

rowCount

columnCount

Getting/setting data getValueFor:at:into:

getValueFor::into:
setValueFor:at:from:
setValueFor::from:

(unsigned int)columnCount

Returns the number of columns in the data table from which values are being displayed.

getValueFor:rowIdentifier
:columnIdentifier
into:aValue

Copies the value of an attribute from the data source (for example, a DBRecordList) into the object aValue. The arguments rowIdentifier and columnIdentifier are properties (so this method of extracting a value does not depend on position either in the data source or in the display). Returns self.

getValueFor:at:into:

getValueFor:identifier
at:(unsigned int)aPosition
into:aValue

Copies the value of an attribute from a position in the data source (for example, a DBRecordList) into the object aValue. The argument identifier describes the desired attributed in terms used by the source, rather than those used by the display, which may differ. (See the discussion of identifier in the DBTableVectors protocol.) The argument aPosition is an index in the source table. Returns self.

getValueFor::into:

(unsigned int)rowCount

Returns the number of rows in the data table from which values are being displayed.

```
setValueFor:identifier  
    at:(unsigned int)aPosition  
    from:aValue
```

Sets an attribute at a position in the data source (for example, a DBRecordList) so that its value becomes the value of the attribute identified by the argument identifier describes the target attributed in terms used by the source, rather than those used by the receiver. The values of the source and receiver may differ. (See the discussion of identifier in the DBTableVectors protocol.) Copies the value of the attribute identified by identifier at position aPosition, an index in the source table. Returns self.

```
setValueFor::from:
```