

ConnectedMainView.m (ConnectedApp-0.1 vs. ConnectedApp)

ConnectedMainView.m - /Users/ejoe/Development/Metafy/ConnectedApp-0.1

ConnectedMainView.m - /Users/ejoe/Development/Metafy/ConnectedApp

-initWithFrame:

```
//
// ConnectedMainView.m
// ConnectedApp
//
// Created by Joe Pezzillo on 2/25/09.
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//

#import "ConnectedMainView.h"

@implementation ConnectedMainView

- (id)initWithFrame:(NSRect)frame {
    self = [super initWithFrame:frame];
    if (self) {
        // Initialization code here.
    }
    return self;
}

- (void)drawRect:(NSRect)rect {
    CGFloat darkGrayValue = 38.0 / 255.0;
    [[NSColor colorWithDeviceRed:darkGrayValue green:darkGrayValue blue:darkGrayValue alpha:1.0] set];
    NSRectFill(rect);
}

@end
```

2

3

4

5

6

```
#import "ViewLayout.h"
#import <Quartz/Quartz.h>

#define kLayoutDuration @"layoutDuration"
#define kLayoutDurationDefault 2.5

@implementation ConnectedMainView

- (id)initWithFrame:(NSRect)frame {
    self = [super initWithFrame:frame];
    if (self) {
        entryCollection = nil;
        nodes = [[NSMutableArray alloc] init];
        subviewsLayoutType = 3;
        layoutUpdateInterval = 3.0;
    }
    return self;
}

-(void)dealloc
{
    [self setAutoUpdatesLayout:NO];
    [self setConnectedEntryCollection:nil];
    [self setSortDescriptors:nil];
    [backgroundGradient release];
    [nodes release];

    [super dealloc];
}

#pragma mark LAYOUT_TIMER
-(void)startLayoutUpdateTimer
{
    if( layoutTimer == nil ) {
        layoutTimer = [[NSTimer scheduledTimerWithTimeInterval:[self layoutUpdateInterval] target:self selector:@selector(
    }
}

-(void)stopLayoutUpdateTimer
{
    if( layoutTimer != nil ) {
        [layoutTimer invalidate];
        [layoutTimer release];
        layoutTimer = nil;
    }
}

}
```