

# Mac OS X Search Field 1.1

## Introduction

Carbon added a new control back in 10.3 called the `HISearchField`. This control is similar in appearance and functionality as the Cocoa equivalent `NSSearchField`, and until now has been unavailable to REALbasic developers.

Charles Yeomans was able to embed the `HISearchField` on a toolbar a while back, and this has been the best REALbasic developers could get. While not a bad implementation, it does require the use of a toolbar. Our new version allows the developer to embed the control on a window, and in the future, a toolbar as well.

## Limitations

We attempted, but failed, to base the control from the standard `RectControl`. However, in the end, it provides us a benefit. The class, `MacOSXSearchField`, can be used to create an `HISearchField` for a window, or without a window. Currently though, there is no reason to use it without a window. Because of this, one must call the `MacOSXSearchField.Create` method in the window Open event to create it, and also must calculate positioning manually. This is trivial though. Lastly, any window to contain a `HISearchField` must have compositing enabled.

## Events

### **Open ( )**

This event is called once the field is created, not during window open. Otherwise, use as you might expect.

### **Close ( )**

Called only when the control is destroyed programmatically.

### **Search(SearchString As String)**

Called whenever a new search must begin.

### **SearchCleared ( )**

Called whenever the search should be cleared, such as when the user deletes the contents of the field, or clicks the Cancel button.

### **GotFocus ( )**

Called after the control receives the focus.

### **LostFocus ( )**

Called after the control loses the focus.

## Methods

**AddToView(ViewHandle As Integer) As Boolean**

Used to add the control to another view. Currently, has no use, but an intuitive developer might think up one. Returns true on success, false on error.

**Create(InWindow As Window = Nil) As Boolean**

Required to call before control can be used. Set InWindow to the window which should contain the control, or leave empty to create the raw control. Returns true on success or false on error.

**Destroy()**

Required to call to dispose of the control. Failure to do so may result in unexpected behavior.

**Handle() As Integer**

The control's OS reference. May be used to extend the control's functionality.

**SetFocus()**

Sets the focus to the control.

**Properties****Active As Boolean**

Sets whether the control should be drawn in the foreground or background

**Placeholder As String**

The caption that should be visible in the search field when it has no text, and does not have the focus.

**Enabled As Boolean**

Sets whether the control is enabled or disabled.

**HasSearchIcon As Boolean**

Sets whether the control has the standard magnifying glass icon on the left.

**LiveSearch As Boolean**

Sets whether the control should send Search events whenever the user changes the text.

**Text As String**

The current text of the control.

**Visible As Boolean**

Sets whether or not the control is visible. Control defaults to invisible.

**Left, Top, Width, Height As Integer**

Sets the control's position on it's window.

### **Menu As MacOSXMenu**

Set's the menu of the search field, typically used to set the search context. See the example application for more information using the MacOSXMenu class.

### **Changes**

- Mac OS X Search Field is now Universal
- Example project has been updated to show properly checked items in the search menu
- Example project now has a bundle identifier set, to allow running the application under Rosetta

### **Notes**

This control has only been tested in Mac OS X 10.4. It should work in 10.3, but has not been tested.

The control always defaults to invisible. It's best practice to create and setup the control, then make it visible.

Special thanks to Charles Yeomans and Jonathan Johnson for their help. Both provided valuable resources, even if they are not quite sure how.

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