

**DECLARED IN** appkit/Listener.h

#### SYNOPSIS

NS\_DEV\_DOCFOR:global:NX\_INCORRECTMESSAGE;, NX\_INCORRECTMESSAGE

**DESCRIPTION** This value is the return value for a Speaker/Listener message that is successfully sent if the selector isn't recognized on the remote side.

### Listener Timeout Default

**DECLARED IN** appkit/Listener.h

#### SYNOPSIS

	Number	Value
NX_SENDTIMEOUT	10000	
NX_RCVTIMEOUT	10000	

**DESCRIPTION** These values nominally represent the default timeout values for Speaker/Listener remote messages. However, they are generally disregarded for more reasonable values.

### Mach Executable File Segment Names for Images

**DECLARED IN** appkit/NXImageRep.h

#### SYNOPSIS

**Constant**

#### Segment Name

NX_EPSSEGMENT	<sup>a</sup> __EPS°
NX_TIFFSEGMENT	<sup>a</sup> __TIFF°
NX_ICONSEGMENT	<sup>a</sup> __ICON°

**DESCRIPTION** These constants represent the three Mach segments in which images can reside.

### Matrix Selection Mode Constants

**DECLARED IN** appkit/Matrix.h

#### SYNOPSIS

NS\_DEV\_DOCFOR:global:NX\_RADIOMODE;, NX\_RADIOMODE  
 NS\_DEV\_DOCFOR:global:NX\_HIGHLIGHTMODE;, NX\_HIGHLIGHTMODE

NS\_DEV\_DOCFOR:global:NX\_LISTMODE;;NX\_LISTMODE  
NS\_DEV\_DOCFOR:global:NX\_TRACKMODE;;NX\_TRACKMODE

**DESCRIPTION** These constants represent the modes of operation of a Matrix, as described in the Matrix class specification.

### Modal Session Return Values

**DECLARED IN** appkit/Application.h

#### SYNOPSIS

NS\_DEV\_DOCFOR:global:NX\_RUNSTOPPED;; NX\_RUNSTOPPED  
NS\_DEV\_DOCFOR:global:NX\_RUNABORTED;; NX\_RUNABORTED  
NS\_DEV\_DOCFOR:global:NX\_RUNCONTINUES;;NX\_RUNCONTINUES

**DESCRIPTION** Return values for Application's **runModalFor:** and **runModalSession:**.

### Open Panel Tag Constants

**DECLARED IN** appkit/OpenPanel.h

#### SYNOPSIS

NS\_DEV\_DOCFOR:global:NX\_OPICONBUTTON;; NX\_OPICONBUTTON  
NX\_OPTITLEFIELD  
NX OPCANCELBUTTON  
NX OPOKBUTTON  
NX OPFORM

**DESCRIPTION** These constants redefine the SavePanel tag constants for the OpenPanel.

### Page Layout Panel Button Tags

**DECLARED IN** appkit/PageLayout.h

#### SYNOPSIS

NS\_DEV\_DOCFOR:global:NX\_PLICONBUTTON;;NX\_PLICONBUTTON  
NS\_DEV\_DOCFOR:global:NX\_PLTITLEFIELD;; NX\_PLTITLEFIELD  
NS\_DEV\_DOCFOR:global:NX\_PLPAPERSIZEBUTTON;;NX\_PLPAPERSIZEBUTTON  
NS\_DEV\_DOCFOR:global:NX\_PLAYOUTBUTTON;;NX\_PLAYOUTBUTTON  
NS\_DEV\_DOCFOR:global:NX\_PLUNITSBUTTON;;NX\_PLUNITSBUTTON  
NS\_DEV\_DOCFOR:global:NX\_PLWIDTHFORM;;NX\_PLWIDTHFORM  
NS\_DEV\_DOCFOR:global:NX\_PLHEIGHTFORM;;NX\_PLHEIGHTFORM  
NS\_DEV\_DOCFOR:global:NX\_PLPORTLANDMATRIX;;NX\_PLPORTLANDMATRIX  
NS\_DEV\_DOCFOR:global:NX\_PLSCALEFIELD;;NX\_PLSCALEFIELD  
NS\_DEV\_DOCFOR:global:NX\_PLCANCELBUTTON;;NX\_PLCANCELBUTTON  
NS\_DEV\_DOCFOR:global:NX\_PLOKBUTTON;;NX\_PLOKBUTTON

**DESCRIPTION** These constants represent the tag values of the various buttons that the Page Layout panel displays.

### Page Order Modes

**DECLARED IN** appkit/PrintInfo.h

**SYNOPSIS**

NS\_DEV\_DOCFOR:global:NX\_DESCENDINGORDER;, NX\_DESCENDINGORDER  
NS\_DEV\_DOCFOR:global:NX\_SPECIALORDER;, NX\_SPECIALORDER  
NS\_DEV\_DOCFOR:global:NX\_ASCENDINGORDER;,NX\_ASCENDINGORDER  
NS\_DEV\_DOCFOR:global:NX\_UNKNOWNORDER;,NX\_UNKNOWNORDER

**DESCRIPTION** These constants describe the order in which pages are spooled for printing.

### Page Orientation Constants

**DECLARED IN** appkit/PrintInfo.h

**SYNOPSIS** NS\_DEV\_DOCFOR:global:NX\_PORTRAIT;, NX\_PORTRAIT  
NS\_DEV\_DOCFOR:global:NX\_LANDSCAPE;, NX\_LANDSCAPE

**DESCRIPTION** These constants represent the way a page is oriented for printing. In NX\_PORTRAIT mode, the page is turned so it's higher than it is wide; NX\_LANDSCAPE orients the page to be wider than high.

### Pagination Modes

**DECLARED IN** appkit/PrintInfo.h

**SYNOPSIS**

NS\_DEV\_DOCFOR:global:NX\_AUTOPAGINATION;, NX\_AUTOPAGINATION  
NS\_DEV\_DOCFOR:global:NX\_FITPAGINATION;, NX\_FITPAGINATION  
NS\_DEV\_DOCFOR:global:NX\_CLIPPAGINATION;,NX\_CLIPPAGINATION

**DESCRIPTION** These constants represent the different ways in which an image is divided into pages. See the PrintInfo class specification for a fuller explanation.

### Panel Button Tags

**DECLARED IN** appkit/Panel.h

**SYNOPSIS**

	<b>Name</b>	<b>Value</b>
NS_DEV_DOCFOR:global:NX_OKTAG1;,	NX_OKTAG	1
NS_DEV_DOCFOR:global:NX_CANCELTAG;,	NX_CANCELTAG	0

**DESCRIPTION** These constants define tags for the two buttons commonly presented by a Panel.

### Panel Return Values

**DECLARED IN** appkit/Panel.h

**SYNOPSIS**

	<b>Name</b>	<b>Value</b>
NS_DEV_DOCFOR:global:NX_ALERTDEFAULT;,	NX_ALERTDEFAULT	1

NS_DEV_DOCFOR:global:NX_ALERTALTERNATE;NX_ALERTALTERNATE	0
NS_DEV_DOCFOR:global:NX_ALERTOTHER;NX_ALERTOTHER	-1
NS_DEV_DOCFOR:global:NX_ALERTERROR;NX_ALERTERROR	-2

**DESCRIPTION** These constants define values returned by the **NXRunAlertPanel()** function and by **runModalSession:** when the modal session is run with a Panel provided by **NXGetAlertPanel()**.

### Printer Table Key Length

**DECLARED IN** appkit/NXPrinter.h

**SYNOPSIS**

NS\_DEV\_DOCFOR:global:NX\_PRINTKEYMAXLEN; NX\_PRINTKEYMAXLEN

**DESCRIPTION** This constant gives the maximum length of a string passed as the key to an NXPrinter printer-information table.

### Printer Table States

**DECLARED IN** appkit/NXPrinter.h

**SYNOPSIS**

NS\_DEV\_DOCFOR:global:NX\_PRINTERTABLEOK; NX\_PRINTERTABLEOK  
 NS\_DEV\_DOCFOR:global:NX\_PRINTERTABLENOTFOUND;  
 NX\_PRINTERTABLENOTFOUND  
 NS\_DEV\_DOCFOR:global:NX\_PRINTERTABLEERROR;NX\_PRINTERTABLEERROR

**DESCRIPTION** These constants are used to describe the state of a printer-information table stored by an NXPrinter object.

### Rectangle Sides

**DECLARED IN** appkit/graphics.h

**SYNOPSIS**

**Meaning**

	Side
NX_XMIN	Parallel to the y-axis, along the side with the smallest x values
NX_YMIN	Parallel to the x-axis, along the side with the smallest y values
NX_XMAX	Parallel to the y-axis, along the side with the greatest x values
NX_YMAX	Parallel to the x-axis, along the side with the greatest y values

**DESCRIPTION** These constants represent the four sides of a rectangle.

### Save Panel Tag Constants

**DECLARED IN** appkit/SavePanel.h

**SYNOPSIS**

	Name	Value
NS_DEV_DOCFOR:global:NX_SPICONBUTTON150;	NX_SPICONBUTTON	150
NS_DEV_DOCFOR:global:NX_SPTITLEFIELD151;NX_SPTITLEFIELD		151

NS\_DEV\_DOCFOR:global:NX\_SPBROWSER152;,NX\_SPBROWSER 152  
 NS\_DEV\_DOCFOR:global:NX\_SPCANCELBUTTONNX\_CANCELTAG;,NX\_SPCANCELBUTTON  
 NX\_CANCELTAG  
 NS\_DEV\_DOCFOR:global:NX\_SPOKBUTTONNX\_OKTAG;,NX\_SPOKBUTTON NX\_OKTAG  
 NS\_DEV\_DOCFOR:global:NX\_SPFORM155;,NX\_SPFORM 155

**DESCRIPTION** These constants define tags for identifying views in the SavePanel.

### Scroller Arrow Positions

**DECLARED IN** appkit/Scroller.h

#### SYNOPSIS

	<b>Position</b>	<b>Value</b>
NS_DEV_DOCFOR:global:NX_SCROLLARROWSMAXEND0;, NX_SCROLLARROWSMAXEND	0	
NS_DEV_DOCFOR:global:NX_SCROLLARROWSMINEND1;,NX_SCROLLARROWSMINEND	1	
NS_DEV_DOCFOR:global:NX_SCROLLARROWSNONE2;,NX_SCROLLARROWSNONE	2	

**DESCRIPTION** These constants are used in Scroller's **setArrowsPosition:** method to set the position of the arrows within the scroller.

### Scroller Part Identification Constants

**DECLARED IN** appkit/Scroller.h

#### SYNOPSIS

<b>Value</b>	<b>Part</b>
NS_DEV_DOCFOR:global:NX_NOPART0;, NX_NOPART	0
NS_DEV_DOCFOR:global:NX_DECPAGE1;,NX_DECPAGE	1
NS_DEV_DOCFOR:global:NX_KNOB2;,NX_KNOB	2
NS_DEV_DOCFOR:global:NX_INCPAGE3;,NX_INCPAGE	3
NS_DEV_DOCFOR:global:NX_DECLINE4;,NX_DECLINE	4
NS_DEV_DOCFOR:global:NX_INCLINE5;,NX_INCLINE	5
NS_DEV_DOCFOR:global:NX_KNOBSLOT6;,NX_KNOBSLOT	6
NS_DEV_DOCFOR:global:NX_JUMP6;,NX_JUMP	6

**DESCRIPTION** These constants are used in Scroller's **hitPart** method to identify the part of the Scroller specified in a mouse event.

### Scroller Usable Parts

**DECLARED IN** appkit/Scroller.h

#### SYNOPSIS

<b>Parts</b>	<b>Usable</b>
<b>Value</b>	
NS_DEV_DOCFOR:global:NX_SCROLLERNOPARTS0;, NX_SCROLLERNOPARTS	0
NS_DEV_DOCFOR:global:NX_SCROLLERONLYARROWS1;,NX_SCROLLERONLYARROWS	1
NS_DEV_DOCFOR:global:NX_SCROLLERALLPARTS2;,NX_SCROLLERALLPARTS	2

**DESCRIPTION** These constants define the usable parts of a Scroller object; see the class specification for more information.

## Scroller Width and Height

**DECLARED IN** appkit/Scroller.h

### SYNOPSIS

NS\_DEV\_DOCFOR:global:NX\_SCROLLERWIDTH;, NX\_SCROLLERWIDTH

**DESCRIPTION** This constant identifies the default width of a vertical Scroller and the default height of a horizontal Scroller. Currently, the constant is defined as 18.0.

## Text Alignment Modes

**DECLARED IN** appkit/Text.h

### SYNOPSIS

NS\_DEV\_DOCFOR:global:NX\_LEFTALIGNED;, NX\_LEFTALIGNED  
NS\_DEV\_DOCFOR:global:NX\_RIGHTALIGNED;, NX\_RIGHTALIGNED  
NS\_DEV\_DOCFOR:global:NX\_CENTERED;,NX\_CENTERED  
NS\_DEV\_DOCFOR:global:NX\_JUSTIFIED;,NX\_JUSTIFIED

**DESCRIPTION** Used as arguments and return values for methods that specify text alignment.

## Text Block Constant

**DECLARED IN** appkit/Text.h

**SYNOPSIS** NS\_DEV\_DOCFOR:global:NX\_TEXTPER;, NX\_TEXTPER

**DESCRIPTION** This constant identifies the number of characters to allocate for each text block in a Text object.

## Text Key Constants

**DECLARED IN** appkit/Text.h

### SYNOPSIS

NS\_DEV\_DOCFOR:global:NX\_BACKSPACE;, NX\_BACKSPACE  
NS\_DEV\_DOCFOR:global:NX\_CR;, NX\_CR  
NS\_DEV\_DOCFOR:global:NX\_DELETE;,NX\_DELETE  
NS\_DEV\_DOCFOR:global:NX\_BTAB;,NX\_BTAB  
NS\_DEV\_DOCFOR:global:NX\_ILLEGAL;,NX\_ILLEGAL  
NS\_DEV\_DOCFOR:global:NX\_RETURN;,NX\_RETURN  
NS\_DEV\_DOCFOR:global:NX\_TAB;,NX\_TAB  
NS\_DEV\_DOCFOR:global:NX\_BACKTAB;,NX\_BACKTAB  
NS\_DEV\_DOCFOR:global:NX\_LEFT;,NX\_LEFT  
NS\_DEV\_DOCFOR:global:NX\_RIGHT;,NX\_RIGHT  
NS\_DEV\_DOCFOR:global:NX\_UP;,NX\_UP  
NS\_DEV\_DOCFOR:global:NX\_DOWN;,NX\_DOWN

**DESCRIPTION** These constants are used by a Text object's character filter function.



**DESCRIPTION** These determine the existence of the close button and miniaturize button in a Window's title bar. See the Window class description for more information.

### Window Frame Description String Length

**DECLARED IN** appkit/Window.h

#### SYNOPSIS

NS\_DEV\_DOCFOR:global:NX\_MAXFRAMESTRINGLENGTH;, NX\_MAXFRAMESTRINGLENGTH

**DESCRIPTION** You use this constant to allocate a string that will contain Window frame information, as used by Window methods such as **saveFromToString:**.

### Window Styles

**DECLARED IN** appkit/Window.h

#### SYNOPSIS

NS\_DEV\_DOCFOR:global:NX\_PLAINSTYLE;, NX\_PLAINSTYLE  
 NS\_DEV\_DOCFOR:global:NX\_TILEDSTYLE;, NX\_TILEDSTYLE  
 NS\_DEV\_DOCFOR:global:NX\_MENUSTYLE;,NX\_MENUSTYLE  
 NS\_DEV\_DOCFOR:global:NX\_MINIWINDOWSTYLE;,NX\_MINIWINDOWSTYLE  
 NS\_DEV\_DOCFOR:global:NX\_MINIWORLDSTYLE;,NX\_MINIWORLDSTYLE  
 NS\_DEV\_DOCFOR:global:NX\_TOKENSTYLE;,NX\_TOKENSTYLE  
 NS\_DEV\_DOCFOR:global:NX\_RESIZEBARSTYLE;,NX\_RESIZEBARSTYLE  
 NS\_DEV\_DOCFOR:global:NX\_FIRSTWINSTYLE;,NX\_FIRSTWINSTYLE  
 NS\_DEV\_DOCFOR:global:NX\_LASTWINSTYLE;,NX\_LASTWINSTYLE  
 NS\_DEV\_DOCFOR:global:NX\_NUMWINSTYLES;,NX\_NUMWINSTYLES

**DESCRIPTION** Used to describe a Window object's style. The last three constants are useful for sequencing through the list of distinct styles. See the Window class description for more information.

### Window Tiers

**DECLARED IN** appkit/Window.h

#### SYNOPSIS

**tier**

**Value**

**Window**

NX_NORMALLEVEL	0
NX_FLOATINGLEVEL	3
NX_DOCKLEVEL	5
NX_SUBMENULEVEL	10
NX_MAINMENULEVEL	20

**DESCRIPTION** These constants list the window (device) tiers that are used by the Application Kit. Windows are ordered (or "layered") within tiers: The uppermost window in one tier can still be obscured by the lowest window in the next higher tier.

## Workspace Name Constants

**DECLARED IN** appkit/Listener.h

### SYNOPSIS

NS\_DEV\_DOCFOR:global:NX\_WORKSPACEREQUEST;, NX\_WORKSPACEREQUEST  
NS\_DEV\_DOCFOR:global:NX\_WORKSPACEREPLY;, NX\_WORKSPACEREPLY

**DESCRIPTION** NX\_WORKSPACEREQUEST is the name of the Workspace Manager's Listener's port; it isn't defined until an application enters the run loop. NX\_WORKSPACEREPLY is private and shouldn't be meddled with.

## Workspace Request Constants

**DECLARED IN** appkit/workspaceRequest.h

### SYNOPSIS

#### Operation Constant

	Value	File
WSM_MOVE_OPERATION	"move"	
WSM_COPY_OPERATION	"copy"	
WSM_LINK_OPERATION	"link"	
WSM_COMPRESS_OPERATION	"compress"	
WSM_DECOMPRESS_OPERATION	"decompress"	
WSM_ENCRYPT_OPERATION	"encrypt"	
WSM_DECRYPT_OPERATION	"decrypt"	
WSM_DESTROY_OPERATION	"destroy"	
WSM_RECYCLE_OPERATION	"recycle"	
WSM_DUPLICATE_OPERATION	"duplicate"	

**DESCRIPTION** Possible file operation arguments for the **performFileOperation:source:destination:files:options:** method. The object that responds to this method is available from Application's **workspace** method.

## Global Variables

### Application Object

**DECLARED IN** appkit/Application.h

**SYNOPSIS** NS\_DEV\_DOCFOR:global:NXApp;;, id **NXApp**;

**DESCRIPTION** The current application's Application object.

### Break Tables

**DECLARED IN** appkit/Text.h

#### SYNOPSIS

```
NS_DEV_DOCFOR:global:NXEnglishBreakTable;;, const NXFSM *const NXEnglishBreakTable;  
NS_DEV_DOCFOR:global:NXEnglishBreakTableSize;;, const int  
    NXEnglishBreakTableSize;  
NS_DEV_DOCFOR:global:NXEnglishNoBreakTable;;,const NXFSM *const NXEnglishNoBreakTable;  
NS_DEV_DOCFOR:global:NXEnglishNoBreakTableSize;;,const int NXEnglishNoBreakTableSize;  
NS_DEV_DOCFOR:global:NXCBreakTable;;,const NXFSM *const NXCBreakTable;  
NS_DEV_DOCFOR:global:NXCBreakTableSize;;,const int NXCBreakTableSize;
```

**DESCRIPTION** These tables are finite state machines that determine word wrapping in a Text object.

### Character Category Tables

**DECLARED IN** appkit/Text.h

#### SYNOPSIS

```
NS_DEV_DOCFOR:global:NXEnglishCharCatTable;;, const unsigned char *const NXEnglishCharCatTable;  
NS_DEV_DOCFOR:global:const;;, const unsigned char *const NXCCharCatTable;
```

**DESCRIPTION** These tables define the character classes used in a Text object's break and click tables.

### Click Tables

**DECLARED IN** appkit/Text.h

```
SYNOPSIS NS_DEV_DOCFOR:global:NXFSM;;, const NXFSM *const NXEnglishClickTable;  
NS_DEV_DOCFOR:global:NXEnglishClickTableSize;;, const int  
    NXEnglishClickTableSize;  
NS_DEV_DOCFOR:global:NXCClickTable;;,const NXFSM *const NXCClickTable;  
NS_DEV_DOCFOR:global:NXCClickTableSize;;,const int NXCClickTableSize;
```

**DESCRIPTION** These tables are used by a Text object as finite state machines that determine which characters are selected when the user double clicks.

### Domain Name

**DECLARED IN** appkit/Application.h

#### SYNOPSIS

```
NS_DEV_DOCFOR:global:NXSystemDomainName;;, char *const NXSystemDomainName;
```

**DESCRIPTION** The name of the host's domain.

### File Information

**DECLARED IN** appkit/workspaceRequest.h

#### SYNOPSIS

```
NS_DEV_DOCFOR:typedef:NXPlainFileType;;, NXAtom NXPlainFileType;  
NS_DEV_DOCFOR:typedef:NXDirectoryFileType;;, NXAtom NXDirectoryFileType;
```

NS\_DEV\_DOCFOR:typedef:NXApplicationFileType;,NXAtom **NXApplicationFileType**;  
NS\_DEV\_DOCFOR:typedef:NXFilesystemFileType;,NXAtom **NXFilesystemFileType**;  
NS\_DEV\_DOCFOR:typedef:NXShellCommandFileType;,NXAtom **NXShellCommandFileType**;

**DESCRIPTION** Values identifying a file's type using the **getInfoForFile:application:type:** method.  
The object that responds to this message is available from Application's **workspace** method.

### File-Name Extension for Data Links

**DECLARED IN** appkit/NXDataLink.h

#### **SYNOPSIS**

NS\_DEV\_DOCFOR:typedef:NXDataLinkFilenameExtension;, NXAtom **NXDataLinkFilenameExtension**;

**DESCRIPTION** The file-name suffix used for links saved to files using NXDataLink's **NXDataLinkFilenameExtension** method.

### Null Object

**DECLARED IN** appkit/Application.h

**SYNOPSIS** NS\_DEV\_DOCFOR:global:NXNullObject;, int **NXNullObject**;

**DESCRIPTION** A canonical null object.

### Pasteboard Names

**DECLARED IN** appkit/Pasteboard.h

**SYNOPSIS** NS\_DEV\_DOCFOR:global:NXGeneralPboard;,NXAtom **NXGeneralPboard**;  
NS\_DEV\_DOCFOR:global:NXFontPboard;, NXAtom **NXFontPboard**;  
NS\_DEV\_DOCFOR:global:NXRulerPboard;,NXAtom **NXRulerPboard**;  
NS\_DEV\_DOCFOR:global:NXFindPboard;,NXAtom **NXFindPboard**;  
NS\_DEV\_DOCFOR:global:NXDragPboard;,NXAtom **NXDragPboard**;

**DESCRIPTION** The names of the standard pasteboards. See the Pasteboard class specification introduction for more information.

### Pasteboard Types

**DECLARED IN** appkit/Pasteboard.h

#### **SYNOPSIS**

NS\_DEV\_DOCFOR:global:NXAsciiPboardType;, NXAtom **NXAsciiPboardType**;  
NS\_DEV\_DOCFOR:global:NXPostScriptPboardType;, NXAtom **NXPostScriptPboardType**;  
NS\_DEV\_DOCFOR:global:NXTIFFPboardType;,NXAtom **NXTIFFPboardType**;  
NS\_DEV\_DOCFOR:global:NXRTFPboardType;,NXAtom **NXRTFPboardType**;  
NS\_DEV\_DOCFOR:global:NXFilenamePboardType;,NXAtom **NXFilenamePboardType**;  
NS\_DEV\_DOCFOR:global:NXTabularPboardType;,NXAtom **NXTabularTextPboardType**;  
NS\_DEV\_DOCFOR:global:NXFontPboardType;,NXAtom **NXFontPboardType**;

NS\_DEV\_DOCFOR:global:NXRulerPboardType;,NXAtom **NXRulerPboardType**;  
NS\_DEV\_DOCFOR:global:NXFileContentsPboardType;,NXAtom **NXFileContentsPboardType**;  
NS\_DEV\_DOCFOR:global:NXColorPboardType;,NXAtom **NXColorPboardType**;

**DESCRIPTION** Some standard pasteboard data types. See the Pasteboard class specification for more information.

### Pasteboard Types

**DECLARED IN** appkit/NXDataLink.h

#### SYNOPSIS

NS\_DEV\_DOCFOR:global:NXDataLinkPboardType;;, NXAtom **NXDataLinkPboardType**;

**DESCRIPTION** A pasteboard type for copying a data link to the pasteboard. See the NXDataLink class specification for more information.

### Pasteboard Types

**DECLARED IN** appkit/NXSelection.h

#### SYNOPSIS

NS\_DEV\_DOCFOR:global:NXSelectionPboardType;;, NXAtom **NXSelectionPboardType**;

**DESCRIPTION** A pasteboard type for copying selection descriptions to the pasteboard. See the NXSelection class specification for more information.

### Process

**DECLARED IN** appkit/Application.h

**SYNOPSIS** NS\_DEV\_DOCFOR:global:NXProcessID;;, int **NXProcessID**;

**DESCRIPTION** The Mach process in which the current application is running.

### Screen Dump Switch

**DECLARED IN** appkit/View.h

**SYNOPSIS** NS\_DEV\_DOCFOR:global:NXScreenDump;;, BOOL **NXScreenDump**;

**DESCRIPTION** If YES, objects are printed as they appear on the screen. If NO (the default), objects are printed in their default states.

### Smart Cut and Paste Tables

**DECLARED IN** appkit/Text.h

#### SYNOPSIS

```
NS_DEV_DOCFOR:global:NXEnglishSmartLeftChars;;,    const unsigned char *const
NXEnglishSmartLeftChars;
NS_DEV_DOCFOR:global:NXEnglishSmartRightChars;;,    const unsigned char *const
NXEnglishSmartRightChars;
NS_DEV_DOCFOR:global:NXCSmartLeftChars;;,const unsigned char *const NXCSmartLeftChars;
NS_DEV_DOCFOR:global:NXCSmartRightChars;;,const unsigned char *const NXCSmartRightChars;
```

**DESCRIPTION** These arrays are suitable as arguments for a Text object's **setPreSelSmartTable:** and **setPostSelSmartTable:** methods. When the user pastes text into a Text object, if the character to the left (right) of the new word is not in the left (right) table, an extra space is added on that side.

### **View Drawing Status**

**DECLARED IN** appkit/View.h

**SYNOPSIS** NS\_DEV\_DOCFOR:global:NXDrawingStatus;;, short **NXDrawingStatus;**

**DESCRIPTION** Encodes the current drawing status for an application. It takes one of the three values listed under "Drawing Activity States," above.

### **Workspace Name**

**DECLARED IN** appkit/Listener.h

#### **SYNOPSIS**

```
NS_DEV_DOCFOR:global:NXWorkspaceName;;, const char *NXWorkspaceName;
NS_DEV_DOCFOR:global:NXWorkspaceReplyName;;, const char *const
NXWorkspaceReplyName;
```

**DESCRIPTION** Use the Workspace name constants (listed under "Symbolic Constants") rather than these variables.