Preference Panes Reference Update

Cocoa > User Experience

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Introduction to Preference Panes Reference Update

This document summarizes the symbols that have been added to the Preference Panes framework. The full reference documentation notes in what version a symbol was introduced, but sometimes it's useful to see only the new symbols for a given release.

If you are not familiar with this framework you should refer to the complete framework reference documentation.

Organization of This Document

Symbols are grouped by class or protocol for Objective-C and by header file for C. For each symbol there is a link to complete documentation, if available, and a brief description, if available.

See Also

For reference documentation on this framework, see *Preference Panes Framework Reference*.

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10.3 Symbol Changes

This article lists the symbols added to `PreferencePanes.framework` in Mac OS X v10.3.

Classes

All of the classes with new symbols are listed alphabetically, with their new class, instance, and delegate methods described.

NSPreferencePane

Complete reference information is available in the `NSPreferencePane` reference.

Instance Methods

`isSelected`	Returns YES if the receiver is currently selected by the user, otherwise NO.
`updateHelpMenuWithArray:`	Call this method if you need to update help menu items dynamically.

C Symbols

All of the header files with new symbols are listed alphabetically, with their new symbols described.

NSPreferencePane.h

Data Types & Constants

All of the new data types and constants in this header file are listed alphabetically, with links to documentation and abstracts, if available.

`kNSPrefPaneHelpMenuAnchorKey`	Key for the anchor reference for AHLookupAnchor in the dictionary supplied as an argument to updateHelpMenuWithArray:
`kNSPrefPaneHelpMenuInfoPListKey`	

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`kNSPrefPaneHelpMenuTitleKey`	Key for the localized help menu item in the dictionary supplied as an argument to updateHelpMenuWithArray:

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10.2 Symbol Changes

This article lists the symbols added to `PreferencePanes.framework` in Mac OS X v10.2.

Classes

All of the classes with new symbols are listed alphabetically, with their new class, instance, and delegate methods described.

NSPreferencePane

Complete reference information is available in the `NSPreferencePane` reference.

Instance Methods

`autoSaveTextFields`	If this method returns YES, text fields are forced to give up their responder status before shouldUnselect is called on the preference pane.

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10.1 Symbol Changes

This article lists the symbols added to `PreferencePanes.framework` in Mac OS X v10.1.

Classes

All of the classes with new symbols are listed alphabetically, with their new class, instance, and delegate methods described.

NSPreferencePane (New)

Complete reference information is available in the `NSPreferencePane` reference.

Instance Methods

`assignMainView`	Locates and assigns the receiver's main view from the nib file loaded by loadMainView.
`bundle`	Returns the NSBundle instance representing the preference pane's bundle.
`didSelect`	Notifies the receiver that the main application has just displayed the preference pane's main view.
`didUnselect`	Notifies the receiver that the main application has just stopped displaying the preference pane's main view.
`firstKeyView`	Returns the first view in the keyboard focus chain.
`initialKeyView`	Returns the view that should have the keyboard focus when the pane is selected.
`initWithBundle:`	Initializes the receiver with the preference pane's bundle, returning self.
`lastKeyView`	Returns the last view in the keyboard focus chain.
`loadMainView`	Loads the receiver's user interface into its main view.
`mainNibName`	Returns the name of the preference pane's nib file.
`mainView`	Returns the main view of the preference pane.

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`mainViewDidLoad`	Notifies the receiver that the main view is set up and prepared to be displayed.
`replyToShouldUnselect:`	Notifies the main application of the receiver's willingness (or unwillingness) to be deselected.
`setFirstKeyView:`	Sets the first view in the keyboard focus chain.
`setInitialKeyView:`	Sets the view that should have keyboard focus when the pane is selected.
`setLastKeyView:`	Sets the last view in the keyboard focus chain.
`setMainView:`	Sets the main view of the preference pane.
`shouldUnselect`	Returns a value indicating whether the receiver is willing to be deselected.
`willSelect`	Notifies the receiver that the main application is about to display the preference pane's main view.
`willUnselect`	Notifies the receiver that the main application is about to stop displaying the preference pane's main view.

C Symbols

All of the header files with new symbols are listed alphabetically, with their new symbols described.

NSPreferencePane.h

Data Types & Constants

All of the new data types and constants in this header file are listed alphabetically, with links to documentation and abstracts, if available.

`NSPreferencePaneCancelUnselectNotification`	Notifies the main application that the preference pane is not willing to be deselected.
`NSPreferencePaneDoUnselectNotification`	Notifies the main application that the preference pane is willing to be deselected.
`NSPreferencePaneUnselectReply`	
`NSUnselectCancel`	Cancel the deselection
`NSUnselectLater`	Delay the deselection until the preference pane invokes replyToShouldUnselect:
`NSUnselectNow`	Continue the deselection

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Document Revision History

This table describes the changes to *Preference Panes Reference Update*.

Date	Notes
2007-07-18	New document that summarizes the symbols added to the Preference Panes framework in Mac OS X v10.5.

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