

# Reference Manual

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## 1 Class Index

### 1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<b>OrtIOSTDialogs</b>	<b>2</b>
<b>OrtIOSTableMenu</b>	
Class that allows creation of menus on the fly easily	<b>4</b>

## 2 File Index

### 2.1 File List

Here is a list of all files with brief descriptions:

<a href="#">/xcode/OrtFramework/include/OrtIOSDialogs.h</a>	7
<a href="#">/xcode/OrtFramework/include/OrtIOSTableMenu.h</a>	7
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<a href="#">OrtIOSTableMenu.m</a>	8

## 3 Class Documentation

### 3.1 OrtIOSDialogs Class Reference

```
#import <OrtIOSDialogs.h>
```

#### Static Public Member Functions

- (void) + [dialogboxinput::::](#)  
*display an alert with input field for text*
- (void) + [dialogboxmessageokonly::::](#)  
*for message with ok button only*
- (void) + [dialogboxconfirm::::](#)  
*for message with a Yes and No button*
- (void) + [dialogboxconfirmbuttons::::](#)
- (void) + [dialoghide](#)
- (void) + [dialogboxsetMessage:](#)
- (void) + [check](#)[*implementation*]  
*releases alert, mainly used internally*

#### 3.1.1 Member Function Documentation

##### 3.1.1.1 + (void) [check](#) [*implementation*]

releases alert, mainly used internally

##### 3.1.1.2 + (void) [dialogboxconfirm:](#) *dummy*(NSString \*) *title* :(NSString \*) *message* :(id) *delegate* :(int) *tag*

for message with a Yes and No button

displays a message to the user with a Yes and No button. No is index 0, Yes is index 1.

#### Parameters

<i>title</i>	string title
<i>message</i>	string message for the user
<i>delegate</i>	id delgate to be called for button events, etc
<i>tag</i>	in tag to be placed on the alert for identification

**3.1.1.3** + (void) dialogboxconfirmbuttons: dummy:(NSString \*) title:(NSString \*) message:(NSString \*) buttoncancel:(NSString \*) buttonyes:(id) delegate:(int) tag

brief for message with two buttons as provided by caller

displays a message to the user with button labels as passed. buttoncancel is index 0, buttonyes is index 1.

#### Parameters

<i>title</i>	string title
<i>message</i>	string message for the user
<i>buttoncancel</i>	string, text to be displayed for index 0
<i>buttonyes</i>	string, text to be displayed for index 1
<i>delegate</i>	id delgate to be called for button events, etc
<i>tag</i>	in tag to be placed on the alert for identification

**3.1.1.4** + (void) dialogboxinput: dummy:(NSString \*) title:(NSString \*) message:(NSString \*) cancelbuttontitle:(NSString \*) otherbuttontitles:(id) delegate:(UITextField \*) textfield:(int) tag

display an alert with input field for text

used to display an alert with an input field for text.

#### Parameters

<i>title</i>	string title
<i>message</i>	string message to be displayed
<i>cancelbuttontitle</i>	string cancel button label
<i>otherbuttontitles</i>	string for other button lables, can be nil
<i>delegate</i>	id delgate to be called for button events, etc
<i>textfield</i>	UITextField the UI textfiled to be used for the input will be released after added to subview

**3.1.1.5** + (void) dialogboxmessageokonly: dummy:(NSString \*) title:(NSString \*) message:(id) delegate:(int) tag

for message with ok button only

routine to display a message to the user with an ok button only

#### Parameters

<i>title</i>	string title
<i>message</i>	string message for the user
<i>delegate</i>	id delgate to be called for button events, etc
<i>tag</i>	in tag to be placed on the alert for identification

3.1.1.6 + (void) dialogboxsetMessage: dummy(NSString \*) *message*

3.1.1.7 + (void) dialoghide

brief hides last alert

routine to hide the last alert used by this class

The documentation for this class was generated from the following files:

- [OrtIOSDialogs.m](#)
- [/xcode/OrtFramework/include/OrtIOSDialogs.h](#)

## 3.2 OrtIOSTableMenu Class Reference

class that allows creation of menus on the fly easily.

```
#import <OrtIOSTableMenu.h>
```

### Public Member Functions

- (id) - [initWithFrameAndDelegate::](#)  
*constructor that should be used. menu will autosize height.*
- (void) - [addMenuItemAndSelector::](#)  
*add a menu item to the menu without a tag*
- (void) - [addMenuItemAndSelectorAndTag::](#)  
*add a menu item to the menu with tag*
- (void) - [show:](#)  
*shows the menu*
- (void) - [hide](#)  
*hides the menu*
- (void) - [showMain](#) [implementation]
- (void) - [hideMain](#) [implementation]
- (UIImage \*) - [createGradientImage:](#) [implementation]
- (NSInteger) - [tableView::](#) [implementation]
- (CGFloat) - [tableView::](#) [implementation]
- (void) - [tableView:::](#) [implementation]
- (BOOL) - [tableView::](#) [implementation]
- (UITableViewCell \*) - [tableView::](#) [implementation]
- (void) - [tableView::](#) [implementation]
- (CGFloat) - [tableView::](#) [implementation]

### Properties

- CGFloat \* [gradientFillLocations](#)  
*the gradient CGColors stored as (id), default is a blue gradient*

- id [delegate](#)  
*the delegate to be used for selection callbacks*
- int [cellHeight](#)  
*the height of a text cell, default is 44*
- UIFont \* [textFont](#)  
*the font for the menu item text, default is "Arial", 16*
- UIColor \* [textColor](#)  
*the text color for the menu items, default is yellow*

### 3.2.1 Detailed Description

class that allows creation of menus on the fly easily.

Features:

- separators - blank menu entry string
- gradient menu item background
- tagged menu item
- autosizing

if there is enough interest, will add addition features / functions

### 3.2.2 Member Function Documentation

#### 3.2.2.1 - (void) addMenuItemAndSelector: dummy(NSString \*) menuItem:(NSString \*) selectorString

add a menu item to the menu without a tag

menuItem as string, the string to appear in the menu selectorString as string, the name of the selector, do not include the : if tag is specified

#### 3.2.2.2 - (void) addMenuItemAndSelectorAndTag: dummy(NSString \*) menuItem:(NSString \*) selectorString:(int) tag

add a menu item to the menu with tag

when the user selected the item, the selector will be called using the selector string. if a non -1 is used for the tag, the selector is called with the tag as a parameter and the selector has to have the int as the parameter.

menuItem as string, the string to appear in the menu selectorString as string, the name of the selector, do not include the : if tag is specified tag as integer, -1 means "no tag" and selector will be called without a parameter (no :)

3.2.2.3 - (UIImage \*) createGradientImage: dummy(CGRect) *boundRect*  
[implementation]

3.2.2.4 - (void) hide

hides the menu

3.2.2.5 - (void) hideMain [implementation]

3.2.2.6 - (id) initWithFrameAndDelegate: dummy(CGRect) *frame* :(id) *del*

constructor that should be used. menu will autosize height.

the menu view has to be added as a subview by the caller.

#### Parameters

<i>frame, the</i>	rough frame size to be used
<i>del, the</i>	delegate that will be used for selection callbacks

3.2.2.7 - (void) show: dummy(CGPoint) *point*

shows the menu

will have the menu appear.

#### Parameters

<i>point</i>	as CGPoint, the point where the upper left of the menu is to appear
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3.2.2.8 - (void) showMain [implementation]

3.2.2.9 - (NSInteger) tableView: dummy(UITableView \*) *numberOfRowsInSection* :(NSInteger) *section* [implementation]

3.2.2.10 - (CGFloat) tableView: dummy(UITableView \*) *heightForRowAtIndexPath* :(NSIndexPath \*) *indexPath* [implementation]

3.2.2.11 - (BOOL) tableView: dummy(UITableView \*) *canEditRowAtIndexPath* :(NSIndexPath \*) *indexPath* [implementation]

3.2.2.12 - (UITableViewCell \*) tableView: dummy(UITableView \*) *cellForRowAtIndexPath* :(NSIndexPath \*) *indexPath* [implementation]

3.2.2.13 - (void) tableView: dummy(UITableView \*) *didSelectRowAtIndexPath* :(NSIndexPath \*) *indexPath* [implementation]

3.2.2.14 - (CGFloat) tableView: dummy(UITableView \*) *heightForHeaderInSection* :(NSInteger) *section* [implementation]

3.2.2.15 - (void) tableView: dummy(UITableView \*) *willDisplayCell* :(UITableViewCell \*) *forRowAtIndexPath* :(NSIndexPath \*) *indexPath* [implementation]

### 3.2.3 Property Documentation

**3.2.3.1** `-(int) cellHeight` [read, write, assign]

the height of a text cell, default is 44

**3.2.3.2** `-(id) delegate` [read, write, assign]

the delegate to be used for selection callbacks

**3.2.3.3** `-(CGFloat*) gradientFillLocations` [read, write, assign]

the gradient CGColors stored as (id), default is a blue gradient

the gradient fill locations as array[3] of CGPoint, default is 0.0, 0.5, 1.0

**3.2.3.4** `-(UIColor*) textColor` [read, write, retain]

the text color for the menu items, default is yellow

**3.2.3.5** `-(UIFont*) textFont` [read, write, retain]

the font for the menu item text, default is "Arial", 16

The documentation for this class was generated from the following files:

- [OrtIOSTableMenu.m](#)
- `/xcode/OrtFramework/include/OrtIOSTableMenu.h`

## 4 File Documentation

### 4.1 `/xcode/OrtFramework/include/OrtIOSDialogs.h` File Reference

```
#import <UIKit/UIKit.h>
```

#### Classes

- class [OrtIOSDialogs](#)

### 4.2 `/xcode/OrtFramework/include/OrtIOSTableMenu.h` File Reference

```
#import <UIKit/UIKit.h> #import <QuartzCore/QuartzCore.h> ×
```

#### Classes

- class [OrtIOSTableMenu](#)  
*class that allows creation of menus on the fly easily.*



### 4.3 OrtIOSDialogs.m File Reference

```
#import "OrtIOSDialogs.h"
```

#### Variables

- UIAlertView \* [alert](#)

#### 4.3.1 Variable Documentation

##### 4.3.1.1 UIAlertView\* alert

### 4.4 OrtIOSTableMenu.m File Reference

```
#import "OrtIOSTableMenu.h"
```

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