IMKMouseHandling Protocol Reference

Cocoa > Internationalization

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IMKMouseHandling Protocol Reference

Adopted by	IMKInputController
Framework	System/Library/Frameworks/InputMethodKit.framework
Availability	Available in Mac OS X v10.5 and later.
Declared in	IMKInputController.h

Overview

The `IMKMouseHandling` protocol defines methods that your input method can implement to handle mouse events.

Tasks

Handling Mouse Events

`- mouseDownOnCharacterIndex:coordinate:withModifier:continueTracking:client:` (page 5)

Handles mouse-down event send to an input method.

`- mouseUpOnCharacterIndex:coordinate:withModifier:client:` (page 7)

Handles a mouse-up event sent to an input method.

`- mouseMovedOnCharacterIndex:coordinate:withModifier:client:` (page 6)

Handles a mouse-moved event sent to an input method.

Instance Methods

mouseDownOnCharacterIndex:coordinate:withModifier:continueTracking:client:

Handles mouse-down event send to an input method.

```
-(BOOL)mouseDownOnCharacterIndex:(NSUInteger)index coordinate:(NSPoint)point
    withModifier:(NSUInteger)flags continueTracking:(BOOL*)keepTracking
    client:(id)sender
```


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Parameters

index

The index within the sender's text storage where the mouse-down event occurred.

point

The point at which the mouse-down event occurred.

flags

The modifier keys.

keepTracking

Set this parameter to `YES` if you want to receive subsequent mouse-moved and mouse -up events.

sender

The client object.

Return Value

`YES` if handled; otherwise `NO`.

Discussion

Implement this method if your input method handles mouse-down events.

Availability

Available in Mac OS X v10.5 and later.

Declared In

`IMKInputController.h`

mouseMovedOnCharacterIndex:coordinate:withModifier:client:

Handles a mouse-moved event sent to an input method.

```
-(BOOL)mouseMovedOnCharacterIndex:(NSUInteger)index coordinate:(NSPoint)point
    withModifier:(NSUInteger)flags client:(id)sender
```

Parameters

index

The index within the sender's text storage where the mouse-moved event occurred.

point

The point at which the mouse-moved event occurred.

flags

The modifier keys.

sender

The client object.

Return Value

`YES` if handled; otherwise `NO`.

Discussion

Implement this method if your input method handles mouse-moved events.

Availability

Available in Mac OS X v10.5 and later.

Declared In

`IMKInputController.h`

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mouseUpOnCharacterIndex:coordinate:withModifier:client:

Handles a mouse-up event sent to an input method.

```
-(BOOL)mouseUpOnCharacterIndex:(NSUInteger)index coordinate:(NSPoint)point
    withModifier:(NSUInteger)flags client:(id)sender
```

Parameters

index

The index within the sender's text storage where the mouse-up event occurred.

point

The point at which the mouse-up event occurred.

flags

The modifier keys.

sender

The client object.

Return Value

`YES` if handled; otherwise `NO`.

Discussion

Implement this method if your input method handles mouse-up events.

Availability

Available in Mac OS X v10.5 and later.

Declared In

`IMKInputController.h`

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Document Revision History

This table describes the changes to *IMKMouseHandling Protocol Reference*.

Date	Notes
2007-06-05	New document that describes the protocol used to receive mouse events for an input method client session.

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Document Revision History

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