
EOActionCellAssociation

Inherits From:	EOGenericControlAssociation : EOAssociation : EODelayedObserver : NSObject
Conforms To:	NSCoding (EOAssociation) EOObserving (EODelayedObserver) NSObject (NSObject)
Declared In:	EOInterface/EOControlAssociation.h

Class at a Glance

Purpose

An EOActionCellAssociation displays a single attribute value in its display object (an NSActionCell) and updates that value in the selected object when the NSActionCell changes.

Usable With

Any NSActionCell

Aspects

value	An attribute of the selected object, displayed in the NSActionCell.
enabled	A boolean attribute of the selected object, which determines whether the NSActionCell is enabled.

Object Keys Taken

target	On receiving an action message from the NSActionCell, an EOActionCellAssociation sends the NSActionCell's value to the EODisplayGroup.
delegate	See the class description.

Class Description

EOActionCellAssociation is the default EOAssociation subclass for use with NSActionCells. An EOActionCellAssociation displays the value of the selected object in its NSActionCell, and updates the object when the NSActionCell's value changes. A sibling class, EOControlAssociation, can be used with independent controls such as NSButtons and NSTextFields. Some other subclasses of EOAssociation, such

as EOPopUpAssociation and EOColumnAssociation, supersede these classes for more specialized behavior.

When multiple EOActionCellAssociations are bound to cells in the same control, one of them becomes the delegate of the control and forwards appropriate messages, such as **control:isValidObject:**, to the others. This eliminates the need to add an EOControlAssociation just to handle delegate messages.

EOActionCellAssociations access values using NSActionCell's **setObjectValue:** method, which allows values with non-string representations to be displayed. An EOActionCellAssociation can be bound to an NSImageCell, for example, with an attribute whose class is NSImage.

Examples

To display a movie's budget in an NSTextFieldCell, create an EOControlAssociation to the Movie display group and bind the **value** aspect to the "budget" key. If the NSTextFieldCell is editable, then when the user types a new value and presses Enter or Tab, the selected movie's budget attribute is changed.

Assuming that Movie objects implement an **isBudgetNegotiable** method, you can make the NSTextFieldCell uneditable depending on the selected movie. To do so, add an "isBudgetNegotiable" key to the Movie display group in Interface Builder and bind the "enabled" key to it.

Instance Methods

control

– (NSControl *)**control**

Returns the NSControl that owns the receiver's display object.

See also: – **object** (EOAssociation), – **controlView** (NSActionCell class of the Application Kit)

editingAssociation

– (EOGenericControlAssociation *)**editingAssociation**

For EOActionCellAssociations in an NSMatrix or other multi-celled control, returns the EOActionCellAssociation that's currently selected (or editing text).