

init

initTextCell:

Determining component sizes calcCellSize:inRect:

Accessing graphic attributes setLeaf:

isLeaf

isOpaque

Displaying drawSelf:inView:

drawInside:inView:

highlight:inView:lit:

Archiving awake

awake

Caches the arrow images if they aren't already, and returns the receiver, a newly unarchived instance of SelectionCell. You shouldn't invoke this method it's invoked as part of the read: method used to unarchive objects from typed streams.

read: (Cell)

calcCellSize:(NXSize *)theSize inRect:(const NXRect *)aRect

Returns by reference the minimum width and height required for displaying the SelectionCell in aRect. Always leaves enough space for a menu arrow. Returns self.

drawInside:(const NXRect *)cellFrame inView:controlView

Displays the SelectionCell within cellFrame in controlView. You never invoke this method directly it's invoked by the drawSelf:: method of controlView. Override this method if you create a subclass of SelectionCell that does its own drawing. Returns self.

drawSelf:inView:, lockFocus (View)

drawSelf:(const NXRect *)cellFrame inView:controlView

Sets the SelectionCell's highlighted state to flag and redraws it within cellFrame in aView. Returns highlight:inView:lit: (Cell)

init

Initializes and returns the receiver, a new instance of SelectionCell, with the default title `^ListItem^` set as a leaf.

initWithCell:, setLeaf:

initWithCell:(const char *)aString

Initializes and returns the receiver, a new instance of SelectionCell, with aString as its title. The new instance is set as a leaf. This method is the designated initializer for SelectionCell override this method if you create a SelectionCell that performs its own initialization.

initWithCell:, setLeaf:

(BOOL)isLeaf

Returns YES if the cell is a leaf, NO otherwise. If the cell is a leaf, it displays its text only otherwise it displays a right arrow like the one that MenuCell displays to indicate submenus.

setLeaf:

(BOOL)isOpaque

Returns YES, since SelectionCells draw over all the pixels in their frames.

setLeaf:(BOOL)flag

If flag is YES, sets the Cell to be a leaf, if NO, sets it to be a branch. Leaf SelectionCells display their text. Branch SelectionCells also display a right arrow like that displayed by MenuCell to indicate submenu entries. If the cell is not a leaf, it does not display the SelectionCell, even if autodisplay is on. Returns self.

isLeaf: